Abbasac of Violent Odds, 3, DrHuPaRoShWa
(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.

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

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

A'dal, 10 (Legion-246E)
Ally—Naaru, 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.

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

Adyna the Lightwarden, 2, Alliance
(Vanilla-229R)
Ally—Druid (Drums-37U)
(2), [Activate] >>> Put a 1 [Frost] / 1 [Health] Water Elemental into play. <p>When a Water Elemental enters play under your control, your hero may heal 2 damage from itself.

Adyn the Lightwarden, 3 (Legion-212E)
Ally—Draenei Paladin, Unique, 3 [Holy] / 3 Health
Aldor Reputation (You can 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 preventable 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.

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

Adept Breton, 2, Alliance
(Azeroth-174U)
Ally—Human Mage, 1 [Arcane] / 1 Health
(3), [Activate] >>> This ally deals 1 arcane damage to each opposing hero and ally.

Aegwynn, add three tirisfal counters to her. <p>When your hero becomes Aegwynn, add three tir sofal counters to her. <p> [Activate], Remove a tir sofal counter >>> Target ally has Elusive this turn. <p> [Activate], Remove a tir sofal counter >>> Draw a card, then discard a card. <p> While Aegwynn has no tir sofal counters on her: [Activate] >>> Put a token copy of each ally you control into play.
Aesa, 4, Alliance (Aspects Treasure-312U)
Ally—Draenei Shaman, 2 [Nature] / 4 Health
When this ally enters play, you may reveal an ally from your hand. This ally heals damage from your hero equal to the cost of that revealed ally.

Asesadonna Al’mere, 4, Horde (Betrayer-157R)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
Stealth
- When this ally attacks, destroy target exhausted ally.

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

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

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

Aftermath, 2, Warlock (Illidan-95R)
Instant Ability—Destruction
Destruction Talent (You can’t put Afflictions or Demons or Talonmey’s 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. - Reward: Draw a card.

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

Agamaggan, 6 (Ancients-161R)
Monster Ally—Bear Beast Demigod, Agamaggan (1), 8 [Melee] / 6 Health
Monster Hero Required
- Smash
- When Agamaggan deals combat damage to an exhausted ally, ready Agamaggan.

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

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

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

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

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

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

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

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

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+X, 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
- Protector, Stealth
- Other allies you control have Untargetable.
- Traitool cards can’t be played.

Alakazam’s Promise (Illidan-236C)
Quest
Loyal Hero Required
(Factory put this in your deck if your hero is a Traitor.) - Pay (1) for each card in your hand to complete this quest. - Reward: Draw a card.

Alamira Grovetender, 1, Alliance (Azeroth-171)
Ally—Tauren Priest, 1 Strike
(Prevent all nature damage that this ally would be dealt.)

Alamira’s Promise (Illidan-236C)
Quest
Loyal Hero Required
(Factory put this in your deck if your hero is a Traitor.) - Pay (1) for each card in your hand to complete this quest. - Reward: Draw a card.

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

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

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

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

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

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

Akumo of Thunder Bluff, Horde (Horsman-1)
Ally—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
(Factory this ally may exhaust to become the defender when an opposing hero or ally attacks.)

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

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

Alana the Warbringer, 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.
Aldara the Huntress, 1, Alliance ( $32 Alliance Shaman-10C, Tomb-74C)
Ally—Night Elf Druid, 0 [Meelee] / 1 Health
This ally has +4 ATK while attacking a hero.

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

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

Alchemist Norrin’thal, 3, Horde (Betrayer-158C)
Ally—Blood Elf Mage, 3 [Frost] / 3 Health
Once per turn: (0) >> This ally becomes an [Arcane] ally this turn. (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 >> Activate >>> 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 [Meelee] / 3 Health
Weapons you control have +2 ATK while your hero is defending.

Aldori Legacy Defender, 4, PaShWa (Outland-194U)
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 deals 3 damage from target hero or ally.

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

Alethia Brightsong, 1, Horde (Throne-139C)
Ally—Blood Elf Paladin, 2 [Holy] / 1 Health
When this ally enters play, Delive. (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.)

Alexander Mograina, 7 (Dungeon Treasure-24E)
Ally—Spirit Paladin, Alexandros (1), 7 [Holy], 7 Health

Protecor >> 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 [Meelee] / 5 Health
At the start of your turn, put three 1 [Meelee] / 1 [Health] Peasant 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 ally you control. << Assault 5
>> Allies you control can’t be destroyed.

Aleyah Dawnborn, 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.

Ahsas, 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.

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

All Aboard for Undercity!, 1, Horde (Scourgewar-124C)
Instant Ability
Each player puts a [Horde] ally from his other reputations in your deck.

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 (Iccrown-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.

A’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).

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

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

Alrak Stonerock, 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.

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

Alnya Sunshower, 1, Horde (Crown-102C, Horde Druid-11C)
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.

Aman Dragonhawk, 7 (Twilight-175E, Twilight Loot-3L)
Ally—Draenor Warlock, 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—Tauran Paladin, 4 [Holy] / 4 Health
**Empower Paladin:** When this ally enters play, if you control another Paladin hero or ally, each ally you control with cost 2 or less has +X ATK this turn, where X is its ATK.

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

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

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

Ambassador Chromie, 3 (Aspects Treasure-46E)
Ally—Bronze Dragonkin, Chromie (1), 1 [Melee] / 1 Health
When Chromie deals combat damage to a defending hero, you may shuffle her into her owner’s deck. If you do, take an extra turn after this one.

Ambassador Jerrilkar, 5 (Illidan-196R)
Ally—Saray 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 **Steelsh.**<p>Your hero deals melee damage to targeted 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.

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

Amphiy Magic, 1, Mage (Outland-371U)
Instant Ability—Arcane
Attach to target friendly hero or ally.<p>Ongoing: If damage would be healed from attached character, that much +2 is healed instead.

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

An Ancient Awakens (Crown-191C, Murkdeep-22C)
Quest
You pay (1) less to complete this quest for each Monster hero and/or ally you control.<p>Pay (6) to complete this quest.<p>Reward: Draw a card.

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-125R)
Ally—Human Rogue, 5 [Melee] / 4 Health
**Finishing Move** (To play, remove X Combos in your graveyard from the game, where X is 5 or less.)<p>When this ally enters play, she may deal X melee damage to target hero or ally.

Asthina, 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 (Dark Portal-184U)
Ally—Night Elf Hunter, 2 [Melee] / 2 Health
**Elusive**<p>When an ally with cost 4 or more enters play under your control, this ally deals 4 ranged damage to target hero.

Anathema, 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.<p>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.)<p>Search your deck for a card with 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, P Alliance Shaman-2c, Elements-79C)
Basic Ability—Restoration
Put up to two target allies from your graveyard into your hand.

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

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.)<p>**Inspire:** Ally (You may ready an ally you control during each other player’s ready step.)

Anchorite Ceyla, 7 (Illidan-173R)
Ally—Draenei Priest, Unique, 6 [Holy] / 7 Health
Aldor Reputation <p>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 <p>Once per turn: (0) >>> Attach target attachment to this ally.

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

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

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

Anchorite Kilandra, 1 (Illidan-174C)
Ally—Draenei Priest, 1 [Holy] / 2 Health
Aldor Reputation <p>When this ally enters play, name a card in play you control.<p>**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 Bear Form, 2, Druid (Ancients-9U)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: Your hero has Protector. «» Your hero has +5 [Health] for each five resources you control.
Ancient Bone Bow, 3, Hunter (Ancients Hunter-21U, Azeroth-311U, Class-211U)
Equipment—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.”
Ancient Moonkin Form, 2, Druid (Betrayal-8R)
Instant Ability—Balance Moonkin Form, Form (1)
Ongoing: If your hero would deal or heal damage, it deals or heals that much +1 instead. «» While you control five or more Ongoing abilities: [Activate] «» Draw a card.
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 Butcherhorn, 1, Alliance (Alliance Paladin-101, N Alliance Rogue-101, Outland-110U)
Ally—Human Warrior, 1 [Melee] / 2 Health
You Pay (1) less to strike with weapons.
Andrew Ulric, 4, Alliance (Worldbreaker-131C)
Ally—Worgen Priest, 4 [Shadow] / 4 Health
Aberration (Prevent all non-combat damage that would be dealt to this ally.)
Andrews the Just, 5, Alliance (Alliance Priest-8C, Crown-76C)
Ally—Human Priest, 4 [Holy] / 4 Health
When this ally enters play, you may put target attachment from your graveyard into your hand.
Anduin Lothar, Alliance (Timewalkers-1)
Hero—Human Warrior, 30 Health
[Front]: Lothar’s Battle Cry «» [Basic] (3), Flip Lothar «» Allies you control have +1 ATK this turn.
[Back]: Lothar’s Strength «» Once per game: [Basic] (3) «» Lothar has +3 ATK this turn.
Anduin Wynnn, 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, Scourgewar-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. «» Ongoing: 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.
Anger Management, 3, Warrior (Dark Portal-115R)
Ability—Arms
Arms Talent (You can’t put Fury Talents or Protection Talents in your deck.) «» Ongoing: When your hero deals combat damage with a weapon to a hero, put the top card of your deck into your resource row face down and exhausted.
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]
Scourage 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.
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 2 Strike
When this weapon enters play, you may draw a card.
Angnor 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, Alliance Rogue-2C, Wrathgate-65C)
Basic 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.
Anraphet’s Regalia, 2, MaPrLo (Tomb-164C)
Equipment—Armor—Cloth, Chest (1), 1 DEF
Your hero has Mend 1. (At the start of your turn, it may heal 1 damage from target hero or ally.)
Ansem, Timewalker Deathblade, 5, Alliance (Ancients-83R)
Ally—Human Death Knight, 3 [Melee] / 4 Health
Protector «» This ally has +4 / +3 while an opponent controls a [Horde] or Monster hero.
Anti-Magic Shell, 2, Death Knight (Wrathgate-22U)
Ability—Unholy
Ongoing: [Activate] «» Prevent the next non-meelee (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 «» 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. «» Abilities you control have Untargetable.
Antryr, 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.
Apoacan, 3, Warlock (Betrayer-107U)
Ally—Abyssal Demon Traitor, Pet (1), 4 [Fire] / 4 Health
Traitor Hero Required «» 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.
Apparatus of Khaz’goroth, 3, DkPaWa (Tomb-179C)
Equipment—Item, Trinket (2)
Your hero has **Assault 1. (It has +1 ATK on your turn.)**

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
**Untargetable**

Apprentice Teep, 1, Alliance (Alliance Paladin-12C, V Alliance Hunter-15C, V Alliance Priest-9C, Azeroth-176C, Class-127C)
Ally—Gnome Mage, 2 [Frost] / 1 Health
**Elusive (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.

Araehn, 2, Horde (Class-166C, Dark Portal-198C)
Ally—Blood Elf Paladin, 1 [Mage] / 3 Health

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

Arathi Basin (Honour-203C)
Location—Battleground (5)
When you play a card, add an honor counter. **<p>** [Activate], Remove five honor counters **>>>** Draw a card.

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

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

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

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

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

Arcane Barrage, 4, Mage (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 (Betrayal-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 Intelllect, 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 Meele-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 Potency, 1, Mage (Ancients-22R)
Basic Ability—Arcane
**Arcane Talent (You can’t put Fire Talents or Frost Talents in your deck.)** **<p>** Ongoing: This ability enters play exhausted. **<p>** This ability can be exhausted to pay the cost of abilities as though it were a resource.

Arcane 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 Protector, 4 (Betrayal-129U)
Monster Ally—Mechanical, 5 [Arcane] / 4 Health
**Monster Hero Required** **<p>** Protector
This ally may exhaust to become the defender when an opposing hero or ally attacks.

Arcane Reflection, 3, Mage (Aspects Treasure-11U)
Ability—Arcane
Put a token copy of target ally you control into play.

Arcane 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.
When this ally sabotages a quest, you may:

- **Scryer Reputation**

Ally

**Arcanist Bartis, 2**

- Ability—Marksmanship

- Your hero deals 1 arcane damage to target hero or ally. Draw a card.

- Arcane Spikes, X, HuMa (Drums-91C)

- Ability—Marksmanship 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 draw a card.

- Arcane Torrent, 3, Horde (Dark Portal-133U)

- Instant Ability

- Blood Elf Hero Required

- Interrupt all other abilities. Opponents can't play abilities this turn.

- Arcane Unraveling, 4, Mage (Ancients-23U)

- Instant Ability—Arcane

- Interrupt target ability and remove it from the game. If a non-Ongoing ability is removed from the game this way, you may play it immediately without paying its cost.

- Arcane Warding, 2, MaPa (Honor-82C)

- Instant Ability—Arcane Protection

- Attach to target ally. ➜ Ongoing: Attached ally has *Untargetable*.

- Arcanist Alathana, 1 ( Betrayer-196U)

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

- Scryer Reputation ➜ *Sabotage*: Ability ➜ When this ally sabots a player, put a depletion counter on it. ➜ Abilities with depletion counters lose and can't have powers.

- Arcanist Atikan, 3 (Betrayer-197B)

- Ally—Blood Elf Mage, 4 [Fire] / 2 Health

- Scryer Reputation ➜ *Sabotage*: Side Deck ➜ When this ally sabots a side deck, cards in it can't leave that side deck this match.

- Arcanist Avrelina, 1 (Legion-230C)

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

- Scryer Reputation *(You can't put cards with other reputations in your deck)* ➜ *Sabotage*: Ability *(This ally can attack opposing abilities.)* ➜ When this ally sabots an ability, put it on top of its owner's deck.

- Arcanist Bartis, 2 (Illidan-184C)

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

- Scryer Reputation ➜ *Sabotage*: Player *(This ally can attack opposing players.)* ➜ When this ally sabots a player, that player discards a card or destroys an ally he controls.

- Arcanist Dayvana, 2 (Betrayer-198U)

- Ally—Blood Elf Mage, 3 [Fire] / 1 Health

- Scryer Reputation ➜ *Sabotage*: Quest ➜ When this ally sabots a quest, you may complete it this turn.

- Arcanist Lyronia, 1 (Betrayer-199C)

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

- Scryer Reputation *(You can't put cards with other reputations in your deck.)* ➜ 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 [Fire] / 4 Health

- Scryer Reputation *(You can't put cards with other reputations in your deck.)* ➜ Opponents play with the top card of their decks revealed.

- Arcanist Renna, 1 (Illidan-185C)

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

- Scryer Reputation ➜ *Sabotage*: Deck ➜ 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

- Scryer Reputation ➜ *Sabotage*: Deck ➜ When this ally sabotages a deck, switch that deck with yours.

- Arcanist Tiane, 3 (Legion-232C)

- Ally—Blood Elf Mage, 3 [Arcane] / 3 Health

- Scryer Reputation *(You can't put cards with other reputations in your deck.)* ➜ 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.


- Equipment—2H Weapon—Axe, Melee (1), 5 [Melee], 0 Strike

- Arcanite Steam-Pistol, 5, HuRo (Honour-170U)

- Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike

- When you strike with this weapon, your hero has *Long-Range* this combat. ➜ 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, MaPrLo (Betrayer-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.

- Arch Druid Lilliandra, Druid (Icecrown-1)

- Hero—Night Elf Druid (Balance), 27 Health

- [Front]: Argent Crusade Reputation ➜ 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, [Drauid] Balance Talents, 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 Fandral Staghelm, 4, Alliance (Betrayer-62R)

- Ally—Night Elf Druid, Fandral (1), 1 [Nature] / 5 Health

- *Elysian* ➜ [Activate] ➜ Target ally has *Absorb, Ferocity, Sentinel* and *Stealth* this turn.

- Archdruid Hamuul Runetotem, 8, Horde (Outland-151E)

- Ally—Tauren Druid, Unique, 7 [Melee] / 7 Health

- Druids you control have +1 ATK while attacking. ➜ Druids you control have *Protector*.

- Archdruid Malfurion Stormrage, 6, Alliance (Grown-77E)

- Ally—Night Elf Druid, Malfurion (1), 4 [Nature] / 8 Health

- At the start of your turn, you may draw a card.

- ➜ You can place an additional resource on each of your turn.

- 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.

- Archimonde the Defiler (Timewalkers-21)

- Monster Hero—Eredar Demon Warlock, 28 Health

- [Front]: *Archimonde's Corruption* ➜ [Basic] (4). Flip Archimonde ➜ Target ally has +2 / +2 this turn.

- [Back]: *Archimonde's Decree* ➜ Once per game: [Basic] (7) ➜ Put a token copy of an ally you control into play. That copy is also a Demon Monster.


- Quest

- Pay (4) to complete this quest. ➜ Reward: Draw a card.
Archmage Arugal, 8 (Dungeon Treasure-25E)
Ally—Human Mage, Arugal (1). 4 [Shadow] / 4 Health
**Elusive** ➤ When Arugal enters play, gain control of target opposing ally while Arugal remains under your control. ➤ 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.
Aring Smash, 2, Warrior (Black Temple Raid-19U)
Ability—Traitor
Traitor Hero Required ➤ 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.
Arden Defender, 6, Paladin (Legion-5SR)
Ability—Protection
**Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck)** ➤ Ongoing: Prevent all damage that would be dealt to your hero while it has 25 or more damage.
Ardon Almasto, 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. ➤ 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. ➤ 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.
Arena Master (Drums-245C)
Arena Quest
Pay (4) to complete this quest. ➤ Reward: Each player chooses an ally he controls. If you chose the ally with the highest ATK, draw two cards.
Aresan Bloodshield, 4, Horde (Aspects Treasure-38U)
Ally—Blood Elf Paladin, 3 [Holy] / 5 Health
**Protector** ➤ Attacking heroes have -2 ATK while in combat with this ally.
Aresha Thorncaller, 4, Alliance (Worldbreaker-132U)
Ally—Night Elf Druid, 4 [Nature] / 2 Health
**Protector** ➤ 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 ➤ Flip Paletress, remove a Priest in your graveyard from the game ➤ 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, [Priest] 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) ➤ 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. ➤ [Nature] allies you own everywhere have "**Stash:** Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play."
Arisa Sarum, 4, Alliance (Worldbreaker-133U)
Ally—Human Death Knight, 5 [Melee] / 2 Health
**Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks)** ➤ Opponents can’t place quests faces up.
Arisella, Daughter of Cenarius (Crown-1)
Monster Hero—Dryad Druid, 27 Health
[Front]: (8) ➤ Flip Arisella face down. ➤ 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.
Arkto, Alliance (Legion-1)
Hero—Night Elf Druid (Feral), Mining/Jewelcrafting, 27 Health (1), Flip Arkto ➤ While you control a Bear Form, prevent all damage that would be dealt to Arkto while defending this turn.
Arlak Stonehilt, 1, Alliance (Legion-136U)
Ally—Dwarf Warrior, 1 [Melee] / 1 Health
**Elusive** ➤ 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 **Assault 1** while you control a Form.
Arm Blade of Augelmir, 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] ➤ Ready a location you control. ➤ When you place a resource face up into your resource row, you may remove a counter from target location. ➤ [Mounts can’t attack or be attacked.]
Armored Snowy Gryphon, 2, Alliance (Wrathgate-106R)
Ally—Gryphon, Mount (1), 0 [Melee] / 4 Health
[Activate] ➤ Ready a location you control. ➤ 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. ➤ [Mounts can’t attack or be attacked.]
Armsman, 3, Warrior (Throne-82U)
Ability—Arms
Ongoing: Your hero has **Assault 1** for each armor and item you control.
Armwraps of Dissain, 1, DrRo (Betrayer-218U)
Equipment—Armor—Leather, Wrist (1), 1 DEF
Destroy an ability you control ➤ Your hero has +1 ATK while attacking this turn.
Army of Undeath, 5, Death Knight (Aspects Treasure-2R)
Ability—Unholy
Ongoing: On your turn. [Activate], Remove three cards in an opposing graveyard from the game ➤ Put a 3 [Melee] / 3 [Health] Ghoul ally token into play. ➤ Ghouls you control have **Assault 2**.
Army of the Damned (Icecrown-206C)
Quest
Scourge Hero Required ➤ Name a Scourge ally. For each ally you control with that name, you may pay (2) to complete this quest. ➤ 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.
Amerus Brightstipe, 1, Horde (Legion-173U)
Ally—Tauren Shaman, 1 [Nature] / 1 Health
Armor you control has +5 [DEF] while your hero is attacking.
Arthas Menethil, Alliance (Timewalkers-2)

Hero—Human Death Knight, 29 Health

[Front]: Minion of Arthas <p> [Basic] (5), Flip
[Back]: Gift of Arthas <p> Once per game:
[Basic] (8) >>> Put target ally with cost less than the number of cards in an opponent’s graveyard from that graveyard into play under your control.

Ar'tor'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) >>> Flip Arturius face down.
[Back]: When Arturius heals damage for the first time each turn, he may deal 1 nature damage to target hero or ally.

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

Arwyn, 9, 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.

Arrival of the Naaru, 4,
D TorHuMa PaPr RoShLoWa (Timewalkers-Crafted-5E)
Equipment—Item
Exhaust an ally you control >>> Add a meditation counter to this item. <p> While this item has five or more meditation counters:
[Basic] [Activate], Destroy this item >>> Put a 5 [Holy] / 5 [Health] Naaru ally token into play with Absorb and Protector.

Arrowsong, 3, Hunter (Naxxramas-28R)

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

Arrowstorm, 1, Hunter (Ancients-16C)

Instant Ability—Marksmanship
Your hero deals 4 ranged damage to target opposing ally with cost 4 or more.

Asharris, 8, Undead Mage, 4 [Fire] / 2 Health

Ally—Dracken Mage, 2 [Frost] / 2 Health
Your hero has Assault X, where X is this ally’s ATK.

Ashit'ergi, 5, Horde (Outland-152C)
Ally—Troll Rogue, 3 [Meelee] / 5 Health
Stealth (Can’t protect against this character.) <p> This ally has +1 ATK for each damage on him.

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

Ashroth, Ancient of Lore, 7 (Crown-158U, Elderlimb-11U)

Monster Ally—Ancient Druid, 2 [Nature] / 9 Health

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

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

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

Ashtongue Blade, 4, Black Temple Raid-29C
Ally—Broken Warrior, 3 [Meelee] / 2 Health
Traitor Hero: When this ally enters play, destroy target undamaged opposing ally. <p> Loyal Hero: When this ally enters play, destroy all damaged opposing allies.

Ashtongue Battlelord, 6, Black Temple Raid-29C
Ally—Broken Warrior, 3 [Meelee] / 2 Health

Traitor Hero: When this ally enters play, destroy target undamaged opposing ally. <p> Loyal Hero: When this ally enters play, destroy all damaged opposing allies.

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

Ashtongue Blade, 4, Black Temple Raid-30C
Ally—Broken Rogue, 3 [Meelee] / 1 Health

Traitor Hero: Elusive, Ferocity <p> Loyal Hero: Long-Range, Stealth

Ashtongue Blade, 6, Black Temple Raid-29C
Ally—Broken Rogue, 3 [Meelee] / 1 Health

Traitor Hero: Elusive, Ferocity <p> Loyal Hero: Long-Range, Stealth

Askali Darksteel (Icecrown-12)

Scourge Hero—Val’kyr, 27 Health
[Front]: Flip Askali, remove a Scourge ally in your graveyard from the game >>> Target ally has +1 / -1 this turn.
[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. You can’t include cards with reputations or other text restrictions (like Demonology Hero Required).

Asoren Darkenout, 5, Horde (Sylvara=10C, Throne-142C)
Ally—Tauren Death Knight, 4 [Shadow] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Aspect of the Cheetah, 1, Hunter (Legion-31R)

Ability—Beast Mastery, Aspect (1)
Ongoing: You pay (1) less to complete quests, to a minimum of (1). <p> When your hero is dealt damage, put this ability from play into its owner’s hand.

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 Grace, 2, Rogue (Aspects Treasure-20C)

Ability—Subtlety
Ongoing: [Activate] >>> Target ally has Stealth this turn. <p> (Activate) >>> Target ally with Stealth has Assault 2 this turn.

Assassin’s Strike, 2, Rogue (Crown-36C)

Ability—Assassination
Your hero deals 3 melee damage to target exhausted ally and 3 melee damage to its controller’s hero.

Assault on Blackrock Spire, Alliance (Betrayal-192U)

Quest
If you control three or more [Alliance] allies: Pay (1) to complete this quest. <p> Reward: Draw a card.
Astani Dawngrace, 3, Horde (Wrathgate-130C) Ally—Blood Elf Paladin, 1 [Holy] / 4 Health

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.

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 (Betrayer-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.

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

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

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 your card is drawn, add a capture counter. <p>[Activate] Remove five capture counters >>> Turn target resource face down.

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

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

Augustus Corporation, 5, Alliance (Azeroth-178R) 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.

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>Ally you control have +1 [Health].

Auralyn the Lightsworn, Alliance (Championship Promo) Equipment—1H Weapon—Mace, Melee (1), 3 Strike [Front]: (4) >>> Drawing a card, add a capture counter. [Back]: Mend 2 (At the start of your turn, Auralyn may heal 2 damage from target hero or ally.)

Aura of Anger, 1, Paladin (Black Temple Raid-14U) Ability—Traitor, Aura (1) Traitor Hero Required <p>Ongoing: Your hero has +1 ATK for each ally you control. <p>Ally you control have +1 [Health].

Auralyn the Lightsworn, Alliance (Championship Promo) Equipment—1H Weapon—Mace, Melee (1), 3 Strike [Front]: (4) >>> Drawing a card, add a capture counter. [Back]: Mend 2 (At the start of your turn, Auralyn may heal 2 damage from target hero or ally.)

Avanthera, 2, Alliance (Dark Portal-154C) Ally—Night Elf Hunter, 3 [Ranged] / 2 Health (1) >>> If this ally is in combat, remove her from combat.


Avian Nightwind, 1, Alliance (Wrathgate-107C) Ally—Night Elf Druid, 1 [Nature] / 2 Health Mend 5 <p>This ally can’t heal heroes.
Azaloth, 12 (Ildidan-1975E)
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. <p> 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. <p> Stash: If an opposing non-hero card would be destroyed this turn, remove it from the game instead.

Azamoth Deathfang, 1, Horde (Scourgewar-1636C)
Ally—Orc Warlock, 2 [Shadow] / 1 Health
(2). Discard a card >>> This ally deals 1 shadow damage to target ally.

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

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

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

Azjol-anak Champion, 3 (Wrathgate-166R)
Ally—Nerubian, 3 [Nature] / 3 Health
Nerubian Reputation <p> This ally has +3 / +3 while an 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.) <p> 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.) <p> 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.) <p> This ally has +1 / +1 while an equipment is in your graveyard.

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.) <p> 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.) <p> 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.) <p> 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.) <p> This ally has +1 / +1 while an ability is in your graveyard.

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

Azure Captain, 5 (Elements-154C)
Ally—Blue Dragonkin, 3 [Melee] / 6 Health
When you play an ally, 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 Emmissary, 3 (Elements-156U)
Ally—Blue Dragonkin, 3 [Arcane] / 3 Health
When you play an ability, this ally deals 1 arcane damage to target hero for each Mage and Warlock you control.

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

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

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

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. <p> (1), Remove three verse counters >>> Draw a card.

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

Babagahnoso the Gumply, 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 (Honour-68R) Instant Ability—Destruction

Destruction Talent (You can’t put Affliction Talents or Demonology Talents in your deck)
<p> Ongoing: [Activate] >>> If an opposing hero or ally dealt damage to your hero this turn, draw a card.

Backstab, 3, Rogue (Azeroth-9IR, 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 (Honour-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 (Hero-93U)
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 hand and the rest on the bottom of your deck.

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

Baine, Son of Cairne, 8, Horde (Ancients-122E)
Ally—Tauren Warrior, Baine (1), 8 [Melee] / 8 Health
Protector <p> War Stomp (When Baine attacks or defends, you may exhaust target opposing hero or ally.) <p> When an opposing hero or ally is exhausted by War Stomp, Baine deals 4 melee damage to it.
Bait the Trap, 2, Hunter (Illidan-35U)
Instant Ability—Survival
Ongoing: Trap cards in your hand also have “You may exhaust a defending ally you control rather than pay this card’s cost.”

Bakaar, 1, Alliance (Legion-137U)
Ally—Draenei Hunter, 2, (Ranged) / 1 Health
Your hero has Long-Range. (Defenders deal no combat damage to it.)

Bala Silentblade, 3, Horde (Azeroth-226C)
Ally—Orc Rogue, 1, [Melee] / 4 Health
This ally has +3 ATK while attacking an exhausted hero or ally.

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

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

Band of Bees, 3, DrPaWa (Worldbreaker Badge-SE)
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 (Scourgewar Badge-1E)
Equipment—Item, Ring (2)
At the start of your turn, you may pay (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-SE)
Equipment—Item, Ring (2)
When this item enters play, remove the top card of target opponent’s deck from the game. Then, search his deck for cards with that name and remove them from the game. <p>When this item leaves play, shuffle each card removed this way into its owner’s deck.

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 (Iliadan-218R)
Equipment—Item, Ring (2)
On your turn: (X), Destroy this item >>> Destroy 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-168R)
Equipment—Item, Ring (2)

Band of the Illidari (Class-224C, Iliadan-237C)
Quest
If you control an equipment: Pay (2) to complete this quest. <p>Reward: Draw a card.

Bang of Endless Blessings, 12, DrMaPaPrShLo (Honor-165R)
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 (Class-224C, Iliadan-237C)
Quest

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>Ongoing: 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

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

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

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

Protector <p>This ally has -2 / -2 while attacking.

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

Barad, Death Knight, 3, Alliance (Tomb-76C)
Ally—Dwarf Warlock, 7, [Shadow] / 3 Health

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

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

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.

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

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

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

Barksuin, 1, Druid (Legion-19R)
Instant Ability—Balance
Ongoing: Your abilities, allies, and equipment can’t be interrupted.

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

Barnacle—Coated Greattaxe, 8, DrPaWa (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.
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 Beast this turn, prevent all damage that your hero would deal, and your hero has +5 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> Allies 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, and your hero has +3 ATK.

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

Belligerence, 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.

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

Belt of Absolute Zero, 3, DKPaWa (Crown-170C, Hogger-21C, Horde Warrior-18C)
Equipment—Armor—Plate, Waist (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, Waist (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—Plate, 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 (Icecrown Badge-1R)
Equipment—Armor—Plate, Waist (1), 1 DEF
When you draw a card, add a verse counter. <p> [Activate], Remove three verse counters >>> Target weapon has **Assault** 3 this turn.

Belt of the Twilight Assassin, 2, DrRo (Wrathgate 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.

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

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.

Benedictus, the Twilight Father, 5 [Aspects Treasure-47E]
**Ally**—Human Priest, Benedictus (1), 2 [Shadow] / 8 Health
At the start of each player’s turn, put a 0 [Shadow] / 1 [Health] Cultist ally token into play. <p> Exhaust a Cultist you control >>> That ally heals 2 damage from Benedictus. <p> Exhaust five Cultists you control >>> Benedictus deals 20 shadow damage to target opposing hero.

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.

Bernard, Zealot of the Light, 1, Alliance (Drums-Starter-1U)
Ally—Human Paladin, 2 [Melee] / 1 Health
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. <p> While you control a Cat Form, when your hero deals combat damage to a hero, its controller discards a card.

Berserker Bracers, 4, DkPaWa (Honor-153R)
Equipment—Armor—Plate, Wrist (1), 4 DEF
When your hero is dealt damage, ready this armor.

Berserker Rage, 4, 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 Scares, 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, add a berserk counter. <p> When your hero attacks, remove all berserk counters from this ability. Your hero has +1 ATK this combat for each counter removed this way.

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

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

Beswatch, 2, Warrior (Gladiators-75U)
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-1U)

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bos and Bells, 2, Mage (Identifi-1E)
**Badge**

Bestial Rage, 3, HuWa (Wrathgate-93U)
Ability—Beast Mastery Fury
Ongoing: Your hero has **Assault 1** for each Hunter and Warrior you control.

Bestial Resurgence, 4, Hunter (Icecrown-32U)
Ability—Beast Mastery
Put up to three target Pets with different names from your graveyard into your hand.

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

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

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

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

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

Big Caudron of Battle, 6, DrDrHuMaPaPrRoShLoWa (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> Mind: Draw a card.<br><p> Intelligence: Each opponent discards a card.<br><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: Reveal the top four cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.

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

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

Bildros Nullvoid, Alliance (Legion-2)
Hero—Gnome Warlock (Demonology), Alchemy/Tailoring, 28 Health  
(2), Flip Bildros >>> Pets in your hand are instant this turn.

Blimek Blackout, 3, Alliance (Illidan-119U)
Ally—Gnome Warlock, 4 [Shadow] / 2 Health  
When this ally is removed from the game from 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.

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

Bitey, 5, Hunter (Betrayal-14C)
Monster Ally—Cat Beast, Pet (1), 7 [Melee] / 5 Health  
**Smash** *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)*

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

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 [Melee] / 4 Health  
At the end of your turn, if this ally is damaged, destroy him.

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

Bizzik Sparkcog, 4, Alliance (Azeroth-178U)
Ally—Gnome Warlock, 2 [Fire] / 4 Health *(Activate)*, Destroy a 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 hero.
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 an ally is dealt combat damage with this weapon, ready up to four resources you control.

Black Death, 2, Death Knight (Twilight-22U)
Equipment—Armor—Plate, 1 Strike
Attack to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to the character that revealed this equipment.

BlackFelsteel Bracers, 2, PaWa
Equipment—Armor—Wrist (1), 0 DEF
Attach to target opposing hero.

Blackfury Blackfury Bracers, 2, PaWa
Equipment—Armor—Wrist (1), 0 DEF
Protect this weapon, ready your hero.

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

Blackfury Battleglove, 1 Strike
Target of your choice. At the end of your turn, if no damage was dealt to this weapon, destroy it.

Blackfury Battleglove, 1 Strike
Target of your choice. When this weapon enters play, your hero may destroy target hero or ally. That character can’t be protected against.

Blackfury Battleglove, 1 Strike
Target of your choice. When this weapon enters play, your hero may destroy target hero or ally.

Blackfury Battleglove, 1 Strike
Target of your choice. When this weapon enters play, your hero may destroy target hero or ally.

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Blackfury Battleglove, 1 Strike
Target of your choice. When this weapon enters play, your hero may destroy target hero or ally.

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 Fishing Hour, 4, DrMaPrShLo (Trot-919C)
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
(1), [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.

Blademaster Gauntlets, 6, DkPaWa (Wrathgate-259E)
Equipment—Armor—Plate, Hands (1), 3 DEF
When this armor enters play, you may destroy target armor or weapon. <p> Opposing weapons have -1 ATK. <p> Opposing armor have -1 [DEF].

Blademaster’s Breadth, 3, DrHuPaRoShWa (Legion-270U)
Equipment—Item, Trinket (2)
When you play a weapon, ready your hero.

"Blademaster’s Breath" Spigotgulp, 2, Alliance (Honorable-94C)
Ally—Gnome Rogue, 2 [Melee] / 3 Health
Escape Artist (When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.) <p> If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, turn target resource face down.

Blademasterstress Lyss, 3, Alliance (Legion-139U)
Ally—Human Warrior, 1 [Melee] / 4 Health
Protector <p> When an opposing hero or ally deals damage to this ally, ready up to that many resources you control.

Bladesinger Alyssa, Alliance (Twilight-2)
Hero—Worgen Rogue, 27 Health
[Front]: (5) >>> Flip Alyssa face down. [Back]: When Alyssa deals combat damage to an ally, she also deals that much melee damage to target hero in that ally's party.
Bladestorm, 6, Warrior (Crown-52R)
Ability—Arms
**Arms Talent** *(You can’t put Fury Talents or Protection Talents in your deck.)*  
<> Attach to target weapon you control. <> Ongoing: Attacked weapon has +3 ATK. <> When this ability enters play, your hero deals melee damage to each opposing ally or to target weapon’s ATK.

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

Blaize Brightspark, Alliance (Legion-3)
Hero—Gnome Mage (Fire), Alchemy/Tailoring, 25 Health  
(1), Flip Blaine >>> Blaze deals 3 fire damage to target hero or ally that was dealt fire damage this turn.

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

Blazewave, 2, Mage (Illidan-47R)
Ability—Fire
**Fire Talent** *(You can’t put Arcane Talents or Frost Talents in your deck.)* <> Your hero deals 2 fire damage to each opposing hero and ally. A character dealt damage this way can’t protect this turn.

Blazepenheimer 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.

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

Blazemistress Lindsey, 4, Alliance (Wrathgate-109C)
Ally—Human Mage, 2 [Fire] / 5 Health  
[Activate], Discard an ability >>> This ally deals 4 fire damage to target hero or ally.

Blazing Debris, 5, Mage (Gar Horde Mage-3C, Twilight-46C)
Instant Ability—Fire  
Your hero deals 3 fire damage to each of up to two target heroes and/or allies.

Blazing Elemental Totem, 4, Shaman (Elements-80U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 2 Health  
Ongoing: When this Totem enters play, put two 2 [Fire] / 1 [Health] Fire Elemental ally tokens into play. <> [Fire] Allies you control have **Ferocity** *(They can attack immediately.)* <> (Totems can’t attack.)

Blazing Hippogryph, 2 (Wrathgate-156R, Wrathgate Loot-3L)
Ally—Hippogryph, Mount (1), 0 [Melee] / 4 Health  
Argent Crusade Reputation <> [Activate] >>> Ready a location you control. <> When you place a resource face up into your resource row, your hero may heal all damage from target Unique ally you control. <> (Mounts can’t attack or be attacked.)

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

Bleed, 3, Warrior (Honor-75C)
Ability—Arms
Attach to target hero or ally. <> Ongoing: At the start of your turn, destroy this ability if attached character is undamaged. Otherwise, your hero deals 2 melee damage to it.

Blessed Defense, 1, Paladin (Gardel Raid-51C, Honor-40C)
Instant Ability—Protection
Target ally has **Protector** this turn. Prevent all damage that would be dealt while defending this turn.

Blessed Life, 2, Paladin (Betrayer-69R)
Ability—Holy
**Holy Talent** *(You can’t put Protection Talents or Retribution Talents in your deck.)* <> Ongoing: If your hero would be dealt damage, you may put this ability from play into its owner’s hand. If you do, prevent that damage.

Blessed Medallion of Karabor, 8, DrHuMaPaRoSHoWa (Black Temple-3R)  
Equipment—Item, Neck (1)  
On your turn: Remove this item from the game >>> Move to the right of a another friendly player.

Blessed Protector, 1, Paladin (Legion-56C)
Instant Ability—Protection
Your hero has **Protector** this turn. Draw a card.

Blessing of Cenarius, 1, Druid (Gar Horde Druid-2C, Scourgewar-33C)
Instant Ability—Restoration Attachment  
Attach to target ally. <> Ongoing: Attached ally has +1 / +1. <> 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. <> 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. <> Ongoing: Attached ally has +3 / +3.

Blessing of Divinity, 1, Paladin (Outland-47C)
Instant Ability—Protection Blessing
Attach to target ally. <> Ongoing: Attached ally has +1 / +1. <> When attached ally exhausts, your hero heals 1 damage from it.

Blessing of Faith, 1, Paladin (Elements-55U, Horde Paladin-2U)
Instant Ability—Holy Blessing  
Attach to target friendly ally. <> Ongoing: Attached ally has +1 / +1. <> (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. <> Ongoing: Attached character has **Untargetable**. <> 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.)* <> 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. <> Ongoing: Attached card has **Untargetable**. <>

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

Instant Ability—Retribution Blessing
Attach to target hero or ally. <> 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. <> Ongoing: Prevent all damage that would be dealt to and dealt by attached character. <> At end of turn, destroy this ability.

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

Blessing of Sacrifice, 5, Paladin (Dark Portal-56R)
Instant Ability—Protection Blessing
Attach to target ally you control. <> Ongoing: If attached 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 Sanctuary, 2, Paladin (Illidan-56R)
Instant Ability—Protection Blessing
**Protection Talent** *(You can't put Holy Talents or Retribution Talents in your deck.)* <p> Attach to target hero or ally. <p> Ongoing: Prevent all combat damage that attached character would be dealt. When damage that an attacking ally would deal is prevented this way, destroy that ally. <p> At end of turn, destroy this ability.

Blessing of the Heavens, 3, DrPa (Gladiators-82C)
Instant Ability—Restoration Protection Blessing
Attach to target ally. <p> Ongoing: At the start of your turn, add a justice counter to this ability. <p> Attached ally has +1/+1 for each justice counter on this ability.

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

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

Blessing of the Light, 1, Paladin (Throne-53C)
Ability—Holy Blessing
Attach to target ally you control. <p> Ongoing: Attached ally has +1/+1. <p> When attached ally is destroyed, it also deals damage to attached 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: Attached ally has +2 ATK while attacking. <p> When attached ally is destroyed, its owner puts it from his graveyard into his hand.

Blessing of the Old God, 2, DkDrHuMaPaPrRoShLoWa (Throne-220C)
Equipment—Item
When this item enters play, draw a card. <p> [Activate]. Name a class and destroy this item. <p> Target ally you control has that class and loses all other classes this turn.

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

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

Blessing of the Templar, 5, Paladin (Horde Paladin-4R, Ieercrown-46R)
Ability—Holy Blessing
Attach to target hero. <p> Ongoing: Attached 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: Attached ally has +1/+1 for each strength counter.

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

Blessing of 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 prevented. <p> [Activate] *(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, Horde Paladin-3R)
Instant Ability—Holy Blessing Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has "[Activate] >>> Draw a card."

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

Blind, 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.

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

Blink, 1 (Legion-127R)
Ability
Ongoing: You can control up to ten Rings.
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'wani, 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 Haeloth, 3, Horde (Honor-121C)
Ally—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)
Ally—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 Lynesta, 5, Horde (Betrayal-89R)
Ally—Blood Elf Paladin, 4 [Holy] / 3 Health
Absorb (When this ally deals combat damage to a hero, she heals that much damage from your hero.) <p> This ally has +3 / +4 while an opponent controls an [Alliance] or Monster hero.

Blood Knight Taree, 6, Horde (Legion-174U)
Ally—Blood Elf Paladin, 3 [Holy] / 7 Health
Protector <p> (1) >>> Remove target ability in a graveyard from the game. If you do this, this ally heals 1 damage from target hero or ally.

Blood Lord Vorath (Iccrown-13)
Scourge Hero—San'tyn, 27 Health
[Front]: Flip Vorath, remove a Scurge 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 ally type Death Knight, neutral quests and locations, and Scurge cards. You can't include cards with reputations or other text restrictions (like Frost Hero Required).

Blood Parasite, 3, Death Knight (Tomb-10R)
Ability—Blood
Blood Talent (You can't put Frost Talents or Unholy Talents in your deck) <p> Put three 1 [Melee] / 1 [Health] Bloodworm Monster ally tokens into play. <p> Ongoing: When a token ally you control is destroyed, it heals 2 damage from your hero.

Blood Plague, 3, Death Knight (Iccrown-18C)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to a targeted hero. <p> If an ally in targeted hero’s party would be dealt damage, it is dealt 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> (1) 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 in 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] this turn for each Disease you control.

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

Bloodbath, 2, Warrior (Betrayeer-11R)
Ability—Traitor
Traitor 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)
Ally—Orc Rogue, 5 [Melee] / 5 Health
This ally can attack only heroes.

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

Bloodeye, 7, Horde (Legion-176C)
Ally—Orc Hunter, 8 [Ranged] / 8 Health
This ally can attack only heroes.

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

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.

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

Bloodied Arcane Reaper, 5, DkPaWa (Worldbreaker-236R)
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> Draw two cards. <p> Ongoing: At the start of your turn, put 1 damage on your hero and draw a card.

Bloodsedge Brigand’s Vest, 3, DrRo (Gladiators-158U)
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 >>> Destroy target ally with Protector.

Bloodsoul, 1, Horde (Ancients-125C, Class-171C, Legion-177C)
Ally—Orc Warlock, 2 [Shadow] / 3 Health
This ally can attack only heroes.
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 Untradable this turn.

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

Bluffstalker Honovi, 6, Horde (Wraithgate-131C)  
Ally—Tauren Hunter, 5 [Ranged] / 5 Health  
Assault 2  
Allies have -2 ATK while defending against this ally.

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

Blusterwind, 2, Druid (Wraithgate-30C)  
Instant Ability—Balance  
Target up to three heroes and/or allies. They can't attack or protect this target.

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

Boarguts the Impaler, Horde (Drums-10, Naxxramas-7)  
Hero—Orc Warrior (Fury), Blacksmithing/Engineering, 30 Health  
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, Throne-182U)  
Monster Ally—Murloc Shaman, 1 [Nature] / 4 Health  
This and other Murloc allies you control have Assault 2.  
(They have +2 ATK on your turn.)

Bogspine Knuckles, 6, RoShWa (Gladiators-173U)  
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.

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

Bo'ja, Arcanist Absolute, Horde (Legion-11)  
Hero—Troll Priest (Traitor), Alchemy/Jewelcrafting, 25 Health (5), Flip Bo'ja >>> Target player reads all of his resources.

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

Bolan Earthmind, 3, Horde (Legion-178C)  
Ally—Tauren Druid, 1 [Nature] / 4 Health  
Protector  
<p> When this ally readsies, he heals all damage from target ally.

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

Bolstering Our Defenses, Horde (Citadel Raid-185C, 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-271U)  
Ally—Wind Serpent, Pet (1), 2 [Nature] / 1 Health  
Long-Range (Defenders deal no combat damage to this ally.)

Bolvar, Highlord of Fordragon Hold, 5, Alliance (Class Promo-1E, Wraithgate-110E)  
Ally—Human Paladin, Unique, 5 [Holy] / 4 Health  
Untradable  
<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.
Bone Shield, 2, Death Knight (Betrayal-2R)
Basic Ability—Blood
Blood Talent (You can’t put Frost Talents or Unholy Talents in your deck)  
(Activate) ongoing: (1) [Activate]. Remove an ally in an opposing graveyard >>> Add a bone counter to this ability.  
(Attack) Weapons you control have +1 ATK and armor you control have +1 [DEF] for each bone counter on this ability.
Bonechewer Behemoth, 5 (Black Temple Raid-31C)
Ally—Fel Orc Warrior Traitor, 4 [Mech] / 3 Health
Traitor Hero Required  
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 [Mech] / 6 Health
Traitor Hero Required  
(Attack) Draw two cards.
Bone 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.  

Boots of the Renewed Flight, 1, HuSh
(Wrathgate-170C)
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-205U)
Equipment—Armor—Plate, Feet (1), 6 DEF
When your hero is dealt damage, exhaust this armor.

Boots of the Whirling Mist, 2, DrRo
(Scourgewar-217R)
Equipment—Armor—Leather, Feet (1), 1 DEF
(Attack) Rogue Hero: [Activate]  
Interrupt target ability that’s targeting your hero.

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

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

Bordrak Barrelblast, Alliance (Scourgewar-2)
Hero—Dwarf Hunter (Marksmanship), 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.

Borlis 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-31R)
Ability—Discipline
Discipline Talent (You can’t put Holy Talents or Shadow Talents in your deck)  
(Activation) Ongoing: At the start of your turn, you may add a clock counter to this ability.  
(Attack) On your turn: Remove five clock counters from this ability and destroy it  
(Attack) 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.  
(Attack) It can’t be protected against.  
(Attack) On your turn: Exhaust a Rogue hero or ally you control and destroy this item.  
(Attack) 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.  
(Attack) On your turn: Exhaust a Death Knight hero or ally you control and destroy this item.  
(Attack) Target ally has -2 [Health] this turn.

Bottled Elements, 3, DkDrHuMaPaPrRoShLoWa
(Throne-231C)
Equipment—Item—Potion
When this item enters play, draw two cards, then discard a card.  
(Attack) On your turn: Exhaust a Mage hero or ally you control and destroy this item.  
(Attack) Draw two cards, then discard a card.

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

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

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

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
Unforgettable <p> When this ally exhausts, put a
2 [Nature] / 1 [Health] Air Elemental ally
token into play.

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

Boundless Concentration, 1, HuMa (Icetown-891R)
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.

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

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

Boundless Magic, 2, Mage (Tomb-25R)
Ability—Arcane
Eternal (When this enters your graveyard from
anywhere, you may shuffle it back into your
deck.) <p> Look at cards from the top of your deck equal to
the number of resources you control. Put one of
those cards into your hand and the rest on the
bottom of your deck.

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

Boundless Rage, 1, Warrior (Crown-53R)
Ability—Fury
Eternal (When this enters your graveyard from
anywhere, you may shuffle it 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.) <p> Target player removes a card from
the top of his deck from the game for each
resource you control.

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

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

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

Brace or Mace, 1, Druid (Ildidan-25U)
Instant Ability—Restoration
Choose one: Your hero heals 4 damage from
target hero; or attach to target ally. <p>
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
game 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].

Bradford the Frozen, 3, Horde (Icecrown-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.

Braeden Nightblade, 5, Alliance (Drums-114C)
Ally—Night Elf Warrior, 5 [Melee] / 4 Health
Protector <p> Shadowmeld (Elusive 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.

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

Brahu Starsear, Horde (Gladiators-12)
Hero—Tauren Druid (Balance),
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—IH 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
Ongoing: This ability enters play with two frost counters. <p> If an opponent would draw a card, remove a frost counter. If you do, he skips drawing that card instead. Then, if none remain, destroy this ability.

Brainsplinter, 4, Rogue (Crown-178U)

Equipment—Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike

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

Brainwash, 5, Priest (Dark Portal-67R)

Instant Ability—Shadow
Gain control of target attacking ally.
Branch of Nordrassil, 6, DrMaPrShLo (Crown-179R, Eldershield-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 Wildbloom, 5, Horde

Allies you control can use [Activate] powers

Brel Blazebeard, 4, Alliance (Alliance Warlock-14C, Twilight-107C)

Ally—Dwarf Mage, 2 [Fire] / 4 Health

Elusive (This ally can't be attacked.) <p> When your hero or another ally you control deals fire ([Fire]) damage, this ally has Assault 2 this turn. (He has +2 ATK on your turn.)

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.

Brettender of the Claw, 6, Alliance (Dark Portal-156C)

Ally—Night Elf Druid, 5 [Melee] / 5 Health

Protector, Stealth

Brittle Bones, 4, Death Knight (Throne-26R)

Ability—Frost Disease

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

Broan Charges-the-Fight, 3, Horde (Outland-154U)

Ally—Tauren Shaman, 2 [Melee] / 1 Health

Ferocity <p> 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 (Iliadan-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-91U)

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

Brok Bloodcaller, 4, Horde (Iliadan-148U)

Ally—Orc Hunter, 4 [Ranged] / 4 Health

Ferocity <p> At the end of your turn, destroy this ally if he's undamaged.

Brol Bearmantle, 4, Alliance, Horde (Gladiators-147E)

Arena 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 (Alliance Rogue-12R, Crown-78R)

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

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

Bronson Greatwhisker, Alliance (Gladiators-1)

Hero—Dwarf 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.

Bronthea the Resolve, 6, Alliance (Wrathgate-111U)

Ally—Dwarf 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 Lighborne, 1, Alliance (Citadel Raid-58C, Icecrown-100C)

Ally—Dwarf Paladin, 2 [Holy] / 1 Health

Frost Resistance (Prevent all frost ([Frost]) damage that would be dealt to this ally.) <p> At the start of your turn, you may destroy this ally. If you do, destroy target ability.
Bronze Drake, 1 [Elements-161C]
Ally—Bronze Dragonkin, 1 [Arcane] / 1 Health
When this ally enters play, if you control no ready resources, target hero or ally has **Assault 1** this turn. (**It has +1 ATK on your turn.**)

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

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

Bronze Guardian, 3 [Elements-164C]
Ally—Bronze Dragonkin, 1 [Melee] / 4 Health
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

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

Broxigar, 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.

Bularkabull, Horde (Dark Portal-12)
Hero—Ogre Warrior (Fury), 30 Health
On your turn: (3), Flip Bularkabull >>> Destroy target damaged ally.

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

Bulvei of the Watch, 4 [Betrayer-188C]
Ally—Draenei Paladin, 3 [Melee] / 5 Health
Aldor Reputation (You can put cards with other reputations in your deck.) <> **Protector** <> 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.

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

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

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

Burgle, 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, DrWa (Gladiators-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)
Basic Ability
Destroy target ability.

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

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

Allies—Orch Shaman, 3 [Nature] / 2 Health

Burn of Knowledge, 2, DrMaPaPrShLo (Outland-210R)
Equipt—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 [Ikecrown-60U]
Ability—Assassination
Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)<p>
Choose an 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, DiHuPaRoShWa (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. <p>
Reward: You and target opponent each put the top card of your decks into your resource rows face down and exhausted.

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

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

Caddrick Von Styker, 6, Alliance (Outland-113R)
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.)<p>
Ferocity (This ally can attack immediately.)

Caelestrasz, 5 (Twilight-168R)
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.)

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

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

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,” “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.

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

The Call of the Crusade (Wrathgate-204C)
Quest
Argent Crusade Reputation—p> For each Unique ally you control, you may pay (2) to complete this quest. <p>
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): Reveal 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, it deals 1 melee 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: Arathi Basin (Honor-188C)
Quest—Battleground
Pay (4) to complete this quest. <p>
Reward: Draw a card. You pay (4) less to complete your next quest this turn. You may add an honor counter to a Battleground you control.

Call to Arms: Alterac Valley (Honor-187C)
Quest—Battleground
Pay (4) to complete this quest. <p>
Reward: Draw a card. You pay (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: Reveal the top three cards of your deck. Put all revealed ability, ally, and equipment into your hand and the rest on the bottom of your deck. 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 tangle during its controller’s next ready step. You may add an honor counter to a Battleground you control.

Call to Arms: Warsong Gulch (Honor-190C)
Quest—Battleground
If you control a Protector: Pay (2) to complete this quest. <p>
Reward: Draw a card. 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 next opponent’s turn.

Canissa the Shadow, 3, Horde [Gladiators-121C]
Instant Ability—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  
- Remove any number of allies in graveyard from the game.  
Your hero heals 2 damage from itself for each ally removed this way.

Capital City, Lordaeron, Alliance (Betrayal-201R)  
Location  
Unity: While you control three or more Human allies: [Basic] 1, [Activate] 1-3  

“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.  
<tparse>Cookie enters play, printed with the printed powers of all Murlocs removed this way.</tparse>

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.  
- Reward:  
Reveal the top three cards of your deck. Put a revealed location or quest into your hand.

Caretaker Devoran, 4, Alliance (Legion-140C)  
Ally—Night Elf Druid, 5 [Nature] / 3 Health  
[Protector]  
- 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 Moonrider, 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  
Destroy each opposing ally with cost 4 or less.

Castigate, 3, Priest (Betrayal-77U, Class-68U)  
Ability—Holy  
Your hero deals 2 unpreventable holy damage to target hero or ally, or 6 if your hero is undamaged.

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

Catarina Clark, 5, Alliance (Drums-116C)  
Ally—Human Paladin, 1 [Holy] / 6 Health  
[Protector]  
- [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.

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

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.

Ceele 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  
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  
Target to attack hero or ally, and your hero deals 2 arcane damage to it.  
- Ongoing: At the start of your turn, if this ability is in play, your hero deals 2 arcane damage to attached character.  
- On your turn: Exhaust an [Arcane] ally you control >>> 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.  
- Ongoing: At the start of your turn, you may put this ability into its owner’s hand.

Cenarius, Lord of the Forest, 12 (Crown)  
Monstere Master Hero—Druide Demigod, 2 [Nature] / 35 Health  
You pay (4) less to play Cenarius if you control at least two allies each with cost 4 or more.  
- 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-21)  
Ability  
Attach to target ally.  
- 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 Addilys, 1, Horde (Drums-160C)  
Ally—Blood Elf Paladin, 1 [Holy] / 1 Health  
[Protector]  
- As this ally enters play, choose arcane, fire, frost, nature, or shadow.  
- This ally has the 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.

Cerrick Blooddawn, 4, Horde (Betrayal-159C)  
Ally—Blood Elf Paladin, 2 [Holy] / 4 Health  
[Protector]  
- When you play an ability, ready this ally.

Cerrith 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.  
- 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, Alliance Warlock-8C, Class-130C, Dark Portal-159C)  
Ally—Night Elf Druid, 1 [Nature] / 2 Health  
Chaigoon Steelsight, Alliance (Class-9, Legion-4)  
Hero—Dwarf Hunter (Survival), Mining/Skinning, 28 Health  
(1), Flip Cerrika >>> Cerrika deals 3 fire damage to target hero.

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

Chain Lightning, 5, Shaman (Azeroth-106R, Class-92R, Horde Shaman-3R)  
Ability—Elemental  
Target up to three heroes and/or allies. Your hero heals 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.

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

Champion 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)
Allies—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.

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

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)
Allies—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 the card revealed, and you may play it this turn. (Pay costs as normal.)

Chiclet, 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 any friendly hero for each card in its controller’s hand.

Choker, 2, Paladin (Wrathgate-51R)
Allies—Horse, 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 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.)

Chokrv, 5, Horde (Honor-123C)
Allies—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.

Chromatic 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]
Allies—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.

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.

Chayte Death, 2, Rogue (Legion-81R)
Instant Ability—Subtlety
Subtlety Talent (You can’t put Assassination Talents or Combat Talents in your deck.) <p> Remove your hero from the game. As your next turn starts, put it into play flipped the same way and with the same damage. (You can’t play cards while your hero is removed.)

Chyledy’s Staff of Dark Mending, 2, MaPrLo
(Twilight-192R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike
When an ally you control is destroyed, your hero heals damage from itself equal to that ally’s cost.
Chen Stormstout, 7 (Outland-192E)
Instant Ability—Pandaren Brewmaster, Unique, 6
[Melee] / 6 Health
When this ally enters play, say “I bring PANDA-MONIUM!” and opposing allies can’t attack this turn. <p> (3), Say “Another round?” >>> Target ally can’t attack this turn.

Chew Toy, 2, Druid (Betrayer-37U)
Instant Ability—Feral Combo
If you control a Form, destroy target ally.

Chief Apothecary Hildagard, 7, Horde (Iliad-149E)
Ally—Undead Warlock, Unique, 0 [Shadow] / 1 Health
When this ally deals combat damage to a hero, destroy that hero.

Chief Researcher Amereldine, 6, Horde (Drums-161R)
Ally—Blood Elf Researcher, Unique, 5 [Melee] / 7 Health
When you complete your first quest each turn, you may turn it face up if it’s in your play.

Child of Agamaggan, 2 (Ancients-166C)
Monster Ally—Boar Beast, 4 [Melee] / 2 Health
**Monster Hero Required** <p> Smash *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)*

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

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

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

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

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

Chill, 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> (5), Say “When you skip drawing a card this way, target ally can’t attack this turn.

Chilly Slobberknocker, 3, DrMaPrShLo
(Eccrown-191R)
Equipped—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)
Hero—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.

Cho’gall, Horde (Timewalkers 13)
Hero—Ogre Mage, 25 Health
[Frost]: Cho’gall’s Command, 2 [Basic] (2), Flip Cho’gall >>> You and target opponent each reveal the top card of your decks. If your card has a higher cost, put it into your hand.
[Back]: Cho’gall’s Fury, 1 [Basic] (6) >>> Cho’gall has +4 ATK and Smash this turn.

Choker of Fluid Thought, 4, DrPaPrShLo
(Outland-211R)
Equipped—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
(Betrayer-229R)
Equipped—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 Wildbloom, 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.

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

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-262U)
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—Dragonkin, 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.

Chunc, 1 (Murkdeep-11U)
**Equipment**—Armor—Colossal, Back (1), 0 DEF
If your hero would deal damage with an ability, it deals that much +1 instead.

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Ally—Dragonkin, 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.

Chunc, 1 (Murkdeep-11U)
**Equipment**—Armor—Colossal, Back (1), 0 DEF
If your hero would deal damage with an ability, it deals that much +1 instead.

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[Activate], Remove this ally from the game >>> Take an extra turn after this one.

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

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This and other Murloc allies you control have +1 +1.

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If your hero would deal damage with an ability, it deals that much +1 instead.

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[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.
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, Illidan-6S)
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.

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

Ally—Blood Elf Hunter, 2 [Ranged] / 4 Health
When this ally enters play, target hero or ally has **Assault 2** this turn. (*+2 ATK on your turn.*)

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

Clara Graves, 5, Horde (Dark Portal-203U)
Ally—Undead Mage, 4 [Arcane] / 3 Health
You may remove four allies in your graveyard from the game rather than pay this ally’s cost.

Clarity of Thought, 4, Priest (Dark Portal-68U)
Ability—Holy
Ongoing: If your hero is undamaged: [Activate] >>> Draw a card.

Claw, 4, Druid (Dark Portal-20U)
Instant Ability—Feral Cat Form Combo, Form (1)
Your hero deals 3 melee damage to target hero or ally. <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.*)

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

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

Cleaning House (Crown-195C, Hogger-25C)
Quest
If you control an ally with 6 or more ATK, Pay (2) to complete this quest. <p> Reward: Draw a card.

Cleanse, 1, Paladin (Azeroth-65U, Class-60U)
Instant Ability—Holy
Destroy any number of abilities attached to target friendly hero or ally.

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

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

Cleave, 4, Warrior (Azeroth-138R)
Ability—Fury
Your hero deals X melee damage to each of up to two target allies, where X is 1 plus the ATK of a Melee weapon you control.

Clinging Curse, 1, Warlock (Illidan-96C)
Instant Ability—Affliction Curse
Attach to target hero or ally. <p> Ongoing: **Unattagetable** <p> At the start of your turn, your hero deals 1 shadow damage to attached character.

Cloak of Darkness, 2, DrHuRoShWa
(Graduates Crafted-2E)
Equipment—Armor—Cloth, Back (1), 0 DEF [Activate] >>> Add a +1 [DEF] counter. <p> [Activate], Remove all +1 [DEF] counters >>> Your hero deals 1 shadow damage to target hero or ally for each counter removed this way.

Cloak of Shadows, 1, Rogue (Betrayal-88C)
Instant Ability—Subtlety
Destroy any number of target abilities attached to your hero. <p> Your hero has **Unattagetable** this turn.

Cloak of the Shadowed Sun, 4, DrWa
(Wrathgate-171R)
Equipment—Armor—Cloth, Back (1), 1 DEF
Your hero has **Protector.** <p> [Druid] Hero: Opposing allies have -1 ATK <p> [Warrior] Hero: Opposing allies have -1 [Health].

Cloak of the Shrouded Mists, 3, DrHuRoWa
(Graduates-159R)
Equipment—Armor—Cloth, Back (1), 0 DEF [Activate] >>> The next time your hero would be dealt non-combat damage this turn, prevent it.

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

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

Close Quarters Combat, 5, Rogue (Icetown-61R)
Ability—Combat
**Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.)** <p> Each player destroys resources he controls until he controls three.

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

Clutch Shot, 1, Hunter (Graduates-28C)
Instant Ability—Marksmanship
Target ally has +2 ATK this turn. A second target ally has -2 ATK this turn.

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

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

Cobra Sting, 4, Hunter (Tomb-20R)
Ability—Survival Sting
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached hero. <p> At the end of your turn, if attached hero was dealt 5 or more damage this turn, ready all resources you control.
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.


Coilfang Myrmidon, 3 [Betrayer-208C] Ally—Naga Traitor, Unlimited, 3 [Melee] / 2 Health
Trait Hero Required <p> When this ally is destroyed, reveal the top card of your deck. If it's named Coillfang Myrmidon, draw it.

Coilsar General, 6 [Black Temple Raid-34C] Ally—Naga Warrior Traitor, 3 [Melee] / 3 Health
Trait Hero Required <p> When this ally enters play, put three 1 [Melee] / 1 [Health] Naga ally tokens into play.

Trait 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 pay (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 (Iccrown-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.

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 attacked hero’s party.

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

Colossal Totem, 5, Shaman (Iccrown-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.)

Combat Stance, 4, Warrior (Ancients-69R) Basic Ability—Arms, Stance (1)
Ongoing: You can’t play cards other than allies and Stances, and you can’t complete quests. <p> Each ally you control has Assault X, where X is its cost.

Command Decision, 3, Warrior (Iccrown-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 (Citadel 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 Goodchild, 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 Ulthok, 5 (Throne-199E) Monster Ally—Faceless One Warlock, Ulthok (1), 5 [Shadow] / 4 Health
Monster Hero Required <p> When Ulthok enters play, name an ability, ally, or equipment. The 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.

Concussion Blow, 4, Warrior (Tomb-59R) Instant Ability—Protection
Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) <p> Exhaust target hero or ally. <p> (Ongoing: (1), [Activate] >>> The next time target exhausted hero or ally would be dealt damage this turn, it’s dealt double that much instead.

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

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

Cone of Cold, 3, Mage (Iccrown-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.

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

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 (Icecrown-82C)
Ability—Fury Shout
Ongoing: Allies you control have Assault 2.
(They have +2 ATK on your turn.)

Conqueror Edge, 4, Horde (Icecrown-126F)
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 (Icecrown-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 (Icecrown-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'zon, 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 Zaal, 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 and ally.

Consul Rhys Lorgrond, 3, Alliance (Drums-119R)
Ally—Human Priest, 3 [Holy] / 3 Health
Human Hero Required
Instant Ability—Diplomacy:
[Alliance] allies <p> 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. <p> Ongoing: At the start of your turn, you may reattach this ability to target hero or ally. Then, your hero deals 2 nature damage to attached character.

Continuum Blade, 5, MaPaLo (Drums-225R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike
At the start of each player's turn, if he didn't take the last turn, he takes an extra turn after this one.

Convocation, 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. <p> 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 (Honor-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-144E)
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. <p> [Activate] >>> Destroy all ally tokens.

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

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

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 (Molten Core-20R)
Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee], 1 Strike
At the start of your turn, add a +1 ATK counter. <p> 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)
Equipment—Item, Trinket (2)
When this item enters play, reveal the top two cards of your deck, then place them into your resource row exhausted as additional resources. <p> When this item leaves play, destroy three resources you control.

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

Corik's Ransom, Alliance (Outland-227C)
Quest
Put this quest from play into its owner's hand and pay (2) to complete it. <p> 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.)* -<p> Remove target ally in a graveyard from the game. If you do, your hero deals 3 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. -<p> Reward: Draw a card.

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

Corrupted Furbolg, 4 (Ancients-172U)  
Monster Ally—Furbolg Shaman, 6 [Nature] / 8 Health  
This ally has -1 / -1 for each card in opposing graveyards.

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

Corruption, 2, Warlock *(Azeroth-120U)*  
Instant Ability—Affliction  
Attach to target hero or ally. -<p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character. -<p> When attached character is destroyed, its controller discards a card.

Corruption of Earth and Seed *(Drums-246C)*  
Quest  

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

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

Council of Three Hammers, 9, Alliance *(Twilight-103E)*  
Ability  
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** and Moira (1), and a 5 [Nature] / 5 [Health] Dwarf High Thane ally token named Falstad Wildhammer with **Ferocity** and Falstad (1) into play.

Counterattack!, Horde *(Azeroth-343U)*  
Quest  
If an opponent controls more allies than you pay: [5] to complete this quest. -<p> 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 *(Worldbreaker-256C)*  
Quest  
Pay [4] to complete this quest. -<p> Reward: Draw a card. If you control ten or more resources, draw another two cards.

Coup de Grâce, 2, Rogue *(Azeroth-93C, Class-82C)*  
Ability—Assassination  
Destroy target exhausted ally.

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

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

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.

Crabbyn, 2 *(Murkdeep-12U, Throne-186U)*  
Monster Ally—Murloc Hunter, 1 [Frost] / 1 Health  
When this or another Murloc ally enters play under your control, you may put a 1 [Melee] / 1 [Health] Crab Monster ally token into play.

“Cracklehands” Spigotgulp, 1, Alliance *(Gladiators-95C)*  
Ally—Gnome Warlock, 2 [Arcane] / 1 Health  
If you would draw a card, you may skip drawing it instead. -<p> When you skip drawing a card this way, this ally deals 2 arcane damage to target ally.

Crackling Purge, 1, Shaman *(Iliidan-85U)*  
Ability—Elemental  
Destroy target ability. If it wasn’t attached to a friendly hero or ally, your hero may deal nature damage to its controller’s hero equal to its cost.

Crackling Staff, 3, Alliance, DrMaPrLo *(Honour-183U)*  
Equipment—2H Weapon—Staff, Melee (1), 1 [Nature], 3 Strike  
When a [Horde] ally is dealt nature or [Nature] damage, destroy it.

Crankston Deathspark, 4, Alliance *(Tomb-78C)*  
Ally—Gnome Death Knight, 3 [Melee] / 2 Health  
**Elusive** *(This ally can’t be attacked.)* -<p> **Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

The Crash of Tides, 1, Shaman *(Gladiators-61U)*  
Instant Ability—Elemental  
Your hero deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally for each damage dealt this way.

Crashin’ Thrashin’ Racer Controller, 5, BkDrHulMaPaPrPrShLoWa *(Winter Veil-7R)*  
Equipment—Item  
At the start of your turn, put a 1 [Melee] / 1 [Health] Crashin’ Thrashin’ Racer ally token into play with **Ferocity**. -<p> When a Racer ally you control deals combat damage to an opposing hero, put a credit counter on this item. -<p> [Activate], Remove ten credit counters from this item >>> Destroy target hero.
Crawling Claw, 3 (Worldbreaker Crafted-IE) Ally—Crawling Claw, Claw (1), 5 [Melee] / 1 Health

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

Crazy Igvand, 2, Alliance (Alliance Hunter-13C, Azeroth-180C) Ally—Dwarf Warrior, 0 [Melee] / 6 Health

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

Creeping Shadow, 3, PrLo (Drums-94C) Ability—Shadow Affliction

Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character.

Cremate, 1, Warlock (Honour-69C) Ability—Destruction

Your hero deals 2 fire damage to target hero or ally. If you targeted a non-hero and it would be destroyed this turn, remove it from the game instead.

Crescent Wand, 3, MaPrLo (Ancients-224R) Equipment—Weapon—Wand, Ranged (1), 1 [Arcane], 3 Strike

If you have 100 or more cards in your deck: [Basic] (3), [Activate] >>> Put a 10 [Arcane] / 10 [Health] Echo of Tyrande Monster ally token into play.

Crime Scene Alarm-o-Bot, 1, Alliance (Dungeon Treasure-12C) Ally—Mechanical Sentry, 0 [Melee] / 4 Health

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

Crimson Cranium Crusher, 4, PaRoSh (Alliance Shaman-19C, Scourgeward-233R) Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike

At the start of your turn, your hero deals 2 shadow damage to attached character.

Crimson Felt Hat, 2, MaPrLo (Azeroth-94U) Ability—Invisible

On your turn, your hero has +2 ATK while attacking.

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 (Scourgeward-115U) Ability—Unholy Strike

Ongoing: [Activate] >>> Target ally has -3 ATK while in combat with your hero this turn.

Critical Mass, 5, Mage (Betrayal-21R) Basic Ability—Fire

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

Cromarius Blacklist, 3, Horde (Drums-162C) Ally—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, DkDrHuMaPaRoShLoWa (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

Fury 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.

Cru’lkorak, 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.

Cruise, 3, Paladin (Betrayal-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.

Cruise Commander Entari, 6 (Citadel Raid-78R, Wrathgate-159R) Ally—Human Paladin, Unique, 4 [Holy] / 4 Health

Argent Crusade Reputation <p> At the end of your turn, this ally deals 1 unpreetable holy damage to each opposing hero and ally for each Unique ally you control.

Cruise Engineer Spitzpatrick, 4 (Citadel Raid-79C, Wrathgate-160C) Ally—Gnome Engineer, Unique, 3 [Melee] / 3 Health

Argent Crusade Reputation <p> Protector <p> When this or another Unique ally enters play under your control, you may draw a card.

Cruise of Kings, X, Paladin (Betrayal-27R) Basic Ability—Protection

This ability enters play with X crusade counters. <p> Ongoing: Allies with cost equal to the number of crusade counters on this ability have +1 / +1 for each crusade counter.

Cruiser Farisa, Horde (Wrathgate-11) Hero—Blood Elf Paladin (Holy), Jewelcrafting/Tailoring, 29 Health

On your turn: Flip Farisa, discard a Paladin >>> Farisa heals 3 damage from target ally. Draw a card.

Cruiser 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 death combat 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) >>> Your hero deals melee damage to target hero or ally equal to 3 plus the ATK of a Melee weapon you control. You may put an Ongoing Judgement or Seal from your graveyard into play.
Crusader’s Armament, 2, Paladin (Aspects Treasure-16R)
Ability—Protection
Attach to target armor. Ongoing: Attached armor has +10 [DEF].
Crusader’s Might, 5, Paladin (Ancients-30R)
Basic Ability—Retribution
This turn, your hero has + ATK equal to the combined [DEF] of armor you control.
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 Death, 1, Death Knight (Ancients-3U)
Basic Ability—Blood
Destroy target equipment with cost less than or equal to the number of cards in its controller’s graveyard.
Crushing Shadows, 2, Priest (Black Temple Raid-15U)
Ability—Traitor
Traitor Hero Required >>> 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
Destroy target opposing equipment. If you do, your hero may deal 3 melee damage to its controller’s hero.
Crusty, 5, Hunter (Honor-26C, Horde Hunter-6C)
Ability—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 ([Incrown-149C])
Srcourage Ally—Crypt Fiend, Unlimited
[Shadow] / 3 Health
Srcourage Hero Required >>p Prevent all damage that [Alliance] and [Horde] allies would deal to this ally.
Cryptfiend’s Bite, 3, DkHuPa (Naxxramas-31R)
Equipment—2H Weapon—Polearm, Melee (1), 2 [Melee], 1 Strike
When you strike with this weapon on an opponent’s turn, put two 1 [Melee] / 1 [Health]
Scarab ally tokens into play.
Crystalfire 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, DrPr (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.
Crystaline Brimstone Ring, 5, DrMaPrShLo (Aftermath Justice-9E)
Equipment—Item, Ring (2)
Eternal >>p If your hero would be destroyed, you may destroy this item instead. If you do, damage on your hero becomes equal to its printed [Health] minus the number of resources you control.
Crystals of Power (Worldbreaker-257C)
Quest
Pay (3) to complete this quest. >>p Reward: Reveal the top five cards of your deck. Put a revealed [Nature] card into your hand and the rest on the bottom of your deck.
Cuifs 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 its graveyard into his resource row face down and exhausted.
Cull the Weak, 3, Warlock (Onyxia-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 (Hagar-26C, Murkkeep-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 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 cost X 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, your hero deals 1 shadow damage to attached character. >>p (3) >>> 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 slips 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 (Betrayer-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 attacked hero.

Curse of Tongues, 2, Warlock (Dark Portal-103U)
Ability—Affliction Curse
Attach to target hero. <p> Ongoing: Attached hero’s controller pays (1) more to play abilities.

Curse of Weakness, 2, Warlock (Honor-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).

Curse of the Elements, 7, Warlock
Ability
Attach to target opposing hero. <p> Ongoi—Curse of the Void, 2, Warlock (Aspects Treasure-26C)
Ability—Affliction Curse
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked hero, or 2 if that hero has 15 or more damage on it.

Curse of the Void, 2, Warlock (Aspects Treasure-26C)
Ability—Affliction Curse
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked hero, or 2 if that hero has 15 or more damage on it.

Cut to the Chase, 3, Rogue (Betrayer-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.

Cyclone, 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 Shadowwrighter, 2, Alliance (Drums-119C)
Ally—Night Elf Druid, 3 [Melee] / 2 Health
Shadowwield (Eloquie and Untargetable while ready.)

Cynthia Masters, 4, Alliance (Icecrown-101C, Jaina-11C)
Ally—Human Mage, 3 [Frost] / 4 Health
Assault 1 (This ally has +1 ATK on your turn.)
<p> This ally has an additional Assault 1 for each other [Frost] ally you control.

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

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.

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, 
Alliance Warlock-13C, Elements-112C)
Ally—Druid Hunter, 3 [Arcane] / 2 Health
When this ally enters play, he deals 1 arcane damage to target hero or ally.

Dakturak, 1, Horde—Tauren Warrior, 2 [Melee] / 4 Health

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.

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.

Darvhal 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.

Darhun Stepheheart, 3, Horde—Drums-163C)
Ally—Tauren Warrior, 2 [Melee] / 4 Health

Dancing Rune Weapon, 1, Death Knight (Worldbreaker-26R)
Ability—Blood
Blood Talent (You can’t use 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.

Dannon Speisphere, 1, Horde (Honor-124C)
Ally—Blood Elf Paladin, 0 [Melee] / 3 Health
Protector <p> When you play an ability, this ally has +2 ATK this turn.

Danyss Stilleheart, 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

Darkblade, 3, Death Knight (Worldbreaker-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.

Dark Archon Farrum, 1, Horde (Honor-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 Imsantal, 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, Horde Druid-12U)
Ally—Undead Priest, 3 [Holy] / 5 Health
When this ally enters play, you may put target ally from your graveyard into your hand.

Dark Command, 1, Death Knight (Wrathgate-24C)
Ability—Blood
Attach to target ally.  You can play a card on your turn.
[Front]: (8) >>> Put target ally into your opponent's hand.
[Back]: (10) >>> Put target ally into your opponent's hand.  End your turn.

Dark Deliverance, 2, Priest (Alliance Priest-2C, Betrayal-2SC)
Basic Ability—Shadow
Your hero deals 3 shadow damage to target ally.  If an ally is dealt fatal damage this way, your hero heals 3 damage from itself.

Dark Embrace, 2, Priest (Elements-63R)
Ability—Shadow
Each player puts the top 5 cards of his deck into his graveyard.

Dark Extortion, 5, Priest (Horde Priest-3R,
Worldbreaker-73R)
Ability—Shadow
Target player chooses an ally he controls.  Destroy a Pet you control with Demonic Talents or Destruction Talents in your deck.

Dark Portal Hearthstone, 5, DKDrHuMaPaPrRoShLoWa (Betrayal-174U,
Betrayal Loot-2L)
Equipment—Item
[Basic] (Activate) >>> Put target ally you control into its owner's hand.

The Dark Side of the Light (Dungeon Treasure-56C)
Quest
Pay (5) to complete this quest.  Reward: If you control a [Herald] card, draw a card. If you control a [Shadow] card, draw a card.

Dark Simulacrum, 4, Death Knight (Twilight-23R)
Ability—Blood
Play target ability in an opposing graveyard immediately without paying its cost.

Dark Transformation, 5, Death Knight (Crown-7R, Horde DK-3KR)
Basic Ability—Unholy Attachment

Unholy Talent (You can't put Blood Talents or Frost Talents in your deck.) >>> Attach to target Ghoul.
[Front]: (4) >>> Ongoing: Attached Ghoul has +7 / +7.  When attached Ghoul deals damage to an opposing hero, destroy target opposing ally.
[Back]: The Darkerar, 8, Alliance (Legion-145R)
Ally—Human Warlock, 7 [Shadow] / 7 Health
Other [Shadow] allies have +2 / +2.  <p> Non-[Shadow] allies have -2 / -2.

Darkest Before the Light, 8, Priest (Gladiators-47R)
Ability—Holy
Your hero heals all damage from each friendly hero and ally.

Darklight Torch, 4, MaPrLo (Twilight-196U)
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike
When this weapon is destroyed, you may destroy target ability.

Darkmoon Card: 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.  Reward: 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.  Reward: 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 (Betrayal-78R)
Ability—Shadow

Shadow Talent (You can't put Discipline Talents or Holy Talents in your deck.) Reward: Target player discards his hand.

Darkness Calling (Knight-25C)
Quest
Reward: Draw two cards, then discard a card.

Darkshore Deathsborn, 4, Alliance (Alliance Priest-1R, Ancients-85C)
Ally—Human Death Knight, 4 [Frost] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

The Darkspeaker's Footpads, 2, MaPrLo (Sourgewar-219C)
Equipment—Armor—Cloth, Feet (1), 1 DEF [Activate] >>> Ready a resource you control.

Darkstalker Soran, 2, Alliance (Tomb-79E)
Ally—Worgen Rogue, 1 [Melee] / 1 Health
Elusive Reward: When this ally deals combat damage to an opposing hero for the first time each game, this ally has "Allies you control have +2 / +2" until he leaves play.

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Alliance Priest-11C, Icecrown-102C)
Ally—Human Priest, 6 [Shadow] / 2 Health
Darkwater Crocolisk, 4 (Betrayal-133C)
Monster Ally—Crocolisk Beast, 4 [Melee] / 4 Health

Darlon Blacksoul, 5, Alliance (Ancients-86U)
Ally—Human Warlock, 4 [Shadow] / 5 Health
Unity: When this ally enters play, if you control three or more Human allies, you may put target opposing ally into its owner's hand.

Darnassus, Alliance (Drums-257R)
Location—City
Night Elf Hero Required Reward: On your turn: (1), (Activate) >>> Ready target Night Elf you control.  It can't attack this turn.

Darnassus Mooncaller, 3, Alliance (Ancients-87C)
Ally—Night Elf Priest, 3 [Holy] / 2 Health
Haste 2 Reward: (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)

Darkmoon Faire: Worldbreaker
Location—Faire
(1), (Activate), Discard a card >>> Draw a card.  Reward: 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 (Betrayal-78R)
Ability—Shadow

Shadow Talent (You can't put Discipline Talents or Holy Talents in your deck.) Reward: Target player discards his hand.

Darkness Calling (Knight-25C)
Quest
Reward: Draw two cards, then discard a card.

Darkshore Deathsborn, 4, Alliance (Alliance Priest-1R, Ancients-85C)
Ally—Human Death Knight, 4 [Frost] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

The Darkspeaker's Footpads, 2, MaPrLo (Sourgewar-219C)
Equipment—Armor—Cloth, Feet (1), 1 DEF [Activate] >>> Ready a resource you control.

Darkstalker Soran, 2, Alliance (Tomb-79E)
Ally—Worgen Rogue, 1 [Melee] / 1 Health
Elusive Reward: When this ally deals combat damage to an opposing hero for the first time each game, this ally has "Allies you control have +2 / +2" until he leaves play.

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Alliance Priest-11C, Icecrown-102C)
Ally—Human Priest, 6 [Shadow] / 2 Health
Darkwater Crocolisk, 4 (Betrayal-133C)
Monster Ally—Crocolisk Beast, 4 [Melee] / 4 Health

Darlon Blacksoul, 5, Alliance (Ancients-86U)
Ally—Human Warlock, 4 [Shadow] / 5 Health
Unity: When this ally enters play, if you control three or more Human allies, you may put target opposing ally into its owner's hand.

Darnassus, Alliance (Drums-257R)
Location—City
Night Elf Hero Required Reward: On your turn: (1), (Activate) >>> Ready target Night Elf you control.  It can't attack this turn.

Darnassus Mooncaller, 3, Alliance (Ancients-87C)
Ally—Night Elf Priest, 3 [Holy] / 2 Health
Haste 2 Reward: (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)

Darkmoon Faire: Worldbreaker
Location—Faire
(1), (Activate), Discard a card >>> Draw a card.  Reward: 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 (Betrayal-78R)
Ability—Shadow

Shadow Talent (You can't put Discipline Talents or Holy Talents in your deck.) Reward: Target player discards his hand.

Darkness Calling (Knight-25C)
Quest
Reward: Draw two cards, then discard a card.

Darkshore Deathsborn, 4, Alliance (Alliance Priest-1R, Ancients-85C)
Ally—Human Death Knight, 4 [Frost] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

The Darkspeaker's Footpads, 2, MaPrLo (Sourgewar-219C)
Equipment—Armor—Cloth, Feet (1), 1 DEF [Activate] >>> Ready a resource you control.

Darkstalker Soran, 2, Alliance (Tomb-79E)
Ally—Worgen Rogue, 1 [Melee] / 1 Health
Elusive Reward: When this ally deals combat damage to an opposing hero for the first time each game, this ally has "Allies you control have +2 / +2" until he leaves play.

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Alliance Priest-11C, Icecrown-102C)
Ally—Human Priest, 6 [Shadow] / 2 Health
Darkwater Crocolisk, 4 (Betrayal-133C)
Monster Ally—Crocolisk Beast, 4 [Melee] / 4 Health

Darlon Blacksoul, 5, Alliance (Ancients-86U)
Ally—Human Warlock, 4 [Shadow] / 5 Health
Unity: When this ally enters play, if you control three or more Human allies, you may put target opposing ally into its owner's hand.

Darnassus, Alliance (Drums-257R)
Location—City
Night Elf Hero Required Reward: On your turn: (1), (Activate) >>> Ready target Night Elf you control.  It can't attack this turn.

Darnassus Mooncaller, 3, Alliance (Ancients-87C)
Ally—Night Elf Priest, 3 [Holy] / 2 Health
Haste 2 Reward: (2) less to play this ally if an ally you control dealt damage to an opposing hero 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.

Darnassus Shadowblade, 4, Alliance (Ancients-88C)
Ally—Night Elf Rogue, 4 [Melee] / 4 Health
Night Elf allies you control have **Stealth**. (**They can’t be protected against.**)

Darnassus Tabard, 2, Alliance,
DkDrHuMaPaPrRoShLoWa (Ancients-213U)
Equipment—Item, Tabard (1) [Basic] (3), [Activate] >>> Target ally has +2 ATK this turn. You pay (1) less to use this power for each Night Elf ally you control.

Darnassus Warrior, 1, Alliance (Ancients-89C)
Ally—Night Elf Warrior, 2 [Melee] / 1 Health
When this ally enters play, he deals 1 melee damage to target hero.

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.)

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

Dar’thael the Bloodsworn, Horde (Twilight-13)
Hero—Orc Blood Elf Warrior, 30 Health
[From]: (4) >>> Flip Dar’thael face down. [Basic]: [Activate] >>> Dar’thael may exhaust to become the defender when an opposing hero or ally attacks.

Daryn, 6 (Legion-216C)
Ally—Draenei Warrior, 6 [Melee] / 4 Health
Ador Reputation (You can’t put cards with other reputations in your deck.) <> [Protect] <> [Inspire]: Ally (You may ready an ally you control during each other player’s ready step.)

Dashel 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).

Dasprien Bladecaster, Horde (Dark Portal-13)
Hero—Blood Elf Rogue (Combat), Mining/Blacksmithing, 27 Health
(5), Flip Dasprien >>> Dasprien 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.)

Dautless 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 readsies, you may remove an ally in your graveyard from the game. If you do, destroy target equipment.

Davis, 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 Ravendale, 5, Horde (Class-175C, Illidan-150C)
Ally—Undead Priest, 4 [Holy] / 4 Health
When this ally enters play, you may turn face-down hero face up.

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

Dawnhoof Brightcaller, 2, Horde (Ancients-126C)
Ally—Tauren Paladin, 3 [Holy] / 2 Health
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—Undead 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. <> [Activate] 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
Once per turn: (2) >>> This ally heals 2 damage from target hero or ally.

Deacon Markus Hallow, Alliance (Outland-1)
Hero—Human Priest (Shadow), Herbalism/Alchemy, 26 Health
On your turn: (6), Flip Markus >>> Gain control of target opposing ally if its controller has no cards in his hand.

Dead Weight, 2, Rogue (Class-83C, Scourgewar-79C)
Ability—Assassination Combo
Target to attach ally or equipment. <> Ongoing: When attached card exhausts, destroy it.

Deadliness, 4, Rogue (Gladiators-54R)
Ability—Sublety
**Sublety Talent** (You can’t put Assassination Talents or Combat Talents in your deck.) <> 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-50U)
Instant Ability—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 2 nature damage to attached character.

Deadly Throw, 3, Rogue (Scourgewar-80R)
Ability—Assassination
**Finishing Move** (To play, remove X Combs in your graveyard from the game, where X is 5 or less.) <> Daggers you control have **Thrown** and +X ATK this turn.

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

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

Deafening Shout, 7, Warrior (Betrayal-120R)
Ability—Fury Shout
Ongoing: Opposing allies have -3 / -3.

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. <> **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.

WoW TCG OCR – 03 05 2013
37 / 175
Death Coil, 1, Warlock (Outland-83U)
Ability—Affliction
Remove target ally an opponent controls from the game. At the start of your next turn, that opponent puts that ally into play under his control, and your hero deals 2 shadow damage to it.

Death Coil, 3, Death Knight (Horde DK-4U, Throne-29C)
Basic Ability—Unholy
Your hero deals 3 shadow damage to target hero or ally. <p> Ready a Ghoul you control.

Death Gate, 2, Death Knight (Icecrown-19R)
Ability—Unholy
Destroy a resource you control. If you do, search your deck for a location and put it into play face up and exhausted.

Death Grip, 2, Death Knight (Knighth-7U)
Instant Ability—Unholy
Ongoing: [Activate] >>> This turn, target opposing hero or ally must attack if able and can attack only your hero if able.

Death Pact, 2, Death Knight (Scourgewar-26U)
Ability—Blood
As an additional cost to play, destroy an ally you control. <p> Your hero heals damage from itself equal to that ally’s [Health] and has +X ATK this turn, where X was that ally’s ATK.

Death Shock, 2, Shaman (Betrayer-97U)
Instant Ability—Traitor
Traitor Hero Required <p> Your hero deals 1 nature damage to target ally for each damage on your hero.

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

Death to the Traitor King (Scourgewar-249C)
Quest
Nerubian Reputation <p> On your turn: Declare an opposing hero or ally the Traitor King this turn and pay (3) to complete this quest. <p> Reward: Draw a card. Heroes and allies you control have Assault 1 while attacking the Traitor King this turn.

Death Trap, 5, Hunter (Betrayer-48R)
Instant Ability—Traitor
Traitor Hero Required <p> Trap (You may exhaust your defending hero rather than pay this card’s cost) <p> Destroy target attacking ally. If you do, your hero deals 1 nature damage to each hero and ally in that ally’s party.

Death Wish, 2, Warrior (Scourgewar-104R)
Ability—Fury
Fury Talent (You can’t put Arms Talents or Protection Talents in your deck) <p> Ongoing: [Activate] >>> All heroes have +3 ATK this turn.

Death’s Duo, 4, Death Knight (Horde DK-5C, Horde-29C)
Basic Ability—Unholy
Remove two target allies in an opposing graveyard from the game. If you do, put two [Melee] / [Health] Ghouls into play.

Death’s Gaze (Citadel Raid-88C, Scourgewar-25C)
Quest
Pay (2) to complete this quest. <p> Reward: If you have fewer cards in your hand than in your graveyard, draw a card.

Deathblow, 1, Rogue (Drums-59U)
Instant Ability—Assassination Combo
Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <p> Your hero deals 1 plus X melee damage to target hero or ally.

Deathbringer, 3, HuPaShWa (Onyxia-29R)
Equipment—IH Weapon—Axe, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage with this weapon to an ally, your hero also deals that much shadow damage to target hero in that ally’s party.

Deathbringer Kor’ush (Throne-21)
Monster Hero—Ogre Death Knight, 32 Health
[Front]: (8) >>> Flip Kor’ush face down. <p> You pay (8) less to flip Kor’ush if an ally you controlled with 6 or more ATK was destroyed this turn.[Back]: At the start of your turn, you may pay (3) and remove target ally in an opposing graveyard from the game. If you do, put a 3 [Melee] / [Health] Ghoul ally into play under your control.

Deathbringer’s Will, 2, DkDrHuPaRoShWa (Citadel-16R)
Equipment—Item, Trinket (2)
When your hero deals combat damage to an opposing hero, you may put a 1 [Melee] / 1 [Health] Spirit of Northrend token into play with Ferocity, Stealth, and “At end of turn, destroy this ally.”

Deathcharger, 2, Death Knight (Scourgewar-25R)
Ally—Deathcharger, 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, target opposing hero or ally has -3 [Health] this turn. <p> (Mounts can’t attack or be attacked.)

Deathchill Cloak, 3, DrMaPrShlo (Wraithgate 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.

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

The Deathforge (Ilidan-240U)
Quest
Remove three equipment in your graveyard from the game to complete this quest. <p> Reward: Draw a card.

“Deathgrip” Jones, 4, Horde (Ilidan-151C)
Ally—Undead Warrior, 3 [Melee] / 4 Health
Protections <p> Weapons you control can’t be targeted by opponents.

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

Deathlord Jones, 4, Horde (Class Promo-6R, Horde DK-12R, 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 Zu’kraj (Icecrown-14)
Scourge Hero—Risen Drakkari, 27 Health
[Front]: Flip Zu’kraj, remove a Scourge ally in your graveyard from the game >>> The next time Zu’kraj would deal nature damage this turn, he deals that much +1 instead.[Back]: Deckbuilding: You can only include [Druid] 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 (Crow-130C, Eklerlimb-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 (Honor-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 Deathwing for each card destroyed this way. <p>Assault 5 <p>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. <p>Death Rattle (When this ability enters your graveyard from anywhere): Target opposing ally or weapon has -4 ATK this turn.

Debros 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—1H Weapon—Ax, 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.)

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

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

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

Deep Freeze, 2, Mage (Dark Portal-49C, Jaina-2C)
Ability—Frost
Attach to target ally, and your hero deals 2 frost damage to it. <p>Ongoing: Attatched 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.) <p>This ally has +2 / +2 while you control another Merciless One.

Deepholm (Elements-218R)
Location
On your turn, if a hero or ally you controlled dealt melee ([Melee]) damage this turn: (2), [Activate] >>> Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p>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>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>This ally has +2 ATK on each opponent’s turn.

Defender’s Vigil, 1, Warrior (√ Horde Warrior-8C, Worldbreaker-115C)
Instant Ability—Protection
This turn, target hero or ally must attack if able, can attack only your hero if able, and has -3 ATK while attacking your hero.

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

The Defense of Grom’gorl, Horde (Class-3C)
Quest
Pay (3) to complete this quest. <p> 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.

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

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. <p> If your hero would deal damage, prevent 1 of that damage. <p> 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.) <p>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. <p> Reward: Draw two cards.

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

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

Defiling the Defilers (Scourgewar-255C)
Quest
If allies you controlled dealt 5 or more damage this turn: Pay (4) to complete this quest. <p> Reward: Draw three cards.

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

Defusing the Threat (Honor-192C)
Quest
If an opponent completed a quest this turn: Pay (1) to complete this quest. <p> 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.

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

Delrach 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.

Delusions of Grandeur, 2, Priest (Scourgewar-69C)
Ability—Shadow
Target opponent puts a ability, ally, and equipment he controls into their owners’ hands.

Dementia, 2, Priest (Wrathgate-58U)
Ability—Shadow
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)
Equipped—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.

Demon Hunter’s Aspect, 2,
DaDrHuMaPaPrRoShLoWa (Ancients-214U, Ancients
Loot-2L)
Equipment—Item
Your hero has +1 ATK while attacking heroes, or
+2 ATK while attacking Demon heroes.
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, Lega-
ion-259R)
Equipped—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> 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 Infusion, 1, Warlock (Ancients-58U)
Basic Ability—Demonology
Attachment
Attach to target ally. <p> Ongoing: Attached ally
has +3 / -1, loses all races, and becomes a
Monster Demon.

Demonic Knowledge, 2, Warlock (Betrayal-
110R)
Ability—Demonology
Demonology Talent (You can’t put Affliction
Talents or Destruction Talents in your deck.) <p> Ongoing:
When a Demon enters play under your control, add a nether counter to this
ability. <p> [Basic][Activate], Destroy this
ability >>> Put target Demon ally with cost less
than or equal to the number of nether counters
on this ability from your graveyard into play.

Demonic Rebirth, 2, Warlock (Betrayal-49R)
Basic Ability—Demonology

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

Demonic Reclamation, 1, Warlock
(Worldbreaker-103U)
Ability—Demonology

Desecrate Stormclaw, Horde (Betrayal-36R)
Ability—Tauren Druid (Traitor), Skinning/Leatherworking, 28 Health
(2), Flip Stormclaw, destroy a friendly ally >>>
Put target Form from your graveyard into your
hand.

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

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

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

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 Condemnation, 1, Priest (Iccrown-
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 (Iccrown-54C)
Instant Ability—Holy
If your hero has 15 or more damage, it heals 10
damage from itself.

Destination, 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> 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> [Activate] 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.
Sow dealt damage, prevent 1 of that damage.

Ongoing: If a hero or ally you control would be damaged, you may have it dealt to this ally instead.

Detonate Soul, 3, Warlock (Scourgewar-95R) Ability—Affliction
Attach to target opposing ally. <> Ongoing: At the start of your turn, remove attached ally and all other opposing allies from the game.

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

Devastate, 2, Warrior (Outland-92R)
Instant Ability—Protection
Protection Talent (You can’t put Arms Talents or Fury Talents in your deck.) <> 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.

Devastate, 7, Warlock (Wrathgate-80R) Ability—Destuction
Destruction Talent (You can’t put Affliction Talents or Demonology Talents in your deck.) <> As an additional cost to play, choose “ability,” “ally,” or “equipment” and destroy a card you control of that kind. <> Destroy all opposing cards of that kind.

Devil-Stitched Leggings, 3, MaPrLo (Legion-259U) Equipment—Armor—Cloth, Legs (1), 1 DEF (3), Exhaust your hero >>> Target hero or ally has -3 [Health] this turn.

Devilsaur Leggings, 3, DrHuRo (Azeroth-284U) Equipment—Armor—Leather, Legs (1), 1 DEF. When your hero deals combat damage to an ally, destroy that ally.

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

Devona Berkshire, 3, Alliance (Wrathgate-113R) Ally—Human Paladin, 3 [Holy] / 4 Health
While you control a Death Knight or Warrior, this ally has Protector. <> While you control a Hunter or Shaman, this ally has Assault 2. <> 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. <> Reward: Draw a card.

Devouring Plague, 4, Priest (Scourgewar-70R) Ability—Shadow
Attach to target hero. <> Ongoing: After 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 Aurastone Hammer, 2, DrPaPrSh (Worldbreaker-239R) Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike [Activate] >>> You pay (1) less to play your next ally this turn and an additional (1) less for each heirloom counter on this equipment. <> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Add an heirloom counter to target equipment you control.

Dhoros Ravestrike, 3, Horde (Horde Paladin-13C, 2H Horde Paladin-12C, Wrathgate-137C) Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health (3) >>> 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 (Worldbreaker-240R) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike (2), [Activate] >>> Draw a card, then draw another card for each heirloom counter on this equipment. <> 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.

Dimaz the Prestidigitator, 5, Alliance (Honor-97R) Ally—Gnome Warlock, 5 [Shadow] / 6 Health
Gnome Hero Required <> Escape Artist <> When you play this or another ally, you may put 1 damage on it as it enters play. If you do, draw a card.

Diplomacy, 3, Alliance (Dark Portal-128U) Ability
Human Hero Required <> 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.) <> 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 (Illdarian-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 (Illdarian-105C) Ability—Protection
Destroy all of target player’s weapons.

Disarm Trap, 1, Rogue (Scourgewar-81C) Instant Ability—Subtlety
Interrupt target instant.

Disassemble, 1, Rogue (Illdarian-76C) Instant Ability—Combat Combo
Destroy target exhausted equipment.

Discerning Eye of the Beast, 3, DrMaPrShLo (Worldbreaker-229U) Equipment—Item, Trinket (2)
(2). Put this equipment into its owner’s hand >>> Draw a card. <> 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.

Disco Inferno!, 5 (Illdarian-115R, Illdarian Loot-2L) Ability
Ongoing: At the end of your turn, ready all exhausted heroes and allies you control, then exhaust all other heroes and allies you control.

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

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

Disorienting Blow, 1, Rogue (Throne-65U) Ability—Combat
Exhaust target hero or ally. It can’t ready during its controller’s next ready step. <> 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.) <> This ability enters play with two incorporeal counters. <> Prevent all damage that would be dealt to your hero. <> At the start of your turn, remove an incorporeal counter. If none remain, destroy this ability.

WoW TCG OCR – 03 05 2013 41 / 175
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 an equipment enters play under your control, your hero has Assault 1 this turn, and you may exhaust target hero or ally.

Diversion, 3, Rogue (Betrayer-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.) <p> Ongoing: [Activate], Remove the top X cards of your deck from the game >> Your hero heals 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.) <p> Your hero deals 5 unpreventable holy damage to target hero or ally and heals 5 damage from target hero or ally.

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

Divine Illumination, 1, Paladin (Outland-48R)
Ability—Holy

Holy Talent (You can’t put Protection Talents or Retribution Talents in your deck.) <p> You pay (1) less to play abilities this turn, to a minimum of (1). Draw a card.

Divine Justice, 2, Paladin (Gladiators-42C)
Instant Ability—Retribution
Exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

Divine Plea, 4, Paladin (Illidan-58R)
Ability—Holy
If you control an Aura, your hero deals 2 unpreventable holy damage to each opposing hero and ally. <p> If you control a Blessing, draw two cards. <p> If you control a Seal, ready your hero and all weapons you control.

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

Divine Riposte, 6, Paladin (Betrayer-72U)
Ability—Protection
Ongoing: When damage would be dealt to a hero or ally you control, prevent all damage that would be dealt to your hero this turn. <p> Your hero can’t be targeted by opponents this turn.

Divine Spirit, 5, Priest (Illidan-66R)
Ability—Discipline

Discipline Talent (You can’t put Holy Talents or Shadow Talents in your deck.) <p> Ongoing: [Activate] >>> Draw a card, or ready up to three of resources you control.

Divine Storm, 1, Paladin (Scourgewar-61R)
Instant Ability—Retribution

Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck.) <p> 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.

Divinity, 3, Paladin (Ancients-31R)
Basic Ability—Protection

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

Divino-matic Rod (Dark Portal-313C)
Quest
If an opponent controls more resources than you: Pay (3) to complete this quest. <p> Reward: 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
On your turn: (3), Flip Dizdemona, put X damage on her >>> Dizdemona deals X shadow damage to target ally.

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

Dog Whistle, 4, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-42C)
Equipment—Item, Trinket (2)

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

Dominate, 4, Warlock ( Honor-72U)
Ability—Demonology
As an additional cost to play, destroy an ally you control. <p> Your hero deals shadow damage equal to that ally’s ATK to each opposing hero and ally.

Dominic Kandor, 4, Alliance (Alliance Druid-14C, Alliance Mage-15C, Alliance Priest-12C, Elements-11C)
Ally—Worgen Death Knight, 2 [Shadow] / 4 Health

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)<p> When this ally enters play, target ally has -2 ATK this turn.

Domona the Ever-Watchful, 6, Alliance (Betrayer-134U)
Ally— Draenei Shaman, 5 [Frost] / 4 Health [Activate] >>> This ally deals 2 frost damage to target hero or ally. <p> When an opposing hero or ally attacks, ready this ally.

Don Alejandro’s Money Belt, 3, DrRo (Honor-156R)
Equipment—Armor—Leather, Waist (1), 1 DEF [Activate] >>> You may reveal an equipment from your hand. If you do, put it into your resource row face down and exhausted.

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

Donatello, 2, Hunter (Elements-41C)
Ally—Turtle, Pet (1), 1 [Meelee] / 5 Health

Protector ( This ally may exhaust to become the defender when an opposing hero or ally attacks.)
A Donation of Mageeweave (Outland-232C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw three cards, then discard three cards.

A Donation of Silk (Dark Portal-314C)
Quest
Pay (2) to complete this quest. <p> Reward: Draw two cards, then discard two cards.
A Donation of Wool (Azeroth-351C)
Quest
Pay (1) to complete this quest.  

<Pay> Reward:  
Draw a card, then discard a card.

Donna Calister, 5, Alliance [Azeroth-181U]
Ally—Human Warrior, 1 [Melee] / 7 Health

Protector  
<Pay> When a non-hero or ally attacks, ready this ally.

Doom, 5, Horde (Horde Paladin-14C, Horde Warlock-14C, Icecrown-130C)
Ally—Undead Warlock, 2 [Shadow] / 6 Health

Assault 4  
(This ally has +4 ATK on your turn.)

Doom Commander Zaal'ruul, 5 (Betrayal-134E)
Monster Ally—Doomguard Demon, 3 [Shadow] / 6 Health

Monster Hero Required  
<Pay> When another non-token ally you control is destroyed, put a token copy of that ally into play that is also a Demon Monster.

Doom Blossom, 1, Warlock (Black Temple Raid-18U)
Instant Ability—Traitor
Traitor Hero Required  
<Pay> Attach to target hero or ally, and add three blossom counters.  

Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked character for each blossom counter, and then you remove one. If none remain, destroy this ability.

Doom Lord Kazzak, 13 (Legion-248E)
Ally—Demon, Unique, 13 [Melee] / 13 Health

At the end of your turn, destroy all non-Demon allies.

Doomguard, 7, Warlock (Dark Portal-104R)
Ally—Doomguard Demon, Pet (1), 8 [Melee] / 8 Health

When this ally enters play, choose another friendly hero or ally at random, then destroy that character.  

<Pay> At the end of your turn, destroy target opposing ally.

Doomguard Soldier, 4 (Betrayal-135C)
Monster Ally—Doomguard Demon, 3 [Shadow] / 3 Health

This ally has Assault 3 while you control another Demon.  

(Its has +3 ATK on your turn.)

Doomplate Chestguard, 1, PaWa (Legion-260U)
Equipment—Armor—Plate, Chest (1), 1 DEF
Your hero has Protector while you control five or more equipment.

Doomplate Legguards, 4, PaWa (Outland-195E)
Equipment—Armor—Plate, Legs (1), 2 DEF
Weapons you control have +3 ATK while you control five or more equipment.

Doomplate Shoulderguards, 2, PaWa (Illiadan-208U)
Equipment—Armor—Plate, Shoulder (1), 1 DEF
Other equipment you control have Untargetable while you control five or more equipment.

Doomplate Warhelm, 4, PaWa (Betrayal-221U)
Equipment—Armor—Plate, Head (1), 3 DEF
Armor you control have +3 [DEF] while you control five or more equipment.

Doomsayer Din’ju, 7, Horde (Drums-165R)
Ally—Troll Priest, 4 [Shade/Av] / 8 Health

When this ally enters play, turn all opposing resources face down.

Doomwalker, 11 (Illiadan-199E)
Ally—Mechanical, Unique, 11 [Melee] / 11 Health

When an opposing ability, ally, or equipment exhausts, destroy it.

Dorlaris Spellfire, 4, Horde (Worldbreaker-169C)
Ally—Blood Elf Mage, 3 [Arcane] / 4 Health

(4) >>> Draw a card.

Dorn the Tranquil, Horde (Honor-12)
Hero—Tauren Druid (Restoration), Mining/Engineering, 28 Health

(2), Flip Dorn >>> Dorn heals 2 damage from each friendly hero and ally.

Dorric the Martyr, 1, Alliance (Azeroth-182C)
Ally—Dwarf Paladin, 1 [Holy] / 2 Health

(1), Destroy this ally >>> This ally heals all damage from target ally.

Dorzok Shadowhand, 4, Horde (Wrathgate-138C)
Ally—Orc Rogue, 5 [Melee] / 1 Health

When this ally deals combat damage, if you have no cards in your hand, draw a card.

Doshura Risestrider, 4, Horde (Legion-181U)
Ally—Tauren Druid, 2 [Melee] / 4 Health

Protector  
<Pay> When this ally enters play, you may destroy target exhausted ally.

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

Double Barrel, 1, Hunter (Legion-361U)
Instant Ability—Marksmanship
Ongoing: Your hero has Ranged Dual Wield.  

(‘Can control a second Ranged weapon. Can strike with a second Ranged weapon during the same combat.’)

Double Time, 2, sHsW (Gladiators-85C)
Instant Ability—Enhancement Arms
Ready target equipment.

Dousing the Flames of Protection (Legion-298C)
Quest
Pay (2) to complete this quest.  

<Pay> Reward:  
Choose a hero or ally you control. Damage that character would deal is unpreventable this turn.

Downfall Hammer, 2, PaRo (Throne-248U)
Equipment—IH Weapon—Mace, Melee (1), 2 [Melee], 2 Strike
When you strike with this weapon, you may exhaust target hero or ally.  

(A protector exhausted this way can’t protect this combat.)

Dr. Boom! (Betray-250C, Class-225C)
Quest
Pay (3) to complete this quest.  

<Pay> Reward:  
Remove the top card of your deck, put damage on your hero equal to its cost, and put it into your hand.

Draconia Deflector, 4, PaShWa (Azeroth-285U, Class-206U)
Equipment—Armor—Shield, Off-Hand (1), 4 DEF
Your hero has Protector.

Draconia Flames, 5, Mage (Elements-511U)
Ability—Fire
Target a hero or ally, and you may target an additional character for each Dragonkin you control. Your hero deals 5 fire damage to each target.

Dradam Chillblade, 2, Alliance (Jaina-12C, Throne-104C)
Ally—Dwarf Death Knight, 2 [Frost] / 3 Health

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

Dragar’zal, 2, Horde (Sylvanas-12C, Throne-146C)
Ally—Orc Mage, 3 [Frost] / 2 Health

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

<Pay> Reward:  
Reveal the top four cards of your deck. Put a revealed Dragonkin into your hand and the rest on the bottom of your deck.

The Dragon Soul, 3, DkDrHuMaPaPrRoShLoWa (Aspects-Treasure-66E)
Equipment—Item, Dragon Soul (1) [Activate] >>> Add an aspect counter to this item.  

<Pay> On your turn: [Activate], Remove three aspect counters from this item >>> Destory target non-hero card.

Dragon’s Breath, 3, Mage (Outland-39R)
Instant Ability—Fire

Fire Talent  
(‘You can’t put Arcane Talents or Frost Talents in your deck.’)

<Pay> Your hero deals 3 fire damage divided as you choose to any number of target heroes and/or allies. A character dealt damage this way loses and can’t have powers this turn.

Dragonflight Great-Ring, 13, DkDrPaWa (Scourgewar-228E)
Equipment—Item, Ring (2)
At the start of your turn, destroy target hero.

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

Long-Range  
<Pay> This weapon has +1 ATK for each different color among Dragonkin you control.  

(Dragonkin colors are Black, Blue, Bronze, Green, Red, and Twilight.)

Dragonkin Menace, Alliance (Azeroth-341U)
Quest
On an opponent’s turn, Pay (3) to complete this quest.  

<Pay> Reward:  
Ready a hero or ally you control.

Dragonslayer Drux, Horde (Twilight-14)
Hero—Goblin Death Knight, 29 Health
[Front]: (4) >>> Flip Drux face down.
[Back]: When an opposing ally is destroyed, Drux may deal 1 frost damage to target hero.
Durdin Hammerhand, 3, Dwarf Paladin (Protection) 3 Health
This ally can protect friendly allies.

Ally another Ogre hero or ally.

Monster Ally that would be dealt to this ally this turn.

Protector 7 Health
All
be dealt damage this turn, prevent it.

Ally
Dundee, 3, Hunter (Azeroth-37U) 8 Health
Your hero oppsing hero, he heals that much damage from this ally.

Prevent all damage that attackers would deal to this ally.

Instant Ability
Dual Wield, 1, Dark Tome (Dark Portal-127U) 3 Health
Ongoing: Your hero has Dual Wield. (Can control a second one-handed melee weapon instead of an off-hand equipped weapon. Can strike with a second melee weapon during the same combat.)

Dulvar, Hand of the Light, 5, Alliance (Throne-105E) 7 Health
 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.

Dundee, 3, Hunter (Honor-27R) 4 Health
Ally—Grocotisk, Pet (1), 4 [Melee] / 4 Health As each turn starts, the next time this ally would be dealt damage this turn, prevent it.

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

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

Durae Crystalshield, 2, Alliance (Legion-146C) 6 Health
Ally—Drakeni Warrior, 2 [Melee] / 3 Health
This ally can protect friendly allies.

Durin Hammerhand, 3, Alliance (Dark Portal-162C) 2 Health
Ally—Dwarf Paladin, 3 [Melee] / 3 Health
Destroy this ally >>> Exhaust target hero or ally.

Durga Gravestone, Alliance (Illidan-3) 2 Health
Hero—Dwarf Rogue (Assassination), Alchemy/Jewelcrafting, 27 Health
(1), Flip Durga, remove up to five Combos from your graveyard from the game >>> Destroy target ally if its cost is less than or equal to the number of cards removed this way.

Durgle Wizzedlah, 6, Alliance (Honor-98C) 7 Health
Ally—Gnome Warlock, 4 [Shadow] / 5 Health
Remove an ability in your graveyard from the game >>> This ally heals 2 damage from himself.

Durgrin Ironedge, 2, Alliance (Drums-121C) 3 Health
Ally—Dwarf Rogue, 2 [Melee] / 3 Health
When this ally enters play, you may exhaust target equipped. That equipment can't ready during its controller's ready step while this ally remains under your control.

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

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

Durotan's Battle Harness, 4, Dark Tome (Betrayal-168U) 3 Health
Equipment—Armor—Plate, Chest (1), 2 DEF
At the start of your turn, add a +1 [DEF] counter to this armor.

Durotar Flamecaster, 3, Horde (Ancients-128C) 2 Health
Ally—Orc Mage, 4 [Fire] / 3 Health
Durotar Frostblade, 4, Horde (Ancients-129C) 2 health
Ally—Orc Death Knight, 7 [Frost] / 1 Health

Durotan can protect Draka and Thrall allies you control.

Durg X

When this ally enters play, you may exhaust target equipped. That equipment can't ready during its controller's ready step while this ally remains under your control.

Dyrastone Tower, 2, Alliance (Legion-140C) 2 Health
Ally—Death Knight, 2 [Shadow] / 2 Health
Duty Bound, 2, Warrior (Illidan-106U) Ability—Protection
Ongoing: Your hero has Protector. <p>When your hero protects, ready it.

Dwarf Demolitionist, 3, Alliance (Betrayal-66U) 2 Health
Ally—Dwarf Demolitionist, 1 [Fire] / 1 Health
When this ally deals combat damage to a defending hero, you may destroy this ally. If you do, it deals 7 fire damage to that hero.

Dwarven Hand Cannon, 4, Hunter (Azeroth-319E) 2 Health
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)

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, DraPrLo (Lexxramas-23R) 3 Health
Equipment—Item, Trinket (2) 2 Health
Ally another Draenei hero or ally.

Draenei Shaman, 2 [Fire] / 3 Health

Dungrin can't attack.

Earth Elemental Totem, 2, Shaman (Dark Portal-92R) 1 Health
Instant Ability—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 (Betrayer-38C) 5 Health
Instant Ability—Restoration
Attach to target ally. <p>Ongoing: Attached ally has +3 / +3. <p>When attached ally is destroyed, draw a card.

Eagel Eye, 2, Hunter (Azeroth-37U) 3 Health
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) 3 Health
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.

Earth and Moon, 3, Druid (Horde Druid-4R) 5 Health
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) 3 Health
Instant 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) 1 Health
Instant Ability—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, Shaman (Dark Portal-92R) 5 Health
Instant Ability—Restoration
Attach to target ally. <p>Ongoing: Attached ally has +3 / +3. <p>When attached ally is destroyed, draw a card.

Dying Curse, 1, DraPrLo (Lexxramas-23R) 3 Health
Equipment—Item, Trinket (2) 2 Health
Ally another Draenei hero or ally.

Draenei Shaman, 2 [Fire] / 3 Health

Dungrin can't attack.

Earth Elemental Totem, 2, Shaman (Dark Portal-92R) 1 Health
Instant Ability—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 (Betrayer-38C) 5 Health
Instant Ability—Restoration
Attach to target ally. <p>Ongoing: Attached ally has +3 / +3. <p>When attached ally is destroyed, draw a card.
Earthquake, 3, Shaman (Crown-40R)
Instant Ability—Elemental

**Elemental Talent** *(You can’t put Enhancement Talents or Restoration Talents in your deck.)*

Your hero deals 2 melee damage to each ally. Then, exhaust each ally with 5 or less ATK.

Earthrend Weapon, 7, Shaman (Legion-92R)
Ability—Enhancement

Attach to a Melee weapon you control. *(Prevent all shadow (Shadow) damage that this ally would be dealt.)*

Earth’s Bounty, 3, Shaman (Class-93C, Horde Shaman-5C, Legion-93C)
Ability—Restoration

Put target card from your graveyard into your hand.

Earthshaper Javuun, 4, Alliance (Scourgewar-130C)
Ally—Draenei Shaman, 2 [Nature] / 5 Health

**Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)*

Ebon Plague, 4, Death Knight (Ancients-6R)
Basic Ability—Unholy Disease Attachment

**Unholy Talent** *(You can’t put Blood Talents or Frost Talents in your deck.)*

Attach to target hero. *(Prevent all shadow ([Shadow]) damage that this ally would be dealt.)*

Ebonweave Robe, 4, MaPrLo (Scourgewar Crafted-2E)
Equipment—Armor—Cloth, Chest (1), 1 DEF
Allies you control have **Shadow Resistance**.

If an opposing ally would deal any type of damage, it deals shadow damage instead.

Echo of Baine, 7 (Aspects Treasure-44R)
Monster Ally—Tauren Echo, 9 [Fire] / 1 Health
While there is an Echo of Baine in your graveyard, prevent all damage that would be dealt to this ally, and he has **Ferocity**.

Echo of Jaina, 3 (Aspects Treasure-45R)
Monster Ally—Human Echo, 3 [Frost] / 1 Health
**Elusive** *(Prevent all shadow ([Shadow]) damage that this ally would be dealt.)*

** mafia.she can’t be protected against.**
Edwin VanCleeve, 4 (Dungeon Treasure-27E)
Ally—Human Rogue, Edwin VanCleeve (1), 5 [Melee] / 3 Health
Stealth, Unattactable <p> When Edwin enters play, put two 1 [Melee] / 1 [Health] Defias Thug ally tokens into play with “This ally can protect allies with VanCleeve in their names.” <p> When Edwin is destroyed, you may put an ally named Vanessa VanCleeve from your hand into play.

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

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

Eitrigg, 7 (Wrathgate-162E)
Ally—Orc Warrior, Unique, 8 [Melee] / 7 Health
Argent Crusade Reputation <p> [Activate] (5) >>> 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)

Elder Achillia, 2, Alliance (Citadel Raid-59C, Gladiators-96C)
Ally—Draenei Mage, 1 [Frost] / 3 Health
Inspiring Presence <p> If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.

Elder Huntsman Swiftshot, 4, Horde (Illidan-152R)
Ally—Tauren Hunter, 3 [Ranged] / 4 Health
Long-Range <p> 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—Draenei Shaman, 3 [Fire] / 4 Health
Inspiring Presence <p> If a hero or ally you control would deal non-combat damage, it deals that much +1 instead. <p> [Activate] >>> Ready another target ally.

Elder Valdar of the Exodar, 5, Alliance (Gladiators-98C)
Ally—Draenei Warrior, 3 [Melee] / 6 Health
Protector <p> Inspiring Presence <p> (If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)

Elder Zeez, 7, Alliance (Gladiators-99C)
Ally—Draenei Hunter, 7 [Ranged] / 4 Health
Elusive <p> This ally can’t be attacked. <p> Inspiring Presence <p> (If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)

Elderguard Brennan, 5, Horde (Crown-105U, Horde Paladin-13U)
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 <p> At the start of your turn, Elderlimb heals 4 damage from himself if you control a Treant.

Elemental Focus Band, 4, Shaman (Azeroth-108R)
Ability—Elemental
Elemental Focus <p> You can’t put Enhancement Talents or Restoration Talents in your deck. <p> 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 <p> You can’t put Enhancement Talents or Restoration Talents in your deck. <p> Ongoing: If a hero or ally you control would deal nature ([Nature]) damage, it deals double that much instead.

Elemental Purge, 2, Shaman (_) Alliance Shaman-4U, Ancients-51U)
Instant Ability—Restoration
Destroy target ability. If you do, your hero deals 3 nature damage to that ability’s controller’s hero.

Elemental Shield, 4, Shaman (Icecrown-68C)
Ability—Restoration
Ongoing: This ability enters play with three water counters. <p> [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
Enhancement Talent <p> You can’t put Elemental Talents or Restoration Talents in your deck. <p> Ongoing: Each weapon you control becomes a [Nature] weapon and has +X ATK, where X is its cost.

Elementalist Arax, 5, Alliance (Tomb-81U)
Ally—Draenei Shaman, 3 [Frost] / 5 Health
This ally has Assault 1 and Mend 1 for each equipment you control.

Elementalist Psyrin, 2, Alliance (Drums-122C)
Ally—Draenei Shaman, 3 [Nature] / 3 Health
This ally can’t attack. <p> [Activate] >>> Target ally has +3 ATK this turn.

Elementium Poleaxe, 5, DrHu (Twilight-198U)
Equipment—2H Weapon—Polearm, Melee (1), 1 [Melee], 5 Strike <p> [Activate] >>> Your hero has Assault 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), Flip Elendril >>> Ranged weapons you control have +3 ATK this turn.

Elistari Silverwind, 3, Alliance (Betrayal-67U)
Ally—Night Elf Hunter, 1 [Ranged] / 1 Health
Elusive
At the start of your turn, this ally deals 1 ranged damage to target hero or ally.

Elithys Firestorm, 2, Horde (Dark Portal-208C)
Ally—Blood Elf Warlock, 2 [Fire] / 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), Discard a card >>> This ally heals 4 damage from target hero or ally.

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

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

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

Elumeria Wildershot, Alliance (Illidan-4)
Hero—Night Elf Hunter (Beast Mastery), Alchemy/Jewelcrafting, 28 Health
(1), Flip Elumeria >>> Elumeria heals all damage from all pets you control.

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

Elven Chain Boots, 3, HuSh (Dark Portal-253U)
Instant Equipment—Armor—Mail, Feet (1), 2 DEF

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

Embolism, 4, PrRo (Icecrown-90U)
Ability—Shadow Subtlety
Target player discards X cards, where X is the cost of a non-hero Priest or Rogue you control.

Embrace of the Nether, 3, Warlock (Icecrown-75C)
Ability—Destruction
As an additional cost to play, choose “ability,” “ally,” or “equipment” and discard a card of that kind. <<< 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, Horde DK-14C, Shoregwar-172C)
Ally—Undead Death Knight, 2 [Shadow] / 1 Health
Protector
This ally may exhaust to become the defender when an opposing hero or ally attacks. <<< This ally can’t attack unless an opponent controls more allies than you.

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

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

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

Emerald Lifewarden, 4 (Worldbreaker-206U)
Ally—Green Dragonkin, 3 [Nature] / 3 Health
You can place an additional resource on each of your turns. <<< Stash
(As this enters your resource row, you may have it enter face up. Immediately turn it face down.) >>> Reveals 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 [Melee], 1 Strike
Your hero has Dual Wield. <<< This weapon has +X ATK this turn, where X is its ATK.

Emblem of the Nether, 3, Warlock (Icecrown-75C)
Ability—Destruction
As an additional cost to play, choose “ability,” “ally,” or “equipment” and discard a card of that kind. <<< Remove target card from the game if it shares that kind.

Ender in the Nether, 4, Warlock (Icecrown-75C)
Ability—Destruction
As an additional cost to play, choose “ability,” “ally,” or “equipment” and discard a card of that kind. <<< Remove target card from the game if it shares that kind.
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.

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

Enduring Shout, 3, Warrior (Drums-96U)
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.)*  
- Attach to target ability or equipment.  
- Ongoing: Attached card can’t be destroyed.

Enemies, Old and New, Horde (Citadel Raid-86C, Drums-243C)
Quest  
Pay (3) to complete this quest.  
- 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.

Energized, 2, Shaman (Alliance Shaman-6C,  
Asi, Alliance Shaman-5C, Class-95C, Drums-67C)
Instant Ability—Enhancement
Ready target ally.

Enfeo Contba, 5, Alliance (Outland-116R)
Ally—Draenei Shaman, 4 [Nature] / 4 Health
[Activate]  
- This ally heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

Engulfing Blaze, 3, MaLo (Drums-97C)
Ability—Fire Destruction
Your hero deals 3 fire damage to each hero and ally.

Enlightenment, 25, Priest (Betrayal-80R)
Ability—Discipline  
**Discipline Talent** *(You can’t put Holy Talents or Shadow Talents in your deck.)*  
- [Activate]  
- You pay (1) less to play this ability for each ability in your graveyard.  
- Ongoing: At the start of your turn, you win the game.

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

Enslave Demon, 2, Warlock (Illidan-100U)
Ability—Demonology
Attach to target Demon ally.  
- Ongoing: You control attached ally.

Enslaved Abyssal, 4, Warlock (Drums-77R)
Ally—Abyssal Demon, Pet (1), 5 [Fire] / 7 Health

**Fire Resistance**  
- At the end of your turn, if you didn’t play a Demonology or Demonology card this turn, choose an opponent. He gains control of this ally, and it loses this power.

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

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

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

Enter the Dragon Queen (Twilight-209C)
Quest  
Pay (4) to complete this quest.  
- Reward:  
- Draw a card for each different class among allies.

Alliance Hunter-24C,  
Alliance Priest-21C,  
Alliance Rogue-22C,  
Alliance Shaman-21C,  
Horde Druid-21C,  
Horde Mage-23C,  
Horde Paladin-23C,  
Horde Warrior-23C,  
Quest  
If you control an ally: Pay (3) to complete this quest.  
- Reward:  
- Draw a card.

Entry into the Black Temple (Black Temple-11R)
Quest  
Pay (5) to complete this quest.  
- Reward:  
- Draw a card for each different class among allies you control.

Enveloping Shadows, 3, Rogue (Scourgewar-82R)
Ability—Subtle

**Subtlety Talent** *(You can’t put Assassination Talents or Combat Talents in your deck.)*  
- 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.)*  
- 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).)*  
- [Activate]  
- Draw a card.

Envoy of Mortality, 2, Hunter (Naxxramas-33R)
Ability—Weapon—Gun, Ranged (1), 4 [Ranged], 1 Strike
When you strike with this weapon, your hero has **Long-Range** this combat.  
- [Activate]  
- When your hero deals damage with this weapon, it also deals that 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).)*  
- [Activate]  
- Ready another target ally you control. It can’t attack this turn.

Equal Opportunity, 2, Priest (Illidan-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 destroys cards in play he controls until he controls the same number as you.

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

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

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

Eredar Deathbringer, 6 (Betrayal-138C)
Monster Ally—Eredar Demon Warlock, 4 [Shadow] / 6 Health
When another ally you control is destroyed, this ally heals 4 damage from your hero.
Eredar Wand of Obliteration, 4, PrLo (Magtheridon-19R)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When your 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.

Erindal 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.

Eriun Moonglow, Alliance (Illidan-5)
Hero—Night Elf Death Druid (Balance), Mining/Alchemy, 27 Health
On your turn: (X), Flip Eriun’s shuffle X Balance abilities from your graveyard into your deck >>> Eriun deals X 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 Cogflinker, 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 Stonespokes, 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 >>> <b>Equip: Air: Ready Erunak</b><br><b>Earth: Erunak has Protector this turn.</b><b>Fire: Erunak has</b><br><b>Water: Erunak heals 5 damage from himself.</b>

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 damaged, 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.

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.

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-21R) Instant Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike
You may remove an equipment in 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-282U) 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 (Betrayal-236U) Equipment—Weapon—Wand, Ranged (1), 1 [Arcane], 1 Strike
When an opposing ally is destroyed, you may pay (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 ally. <p> You pay (2) less to play this ability if you control a Warlock hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and Ferocity.

Essence of Defense, 5 (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.

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

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

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

Essence of Mending, 4, PrSh (Honor-84C) Instant Ability—Holy Restoration
Your hero heals 6 damage from each friendly hero and ally.

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

Essence of War, 5 (Crow-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.

Essence of the Martyr, 3, DrPaPrSh (Badge-2E) Equipment—Item, Trinket (2)
When an ally you control is destroyed, you may remove it from the game. If you do, this item becomes a copy of that ally with this power, and you remove all damage from it.

WoW TCG OCR – 03 05 2013 50 / 175
Establishing New Outposts, Alliance (Citadel Raid-84C, Drums-239C)
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.

Etched Dragonglove, 2, 0kPowa
(Worldbreaker-221U)
Equipment—Armor—Plate, Waist (1), 1 DEF [Activate], Destroy a Dragonkin you control »>» Draw two cards.

Eternium Runed Blade, 7, MaPrShLo
(Crafted-8E)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 4 Strike
Players can’t play allies. <p> Allies can’t be destroyed.

Ethereal Plunderer, 5 (Iliadan-201R, Iliadan Loot-3L)
Ally—Ethereal, 4 [Arcane] / 4 Health
When this ally leaves play, you may gain control of target equipment.

Ethereal Spellfiker, 6 (Betrayal-139U)
Monster Ally—Ethereal Mage, 3 [Arcane] / 3 Health
When this ally enters play, gain control of target ability. If it’s attached, you may reattach it.

Ethereal Thief, 6 (Betrayal-140U)
Monster Ally—Ethereal Rogue, 3 [Melee] / 3 Health
When this ally enters play, gain control of target armor or item.

Euphoria, 3, Druid (Ancients-10R)
Basic Ability—Balance
Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck.) <p> Ongoing: [Basic] [Activate] »>» Reveal the top card of your deck. If its cost is 4 or more, add a bliss counter to this ability. <p> While there are three or more bliss counters on this ability, you pay (4) less to play cards.

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

Evasion, 6, Rogue (Betrayal-91R)
Ability—Combat
Ongoing: Prevent all combat damage that would be dealt to your hero.

Everfrost (Icecrown-213C)
Quest
Pay (6) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw two cards.

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

Everlasting Cold, 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.

Evocation, 1, Mage (Dark Portal-50R)
Ability—Arcane
Ongoing: (2) »>» Draw a card. <p> When a card leaves your hand, destroy this ability.

Exarch Ondala, 8 (Iliadan-175E)
Ally—Draenei Priest, Unique, 4 [Holy] / 8 Health
Aldor Reputation <p> On your turn: (3) »>» 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.

Exarch Orelis, 6 (Betrayal-189E)
Ally—Draenei Paladin, Unique, 5 [Holy] / 7 Health
Aldor Reputation <p> Inspire: Ability, ally, equipment, hero, and resource.

Exasperate, 2, Priest (Drums-53U)
Ability—Shadow
Target player discards a card for each [Shadow] ally you control.

Excara the Cryptkeeper, Horde (Outland-11)
Hero—Undead Mage [Arcane], Enchanting/Tailoring, 25 Health
On your turn: (2), Flip Excara »>» Remove two target allies in one graveyard from the game. Draw a card.

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

Instant Ability—Fury
Destroy target damaged ally.

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

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

Exemplar’s Blades, 1, Shaman (Iliadan-86U)
Instant Ability—Enhancement
Attach to target ally. <p> Ongoing: Attached ally has +X ATK, where X is the highest [DEF] among Melee weapons you control.

Exemplar’s Shield, 1, Paladin (Iliadan-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.

Exhaustion, 2 (Azeroth-159C)
Instant Ability
Exhaust target ally.

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: Your hero has Dual Wield. <p> You pay (2) less to strike with Swords.

Explosions!, 4 (Outland-104C)
Ability
Your hero deals 2 fire damage divided as you choose to any number of target allies.

Explosive Flames, 2, Mage (Wrathgate-44C)
Ability—Fire
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.) <p> Destroy target opposing ally. If you do, your hero deals fire damage equal to that ally’s cost to a second target hero or ally.
Explosive Trap, 4, Hunter (Honor-28U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card's cost.) <p> 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 remove 1 X Combs in your graveyard from the game, where X is 5 or less. /p> Destroy X target armor.

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

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

Extract of Necromantic Power, 1, DkLo (Scourgewar-229R)
Equipment—Item, Trinket (2)
As each turn starts, <p> [Warlock] Hero:
Prevent the next 3 melee ([Melee]) damage that would be dealt to your hero this turn. <p> [Death Knight] Hero:
Prevent the next 3 non-melee damage that would be dealt to your hero this turn.

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

Face the Command (Honor-193C)
Quest
On your turn: Pay (7) to complete this quest. <p> Reward: Draw three cards.

Eyes of Flame, 2, MaLo (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.

Eyes 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 Legion, 4 (Ancients-173C, Ancients Loot-1L)
Monster Ally—Demon, 3 [Fire] / 4 Health (1) >>> Look at a random card in target opponent's hand.

Eye of the Storm (Honor-204C)
Location—Battleground (4)
When you play a card, add an honor counter. <p> [Activate]. Remove four honor counters >>> Exhaust up to four target heroes and/or allies.

"Eyeball" Jones, 1, Horde (Illidan-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 (Alliance Hunter-4U, Wrathgate-39U)
Basic Ability—Beast Mastery
Ongoing: (1), Exhaust your hero >>> Ready target Pet you control.

Ezra Phoenix, 6, Horde (Legion-182C)
Ally—Tauren Hunter, 1 [Ranged] / 8 Health
Fercocity (This ally can attack immediately.) <p> When this ally ready's, he deals 2 ranged damage to target hero or ally.

Extrin, 2, Horde (Outland-158U)
Ally—Troll Warrior, 2 [Melee] / 3 Health
When this ally enters play, you may exhaust target weapon.

Face of Fear, 3 (Elderlimb-3C, Hogger-5C, Throne-92C)
Ability
Put target ally into its owner's hand.

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
Enrage (As this ally enters play, you may reveal the top card of your deck.) <p> When you reveal an ally this way, this ally has +2 ATK and Fercocity 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 (Illidan-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.

Fade, 1, Priest (Betrayrer-81U)
Instant Ability—Shadow
Play only if you control an ally. <p> Your hero has Elusive and Untargetable this turn.

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.

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

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

FaerIna'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 Firestarter, 1, Horde (Outland-159U)
Ally—Blood Elf Hunter, 2 [Ranged] / 1 Health
Destroy a resource you control >>> Put an ally from your graveyard into your hand.

Faithful Dispel, 2, Priest (Tomb-36U)
Ability—Holy
Destroy target ability. Draw a card.

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

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

Faithheer Jasmina, 2, Alliance (Alliance Priest-12R, Throne-108R)
Ally—Worgen Priest, 1 [Holy] / 1 Health
If this ally would be dealt non-fatal damage, prevent it. <p> When you play an ability, ally, or equipment, you may put a +1 / +1 counter on this ally.

Falana of the Glen, 1, Alliance (Betrayrer-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.
Falcon, 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.) Falzia Frizzlebust, 5, Horde (Horde Priest-13C, Twilight-13C) 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 Lordaeron, Horde (Betrayal-193U) Quest [Basic] Pay (2) to complete this quest. <p> Reward: [Horde] allies you control have +1 ATK this turn. 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. The Fall of Neferset City (Tomb-197C) Quest On your turn: Pay (2) to complete this quest. <p> Reward: Revealed the top card of your deck. If it's an ally, target ally you control has +2 ATK and Ferocity this turn. (It can attack immediately.) Fallenstar, Alliance (Betrayal-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. Fallingstar, Alliance (Betrayal-2) Hero—Night Elf Warrior (Fury), Mining/Blacksmithing, 30 Health (1), Flip Fallingstar >>> Damaged allies you control have +2 ATK this turn. Fama'sin the Lifeseer, Horde (Throne-12) Hero—Troll Druid, 27 Health On your turn: (5), Flip Fama'sin >>> Put three 1 [Melee] / 1 [Health] Treant 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 (Ys Alliance Rogue-6R, Horde Rogue-4R, Tcecrrown-63R) Basic Ability—Combat Your hero deals 2 ranged damage to each opposing hero and ally. <p> On your turn: Discard a weapon >>> Put this ability from your graveyard into your hand. Fanblade Pauldrons, 2, PaWa (Betrayal-222U) Equipment—Armor—Plate, Shoulder (1), 0 DEF Exhaust your hero >>> This armor has +4 [DEF] this turn. Fandral's Flamescythe, 3, DrHu (Tomb-185C) Equipment—2H Weapon—Polearm, Melee (1), 1 [Fire], 1 Strike When this weapon enters play, put a 2 [Fire] / 2 [Health] Flame Cat Monster ally token into play. Fang, 2, Hunter (Scourgewar-45C) Ally—Wolf, Pet (1), 2 [Melee] / 4 Health Protector <p> Allies you control have Assault 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. Fangs of the Father, 5, Rogue (Aspects Treasure-68R) Equipment—2H Weapon—Dagger, Melee (1), 4 [Melee], 2 Strike When your hero deals combat damage with this weapon to an opposing hero, choose one: That hero's controller discards two random cards; or exhaust up to two target allies, and they can't ready next turn; or search your deck for up to two poisons, reveal them, and put them into your hand. Far from the Nest (Twilight-210C) Quest On your turn: Pay (6) to complete this quest. <p> Reward: Put target ally with cost 3 or less from your graveyard into play. 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. Farandar Shadescurse, 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'korwi (Outland-233R) Quest Pay (3) to complete this quest. <p> Reward: Allies in your hand are instant this turn until you play an ally. Fararsee Nobundo, 5 (Crown-167R) Ally—Draenei Shaman, Nobundo (1), 3 [Nature] / 8 Health You may look at the top card of any opponent's deck at any time. <p> At the start of your turn, guess whether the top card of your deck has a higher or lower cost than the top card of target opponent's deck. Then, both players reveal the top card of their deck. If you guessed correctly, draw a card. Fast-Acting Poison, 0, Rogue (Betrayal-38U) Instant Ability—Assassination Poison Attachment Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character. Fa'tafi, 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 (G Alliance Priest-13C, Crown-82C) Ally—Human Priest, 5 [Holy] / 4 Health When this ally enters play, he heals all damage from target ally you control. Father 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). Father Winter's Helper, 1 (Winter Veil-5R) Ally—Helper, 1 [Melee] / 1 Health When this ally enters play, each player removes the top card of his deck from the game. Players may play their opponents' cards removed this way this game. (Pay costs as normal.) Favor of Acherus, 2, Death Knight (Citadel-1U) Ability—Blood Ongoing: Allies and weapons you control have Assault 1 for each Disease attached to opposing heroes. Favor of Mischief, 1, Rogue (Alliance Rogue-4C, Twilight-71C) Ability—Subtlety Attach to friendly ally. <p> Ongoing: Attached ally has Assault 2 <p> When attached ally is destroyed, target opponent discards a card. Favor of Nature, 2, Druid (Twilight-30C) Ability—Balance Attach to friendly ally. <p> Ongoing: Attached ally has Assualt 2 <p> When attached ally is destroyed, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. Favor of Spirit, 1, Priest (Horde Priest-5C, Twilight-62C) Ability—Discipline Attach to friendly ally. <p> Ongoing: Attached ally has Assault 2 <p> When attached ally is destroyed, you may destroy target ability.
Favor of Steel, 2, Warrior (Twilight-97C) Ability—Protection Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, you may destroy target equipment.

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

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

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

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

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

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


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

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

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 (Betrayal-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 by this way.

Feeding Frenzy, 2, Rogue (Tomb-186R) Equipment—1H Weapon—Dagger, Melee (1). 3 [Melee], 0 Strike **Dual Wield** <p> At the start of your turn, destroy this weapon unless you remove an ally in your graveyard from the game.

Feera Quickshot, Alliance (Gladiators-3) Hero—Dranei Hunter (Marksmanship), Alchemy/Jewelcrafting, 28 Health (1), Flip Feera >>> You pay (2) less the next time you strike with a Ranged weapon this turn.

Feign Death, 3, Hunter (Betrayal-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.

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

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


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:
Attacked ally can’t be destroyed.

Fel Steed Saddlesbag, 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.
\(\text{Put any number of them on top of your deck in any order, and the rest on the bottom.} \)<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 Larra, Alliance (Scourgewar-4)
**Hero—Human Warlock (Affliction).**
Tailoring/Alchemy, 28 Health
If you control another Warlock: Flip Larra >>>
Larra deals 3 shadow damage to target hero or ally with an attachment.

Feldrake, 0 (Ancients-17R, Ancients Loot-3L)
**Monster Ally—Dragonkin Demon, Mount (1), 0 [Shadow] / 1 Health**
When you place a resource face up into your resource row, this ally may deal 2 shadow damage to target hero or ally with an attachment.

Felendren the Banished, Horde (Dark Portal-308R)
**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.

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

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

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**. \(+1\ \text{ATK while attacking.} \) Destroy this card when you strike with a weapon or play a non-Feral ability.

Felsteel Reaper, 8, PaWa (Grafted-5E)
**Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike**
This weapon has +1 ATK for each resource you control.

Felsteel Whisper 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.)

Felstricker, 2, RoWa (Dark Portal-273E)
**Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike**
(5), Destroy this weapon >>> Destroy target ally.

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

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

Feral Charge, 2, Druid (Drums-22R)
**Instant Ability—Feral**
**Feral Talent** (You can’t put Balance Talents or Restoration Talents in your deck.) \(<p>\) Play only if you control a Bear Form. \(<p>\) Interrupt target card.

Feral Dominance, 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.) \(<p>\) Ongoing: While you control a Cat Form, your hero has +2 ATK while attacking an exhausted defender. \(<p>\) While you control a Bear Form, your hero has +4 ATK while protecting.

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

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.) \(<p>\) Put two 4 [Melee] / 4 [Health] Spirit Wolf ally tokens into play with **Protector**.

Ferandus Duskfall, 4, Alliance (Scourgewar-131C)
**Ally—Night Elf Death Knight, 3 [Shadow] / 4 Health**
**Protector** \(<p>\) 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. \(<p>\) Your hero has **Bear Form**. \(\text{Has Protector.} \) Destroy this card when you strike with a weapon or play a non-Feral ability.

Festering Disease, 1, Death Knight (\(\sqrt{\text{Horde}}\) DK-6U, Ancients-7U)
**Basic Ability—Unholy Disease Attachment**
Attach to target opposing hero. \(<p>\) Ongoing: At the start of your turn, put the top card of attached hero’s controller’s deck into his graveyard. If it’s an ally, your hero heals 1 damage from itself.

Fianna 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 Foggio, 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** \(<p>\) All other allies you control have **Protector**.

Field Repair Bot 74A, 1 (Dark Portal-243U)
**Ability—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. \(<p>\) Ongoing: Your hero has **Assault 1**.

Fierce PvP, 5, Death Knight (\(\sqrt{\text{Horde}}\))
**Ability—Feral**
Ongoing: While you control a Be"or Form, when your hero is dealt combat damage, you may pay (1). If you do, draw a card.

Fierce Spirit, 4, Death Knight (\(\sqrt{\text{Horde}}\))
**Ability—Enhancement**
**Enhancement Talent** (You can’t put Elemental Talents or Restoration Talents in your deck.) \(<p>\) Put two 4 [Melee] / 4 [Health] Spirit Wolf ally tokens into play with **Protector**.

Fierce Unleashed, 5, Death Knight (\(\sqrt{\text{Horde}}\))
**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.

Fiery Reunion (Twilight-212C)
**Quest**
If a hero or ally you controlled dealt fire ([Fire]) damage this turn: Pay (2) to complete this quest. \(<p>\) Reward: Draw a card.
**Fight or Blight, 1, Rogue (Illidan-78U)**
Instant Ability—Subtle 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. <p>Opposing allies have -1 / -1.

**Fillet, Kneecapper Extraordinaire, Alliance**
(Alliance Mage—Outland-7R)
Hero—Gnome Warrior (Fury), Blacksmithing/Mining, 30 Health
(3), Flip Fillet >>> Allies you control have +1 ATK this turn.

**Finishing Shout, 5, Warrior (Ildidan-107U)**
Instant Ability—Fury Shout
Ongoing: Allies you control have +1 / +1. <p>Opposing allies have -1 / -1.

**Finkle Einhorn, At Your Service! (Dark Portal-316C)**
Quest On your turn: Pay (3) to complete this quest. <p>Reward: Put an ally with cost 2 or less from your graveyard into play.

**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.

**Fire Elemental Totem, 2, Shaman (Outland-77C)**
Instant Ability—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: When this Totem enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally into play. <p>(Totems can’t attack.)

**Fire Flight, 2, Hunter**
Instant Ability—Wind Elemental
Your hero may deal 2 wind damage to target hero or ally. A character dealt wind damage this way can’t attack this turn.

**Finding Weakness, 2, Rogue (Betrayer-92R)**
Ability—Assassination
**Assassination Talent (You can’t put Combat Talents or Subtle Talents in your deck.)** <p>This talent is new.
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.

**Fire Nova Totem, 1, Shaman**
Instant Ability—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>(Totems can’t attack.)

**Fire Power, 3, Mage**
Instant Ability—Fire
**Fire Talent (You can’t put Arcane Talents or Frost Talents in your deck.)** <p>Opposing hero and ally >>> Your hero deals 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.]

**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 into play. <p>When this Fire Elemental enters play under your control, remove the top two cards of target player’s deck from the game.

**Finishing Shout, 5, Warrior (Ildidan-107U)**
Instant Ability—Fury Shout
Ongoing: Allies you control have +1 / +1. <p>Opposing allies have -1 / -1.

**Finkle Einhorn, At Your Service! (Dark Portal-316C)**
Quest On your turn: Pay (3) to complete this quest. <p>Reward: Put an ally with cost 2 or less from your graveyard into play.

**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.

**Fire Elemental Totem, 2, Shaman (Outland-77C)**
Instant Ability—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: When this Totem enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally into play. <p>(Totems can’t attack.)

**Fire-Etched Dagger, 3, DrMaPrShLo (Elements-194U)**
Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike
When this weapon enters play, you may target Dragonkin ally from your graveyard into your hand. <p>Opposing hero and ally >>> Your hero deals 1 fire damage to target hero or ally for each Dragonkin you control.

**Fire Nova Totem, 1, Shaman (Dark Portal-93U)**
Instant Ability—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>(Totems can’t attack.)

**Fire Power, 3, Mage (Horde Mage-6R, Legion-46R)**
Instant Ability—Fire
**Fire Talent (You can’t put Arcane Talents or Frost Talents in your deck.)** <p>Opposing hero and ally >>> 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.]

**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 into play. <p>When this Fire Elemental enters play under your control, remove the top two cards of target player’s deck from the game.

**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 into play. <p>When this Fire Elemental enters play under your control, remove the top two cards of target player’s deck from the game.

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

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

**Firewarden Wyland Kaslinth, 1, Horde (Worldbreaker-55C)**
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike
When this weapon enters play, you may target Dragokin ally from your graveyard into your hand. <p>Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragokin you control.

**First Responder Avaressa, 3, Alliance**
Instant Ability—Fire
**Fire Talent (You can’t put Arcane Talents or Frost Talents in your deck.)** <p>Opposing hero and ally >>> Your hero deals 1 fire damage to target hero or ally.

**Firewarden Wyland Kaslinth, 1, Horde (Worldbreaker-55C)**
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike
When this weapon enters play, you may target Dragokin ally from your graveyard into your hand. <p>Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragokin you control.

**Firewelder Wyland Kaslinth, 1, Horde (Worldbreaker-55C)**
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike
When this weapon enters play, you may target Dragokin ally from your graveyard into your hand. <p>Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragokin you control.

**Firewelder Wyland Kaslinth, 1, Horde (Worldbreaker-55C)**
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike
When this weapon enters play, you may target Dragokin ally from your graveyard into your hand. <p>Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragokin you control.

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

**Firewelder Wyland Kaslinth, 1, Horde (Worldbreaker-55C)**
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike
When this weapon enters play, you may target Dragokin ally from your graveyard into your hand. <p>Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragokin you control.
First Responder Margan, 2, Alliance (Illidan-76C)
Ally—Draenei Mage, 2 [Arcane] / 1 Health

**Eulsive** <<< At the start of your turn, this ally deals 2 fire damage to target hero or ally.

First to Fall, 2 (Dark Portal-141C)
Instant Ability
Destroy target protecting ally.

Fist of the Deity, 2, Warrior (Wrathgate-94C)
Instant Ability—Elemental
Attach to target hero or ally, and your hero deals 2 fire damage to it. <<< Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

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 (Icecrown-83R)
Ability—Fury
Ongoing: (3), [Activate], Destroy an equipment you control or deal 1 fire 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 2 or less.

Flame Bender Ta'jin, 6, Horde (Ilidan-154U)
Ally—Troll Mage, 4 [Fire] / 2 Health
When this ally enters play, gain control of target ability. If it's attacked, you may react to it.

Flame Burst, 4, Mage (Icecrown-43C)
Ability—Fire
Attach to target hero or ally, and your hero deals 2 fire damage to it. <<< Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

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

Flame Keeper Rizzli, Horde (Twilight-16)
Hero—Goblin Mage, 25 Health
[Front]: (5) >>> Flip Rizzli face down. [Back]: At the start of your turn, Rizzli may deal fire damage to target hero or ally equal to the ATK of a [Fire] ally you control.

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

Flame Orb, 2, Mage (Twilight-49R)
Ability—Fire
Attach to target opposing hero. <<< Ongoing: At the start of your turn, add an ember counter to this ability, and your hero deals 1 fire damage to attached hero. Then, you may destroy this ability. If you do, your hero deals 1 fire damage to target hero or ally for each ember counter that was on this ability.

Flame Pillar Leggings, 2, MaPrLo (Twilight-100C)
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. <<< Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

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

Flame Wrath, 4, HuPaWa (Azeroth-321R)
Equipment—2H Weapon—Polarem, 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

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

Flamestrike, 7, Mage (Azeroth-54R, 321R Horde Mage-78)
Basic Ability—Fire
Your hero deals 3 fire damage to each opposing hero and ally.

Flametongue Weapon, 2, Shaman (Dark Portal-95U, Twilight-81U)
Instant Ability—Enhance
Attach to target Melee weapon you control. <<< 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 **Eulsive, Stealth, and Untargetable** this turn.

Flare of the Heavens, 2, HuMa (Icecrown-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. <<< Ongoing: At the start of your turn, your hero deals 1 fire damage to target hero or ally.

Flash Freeze, 3, Mage (Elements-52C)
Instant Ability—Frost
Attach to target ally. <<< Ongoing: Attached ally can't attack or exhaust.

Flash Heal, 1, Priest (Alliance Priest-6C, Azeroth-78C, Class-71C, Horde Priest-6C, Worldbreaker-76C)
Instant Ability—Holy
Your hero heals 4 damage from target hero or ally.

Flash of 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. <<< Allies you control have +1 / +1 for each strength counter.

Flawless Defense, 4, Warrior (Wrathgate-87U)
Ability—Protection
Ongoing: Your hero has **Protector**. <<< Your hero has +1 ATK while defending.

The Flawless Flame (Outland-234C)
Quest
Pay (2) to complete this quest. <<< 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. <<< Ongoing: At the start of your turn, your hero deals 5 nature damage to attached character.

Fleshwerk Throwing Gaive, 2, RoWa (Scourgewar-237R)
Equipment—Weapon—Shuriken, Ranged (1), 2 [Ranged], 1 Strike

**Thrown** <<< [Rogue] Hero: This weapon has +1 ATK. <<< [Warrior] Hero: You pay (1) less to strike with this weapon.

Fletcher's Gloves of the Phoenix, 3, HuSh (Honors of Crafted-1E)
Equipment—Armor—Mail, Hands (1), 2 DEF
You can play this armor from your graveyard. <<< [Activate] >>> Target ally has **Long-Range** and **Fire Resistance** this turn.

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

Flickers from the Past, 7, Mage (Ilidan-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.

WoW TCG OCR – 03 05 2013
57 / 175
Flickering Shoulders, 3, HuSh (Tomb-167C)
Equipment—Armor—Mail, Shoulder (1), 1 DEF
On your turn: [Activate] >>> Target ally has **Smash** this turn. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)

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 any number of opposing heroes and/or allies instead.

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

Floating Web, 5, DkPaWa (Aftermath Justice-5E)
Equipment—Armor—Cloth, Back (1), 1 DEF
When this armor enters or leaves play, add a +1 [DEF] counter to this and each other armor you control.

Flourish, 3, Druid (Worldbreaker-36U)
Ability—Balance
Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource. <p>**Stash** (As this enters your resource row, you may have it enter face up. **Immediately turn it face down.**): Your hero heals 2 damage from itself.

Fluid Death, 4, HuRoSh (Worldbreaker Badge-11E)
Equipment—Item, Trinket (2)
When an ally you control deals combat damage to a hero, add a death counter to this item. <p>Your hero has **Assault 1** for each death counter on this item.

Foam Sword Rack, 4 (Gladiators-92R, Gladiators Loot-3L)
Ability
Ongoing: Each hero has **T(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 Heal, 2, DrPrSh (Ancients-72C)
Instant Ability
Your hero heals 5 damage from target hero or 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 ally.

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

Fool's Gold, 3 (Twilight-104R, Twilight Loot-2L)
Ability
Ongoing: At the end of your turn, each opponent draws a card. <p>On your turn: Destroy another ability, ally, or equipment you control >>> Target player 3 ins control of this ability.

The Footsteps of Ilidan, 2 (Iliidan-116U, Iliidan 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:** Reveal 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 Hordel, Horde (Azeroth-344U)
Quest
Pay (1) to complete this quest. <p>**Reward:** Horde allies you control have +1 ATK while attacking this target.

Forager Cloudbloom, 1, Horde (Horde Druid-15U, Horde Paladin-14U, Iliidan-155U)
Ally—Tauren Druid, 1 [Arcane] / 1 Health
When this allyready, draw a card.

Forager Hoofbeat, 5, Horde (Iliidan-156C)
Ally—Tauren Warrior, 3 [Melee] / 5 Health
**Protector** <p>When this allyready, draw a card.

Forang Deathbrattle, Horde (Class-19, Legion-13)
Hero—Orc Warlock (Affliction), 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 Trollsbane, 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 Earth, 2, Shaman (Tomb-51C)
Ability—Enhancement
Target hero or ally has +1 ATK and **Sentinel** this turn. (The first time it exhausts each turn, ready it.)

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 allies into play with **Ferocity**.

Forces of Jaedenar (Legion-301C)
Quest
If you played an ability this turn: Pay (1) to complete this quest. <p>**Reward:** Draw a card.

Fordragon Hold, Alliance (Class Promo-12R, Wrathgate-218R)
Location
[Activate] >>> Target [Alliance] hero or ally you control has **Assault 1** this turn. <p>**If you control an ally with Bolvar in its name:** [Activate] >>> [Alliance] heroes and allies you control have **Assault 1** this turn.

Forest Stalker's Bracers, 3, DrRo (Drums-207U)
Equipment—Armor—Leather, Wrist (1), 1 DEF
(1) >>> Target hero or ally has **Stealth** this turn. (It can't be protected against.)

Forge Camp: Annihilated (Legion-302C)
Quest
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, Horde Warrior-25C, Elements-211C)
Quest
If you control an equipment: Pay (3) to complete this quest. <p>**Reward:** Draw a card.

Fork Lightning, 5, Shaman (Gladiators-63C, Murkdeep-3C)
Ability—Elemental
Your hero deals 5 nature damage to target hero and 5 nature damage to target ally.
Form of the Serpent, 3, Druid (Betrayal-39R)
Instant Ability—Traitor, Form (1)
Traitor 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
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 Blightspreader, 2, Horde (Dungeon Treasure-18C)
Ally—Undead Warlock, 1 [Shadow]/1 Health
When this ally deals damage to an opposing ally, destroy that ally.

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

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

Fortify, 1, PalWa (Icecrown-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, FrWa (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 (Icecrown-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 Rain, 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: Attached ally can't attack or protect, and loses and can't have powers.

Freak 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.

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

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

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

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

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 (Elderslimb-4C, Gladiators-19C)
Instant Ability—Balance
Pay two 1 [Melee]/1 [Health] Treant ally tokens into play.

Fright, 1, Priest (Wraithgate-59C)
Instant Ability—Shadow
Target opponent puts an ally he controls into its owner's hand.

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

Frigid Winds, 2, DrMa (Honor-86C)
Instant Ability—Balance Frost
Target hero or ally can't attack this turn. Draw a card.

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

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

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

Frozlight, 2 (Tomb-143C)
Monster Ally—Murloc Priest, 3 [Holy]/2 Health
Damage that this and other Murloc allies you control would deal is unpreventable.

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 (Betrayal-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 attached hero. <p> Allies in attached 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 allies. 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-9C)
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 Shodd, 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 Stasis, 3, Mage (Betrayal-23R)
Basic Ability—Frost Attachment
Attach to target opposing ally. <p> Ongoing: Attached ally can't attack or exhaust. <p> When attached ally is dealt damage, destroy it and put three 2 [Frost] / 1 [Health] Water Elemental ally tokens into play.

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 this cards. 

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)
[Druide] 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
Opposing heroes and allies can't attack unless their controller exhausts two other cards he controls for each attacker.

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

Frostwolf Insignia, 2, Horde, DkDrHuMaPaPrRoShLoWa (Honor-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 Blight, 3, Death Knight (Elements-26U)
Ability—Frost Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. The controller of a hero dealt damage this way can’t play abilities this turn.

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

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

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

Frozen Solid, 3, Mage (Wrathgate-46U)
Instant Ability—Frost
The next time target opponent would draw a card this turn, you draw one instead.

Frozen Strength, 3, Death Knight (Tomb-12U)
Ability—Frost
Attach to target ally, then Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.) <p> Ongoing: Attached ally has +4 ATK.

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.) <p> Ongoing: At the end of your turn, you may put a 5 [Melee] / 5 [Health] Fungal Behemoth ally token into play if you control five or more allies. Otherwise, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

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

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

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

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

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

Furbolg Firecaller, 4 (Ancients-180C)
Monster Ally—Furbolg Shaman, 3 [Fire] / 4 Health
While you have four or more cards in your graveyard, this ally has Assault 2 and Smash. (If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

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

Furious George, 1, Hunter (Ancients-20U)
Ally—Monkey Beast, Pet (1), 0 [Melee] / 3 Health
When this ally enters play, reveal the top card of your deck. If it’s an ability, ally, or equipment with an even cost, remove this ally from combat. Put that revealed card on the bottom of your deck. <p> [Activate] >>> This ally deals 3 fire damage to target hero.

Furious Kalla, 3, Horde (Gladiators-123U)
Ally—Orc Shaman, 4 [Frost] / 2 Health
Hardiness (If this ally would be dealt damage, prevent 1 of it.) <p> 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. <p> Ongoing: Attached ally has +1 / +1.

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

Furor, 3, Druid (Illidan-29R)
Ability—Restoration
Restoration Talent (You can’t put Balance Talents or Feral Talents in your deck.) <p> 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
Fury of the Ages, 7, Warrior (Betrayal-57R)
Basic Ability—Fury
Rift (Choose a [Horde] or [Alliance] race. You pay (1) to less play this ability for each ally you control of the chosen race.) <p> <p> Ongoing: <p> Allies you control have 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. <p> (1), Exhaust an Earth Totem you control >>> Target ally has Assault 2 this turn. <p> (1), Exhaust a Fire Totem you control >>> It deals 2 fire damage to target ally. <p> (1), Exhaust a Water Totem you control >>> Target player draws a card.

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

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

Gakuri, 3, Warlock (Ancients-59C)
Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 1 Health
When this ally enters play, you may put 2 damage on your hero. If you do, draw a card.

Gakuri, 3, Warlock (Drums-78U)
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health
Elusive (This ally can’t be attacked.) <p> (X), [Activate] >>> This ally deals X fire damage to target ally and itself.

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

Galahak Barrelnark, 3, Alliance (Aspects Treasure-34C)
Ally—Dwarf Hunter, 2 [Melee] / 4 Health
Allies you control have +1 ATK while attacking heroes.

Galahandra, Keeper of the Silent Grove, 2, Alliance (Azeroth-184C)
Ally—Night Elf Druid, 0 [Nature] / 1 Health
Elusive <p> (1), [Activate] >>> Exhaust target ally.

Gale Force, 1, Shaman (Azeroth Alliance Shaman-6C, Ancients-52C)
Basic Ability—Enhancement
Target ally has Ferocity this turn. (It can attack immediately.)

Gale Winds, 5, Druid (Icecrown-26R)
Ability—Balance
Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck.) <p> 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 +3 ATK this turn.
Galvano the Beast Lord, 5, Horde (Tomb—102E)
Ally—Undead Hunter, 8 [Ranged] / 3 Health

Galway Steamwhistle, 1, Alliance (Azeroth—185U)
Ally—Gnome Warrior, 1 [Melee] / 1 Health [Activate] >>> Ready your hero and a Weapon you control.

Gamon, 1, Horde (Dark Portal—209U)
Ally—Tauren Warrior, Unique, 1 [Melee] / 1 Health
Any hero or ally can attack this ally. (Including characters you control)

Gang Up, 2, Rogue (Drums—6IC)
Instant Ability—Subtlety Combo
As an additional cost to play, exhaust two heroes and/or allies you control. <p> Destroy target ally.

Ganvar Singebeard, 2, Alliance (Aspects—3SU)
Ally—Dwarf Mage, 3 [Fire] / 1 Health
At the start of your turn, this ally deals fire damage equal to its ATK to each opposing hero.

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

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

Garet Vice, 1, Alliance (Worldbreaker—138C)
Ally—Worgen Rogue, 2 [Nature] / 1 Health
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—Gargoyles, Pet (1), 5 [Nature] / 5 Health
Unholy Talent (You can't put Blood Talents or Frost Talents in your deck.) <p> Ferocity <p> At the end of your turn, if this ally is undamaged, put him into his owner's hand.

Garona Halforcen, Horde (Timewalkers—14)
Hero—Orc Draenei Rogue, 27 Health
[Front]: Garona's Trickery <p> [Basic] (1), Flip Garona >>> Target ally you control has Stealth this turn.
[Back]: Garona's Treachery <p> Once per game: [Basic] (2) >>> When an ally you control deals damage to an opposing hero this turn, Garona has +1 ATK this turn.

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

Garrosh, Son of Grom, 5, Horde (Ancients—131E, Ancients—131 EA)
Ally—Orc Warrior, Garrosh (1), 5 [Melee] / 7 Health
Ferocity <p> Garrosh can attack only heroes. <p> At the start of your turn, for this and each other Orc ally you control, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with Ferocity and "This ally can attack only heroes."

Garrote, 1, Rogue (Outland—68U)
Instant Ability—Assassination
Play only if your hero has Stealth. <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to each opposing 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.

Garyk Stormcrier, 3, Horde (Ancients—132U)
Ally—Orc Shaman, 4 [Melee] / 2 Health
When this ally deals combat damage to an opposing hero, Orc allies you control have Ferocity this turn. (This also affects Orc allies that enter play later this turn.)

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—Tauren Hunter, 3 [Ranged] / 2 Health
This ally has Long-Range while attacking exhausted heroes and allies. (Defenders deal no combat damage to it.)

Gauntlets of the Ancient Frostwolf, 3, PaWa (Legion—262U)
Equipment—Armor—Plate, Hands (1), 2 DEF
When an ally you control attacks, you may exhaust target armor.

Gauntlets of Vindication, 3, PaWa (Outland—198R)
Equipment—Armor—Plate, Hands (1), 1 DEF
Melee weapons you control have +1 ATK. <p> If your hero would deal damage with an ability, it deals that much +1 instead.

Gavel of Peroth'am, 3, DkPaWa (Ancients—225R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 3 Strike
When you play an ally with cost equal to the number of resources you control, you pay (3) less to strike with this weapon this turn.

Gavel of the Fleshcrafter, 5, DrPaRSh (Scourgewar—238U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Shadow], 1 Strike
Your hero has Mend 3. (At the start of your turn, it may heal 3 damage from target hero or ally.)

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

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

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

Gear Upgrade, 1, Warrior (Legion—115R)
Instant Ability—Arms
As an additional cost to play, destroy an equipment you control. <p> Search your deck for an equipment, reveal it, and put it into your hand.

Gellrin of the Gallows, 2, Horde (Azeroth—239R)
Ally—Undead Warlock, 3 [Shadow] / 2 Health
Remove this ally from the game >>> Target player turns a quest he controls face down.

General Husam, 5 (Tomb—121E)
Monster Ally—Tolvir Hunter Warrior, Husam (1), 0 [Melee] / 0 Health
Protector, Sentinel <p> Husam enters play with four +1 / +1 counters. <p> When an ally you control attacks, add a +1 / +1 counter to Husam. <p> If Husam would be dealt damage, remove that many +1 / +1 counters from him instead.
General Lightbane, Death Knight (Icecrown-6)
Scourge Hero—Har Behknight (Frost), 29 Health
[Front]: On your turn: Flip Lightbane, remove a Death Knight in your graveyard from the game
>>> Target ally has -4 ATK this turn.
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Death Knight] cards, [Death Knight] Frost Talents, neutral cards, and Scourge cards. You can’t include cards with reputations or other text restrictions.

General Turalyon, 8, Alliance (Betrayal-68E)
Ally—Human Paladin, Turalyon (1), [Holy] / 5 Health
Protector <p> When Turalyon enters play, put a 4 [Melee] / 4 [Health] Spirit ally token named Lothar into play with [Ferocity] and [Lothar] (1).
<p> Turalyon has Invincible while you control an ally named Lothar.

Geoffrey Kimble, 6, Horde (Drums-169C)
Ally—Undead Warrior, 5 [Melee] / 5 Health
Protector <p> (3). Discard a card >>> Destroy target ability or equipment.

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

Gerruge the Sadist, 3, Alliance (Alliance Warlock-11R, Crown-85R)
Ally—Human Warlock, 4 [Shadow] / 4 Health When this ally enters play, he deals 4 shadow damage to your hero. <p> When another ally you control is destroyed, this ally heals 4 damage from your hero.

Gertha, 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.

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

Ghank, 4, Horde (Dark Portal-210C)
Ally—Orc Rogue, 3 [Melee] / 3 Health
Stealth (This ally can’t be protected against.)
<p> When this ally enters play, you may destroy target damaged exhausted ally.

Ghost Wolf, 2, Shaman (Azeroth-110U)
Ability—Enhancement
Ongoing: Exhaust your hero >>> If your hero is defending, remove all attacking allies from combat.

Ghostly Charger, 2 (Betrayal-144R, Betrayal Loot-3L)
Monster Ally—Spirit Horse, Mount (1), 0 [Melee] / 3 Health
If you placed a resource face up into your resource row this turn: [Basic] [Activate] >>> Target ally has Ferocity and Stealth this turn.
<p> (Mouns can’t attack or be attacked.)

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 fire 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 Elven Magi, 1, DrMaPrSlLo (Azeroth-322R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 4 Striker (2), [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.

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

Gifts from the Past, 7, Shaman (Illidan-88R)
Ability—Enhancement
Put any number of target equipment from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

“Gigantique” Bag 4, DkDrHuMaPaPrRoShLoWa
(Wrathgate-180R)
Equipment—Item, Bag (5)
You have no maximum hand size. <p> [Activate], Pay (1) for each card in your hand >>> Draw a card.

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

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

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

Gilblin Plunderer, 5 (Elderlimb-14U, Murkdeep-13U, Throne-180U)
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, you may destroy target equipment.

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

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

Gingerbread Cookie, 3, DcHuMaPaPrRoShLoWa
(Winter Veil-7R)
Equipment—Item—Cookie
Destroy this item >>> Each hero heals 7 damage from itself.

Ginza 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 Razuvious, 5, DkPaWa (Naxxramas-15R)
Equipment—Armor—Plate, Waist (1), 2 DEF
When this armor enters play, search your deck for a weapon with cost less than or equal to the number of resources you control, put damage on your hero equal to its cost, and put it into play.

Girdle of Ruination, 6, MaPrLo (Crafted-3E)
Equipment—Armor—Cloth, Waist (1), 1 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.

Girdle 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.
Girdle 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.

Girdle of the Queen’s Champion, 1, DkPaWa (Ancients-208C)
Equipment—Armor—Plate, Waist (1), 2 DEF
This armor enters play exhausted.

Girdle of Uther, 4, PaWa (Azeroth-289R)
Equipment—Armor—Plate, Waist (1), 2 DEF (4), [Activate] Ready your hero and a Melee weapon you control.

Gispx the Mixologist, 4, Horde (Worldbreaker-173R)
Ally—Goblin Rogue, 3 [Melee] / 5 Health
Time is Money (This ally can use [Activate] powers immediately.) [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
Protector [Activate], Opposing allies have -2 ATK while in combat with this ally.

Glacial Bag, 3, DkDrHuMaPaPrRoshLoWa (Icewearn-182R)
Equipment—Item, Bag (5)
Exhaust a Bag you control >>> Add a thaw counter. [Activate], Remove four thaw 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 its next card this turn.

Glacial Strike, 3, Death Knight (Alliance DK-6C, Twilight-25C)
Ability—Frost
Your hero deals 5 frost damage to target ally.

Glacial Tomb, 1, Mage (Jaina-5C, Throne-48C)
Ability—Frost
Attach to target ally. [Activate], Ongoing: Attached ally can’t attack or exhaust.

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

Gladiator Addysin, 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. [Activate], Arena allies you control have 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 Emek, 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
Arena allies you control have Protector.

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] / 3 [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 Skumm, 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 Zi’mo, 3, Horde (Gladiators-132C)
Arena Ally—Troll Mage, 2 [Fire] / 1 Health
Arena allies you control have +2 ATK.

Gladiator Zophos, 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), Head (1), Legs (1), Shoulder (1), 8 DEF
If an ally you control would be dealt non-fatal damage, prevent it. [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), Legs (1), Shoulder (1), 5 DEF
Opposing allies lose and can’t have powers. [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), Shoulder (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. [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.
[Activate] >>> If your hero would deal damage, it deals that much +1 for each spell counter instead.

Glave of the Pit, 7, HuPaWa (Magtheridon-20R)
Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike
Opposing heroes have -5 [Health].

Glimmer of Hope, 1, Paladin (Gladiators-43U)
Instant Ability—Protection
Interrupt target ability that’s targeting a card in play you control.
Glory to the Alliance!, 2, Alliance (Ancients-76C)
Basic Ability
Put two 1 [Melee] / 1 [Health] [Alliance] Human
Worry ally tokens into play with Protector.

Gloves of Calculated Risk, 3, HuSh (Naxxramas-16R)
Equipment—Armor—Mail, Hands (1), 3 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 Dissolving Smoke, 4, DrRo (Tomb-168U)
Equipment—Armor—Leather, Hands (1), 1 DEF
When an ally you control attacks, your hero has
+1 ATK this turn.

Gloves of Immortal Dusk, 4, DrRo (Honorable-35)
Equipment—Armor—Leather, Hands (1), 1 DEF
When this armor enters play, you may put the
top card of your deck into your resource row
face down and exhausted. <<p> When this armor is
destroyed, you may destroy target resource.

Gloves of the Frozen Glade, 3, DrRo (Icecrown-172R)
Equipment—Armor—Leather, Hands (1), 1 DEF
[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
[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
e a quest, you may place it this turn if able.

Gloves of Token Respect, 3, MaPrLo (Wrathgate-172R)
Equipment—Armor—Cloth, Hands (1), 1 DEF
On your turn: (2) >>> Put a 1 [Nature] / 1
[Health] Spider ally token into play. <<p> [Activate],
Destroy this armor >>> Put a copy of
target ally token into play.

Gloves of Unerring Aim, 3, HuSh (Icecrown
Badge-2R)
Equipment—Armor—Mail, Hands (1), 1 DEF
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.

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

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

Gnomebiliteration (Tomb-198C)
Quest
Pay (5) and remove any number of allies in your
graveyard from the game to complete this quest.
<<p> Reward: Draw a card, or two cards if you
removed five or more allies this way.

Gnomeregan, Alliance (Honor-206R)
Location—City
Gnome Hero Required <<p> Gnomes you control
have Irradiated, (When this character deals
combat damage to an ally that doesn’t have
Irradiated, that ally has Irradiated.) <<p> [Activate] >>> Destroys
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 Flying Machine, 1, Alliance (Betrayal-
69I)
Ally—Mechanical, 0 [Ranged] / 2 Health
Elusive <<p> [Basic] (1), [Activate] >>> Reveal
the top card of your deck. If it’s an ally, other
allies you control have +1 ATK this turn.

Gnomish Poultryizer, 3, 
DkDrHuMaPaPrRoShLoWa (Icecrown Crafted-2R)
Equipment—Item—Trinket, Trinket (2)
Engineering Hero Required. <<p> [3], [Activate] >>>
Add a leather 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 leather counter.

Gobbler, 6 (Murkdeep-14R, Throne-187R)
Monster Ally—Murloc Shaman, Gobbler (1), 5
[Nature] / 6 Health
When Gobbler attacks, you may search your
deck for a Murloc, reveal it, and put it into your
hand. <<p> When Gobbler or another Murloc ally
you control is destroyed, each opponent
chooses and destroys an ally he controls.

Goblin Gumbo, 2 (Outland-105R, Outland Loot-
11)
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, 
DrHuMaPaPrRoShLoWa (Drums 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.

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

Gobloz, 1, Warlock (Betrayal-113C)
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health
Elusive (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 DEF
(4), Exhaust your hero >>> Your hero deals
2 arcane damage to target hero or ally.

Goetia, 3, Alliance (Tomb-82C)
Instant Ally—Dranei Mage, 2 [Fire] / 2 Health
You pay (3) less to play this ally if you played an
ability this turn.

Gok Stormhammer, 6, Horde (Betrayal-162R)
Ally—Orc Shaman, 5 [Nature] / 3 Health
Long-Range <<p> When this ally enters play, he
deals 3 nature 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 readiness, 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.

Goldrinn, 6 (Ancients-181R)
Monster Ally—Wolf Beast Demigod, Goldrinn
(1), 5 [Melee] / 5 Health
Ferocity, Stealth <<p> Once per turn: Howl or
Growl >>> If an opposing hero was dealt 10 or
more damage this turn, put five 1 [Melee] / 1
[Health] Wolf Beast Monster ally tokens into
play.

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

Gollom Skyhang, 2, Horde (Twilight-139C)
Ally—Goblin Hunter, 3 [Fire] / 2 Health
When this ally is destroyed, you may 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
**Empower Shaman:** When this ally enters play, if you control another Shaman hero or ally, this ally deals 4 nature damage divided as you choose to any number of target heroes and/or allies.

**Gor'gar, 6, Horde (Outland-162R) Ally—Troll Shaman, 4 [Melee] / 4 Health**
This ally enters play with an ankhl counter. <p> While this ally has an ankhl counter, when he's destroyed, you may have his owner put him from his graveyard into play, then remove his ankhl counter.

**Gorlash, Herald of the Elements, 6 (Tomb-137U) Monster Ally—Ogre Shaman, 6 [Nature] / 5 Health**

**Graddis Battlebeard, 6, Alliance (Crown-196C) Ally—Human Paladin (Protection), 5 Health**
While an ally with 6 or more ATK enters play when this ally enters play, he deals 4 nature damage. When an ally with 6 or more ATK enters play, this ally heals 4 damage divided as you choose to any number of target heroes and/or allies.

**Grag'tok, 4, Horde (Worldbreaker-174C) Ally—Orc Death Knight, 6 [Melee] / 2 Health**
When this ally enters play, he deals 4 nature damage to target hero or ally. When an ally with 6 or more ATK enters play, this ally heals 4 damage divided as you choose to any number of target heroes and/or allies.

**Grace of the Lightbringer, 2, Paladin (Throne-56R) Ally—Protector**

**Protection Talent (You can't put Holy Talents or Retribution Talents in your deck.)** <p> Ongoing: Allies you control pay cost of 2 or less have +2 / +2.

**Grak Foulblade, 4, Horde (Crown-106C, Sylvanas-13C) Ally—Orc Death Knight, 6 [Melee] / 2 Health**

**Grand Crusader, 3, Paladin (Throne-56R) Ally—Protector**
When this ally enters play, he deals 4 nature damage. When an ally with 6 or more ATK enters play, this ally heals 4 damage divided as you choose to any number of target heroes and/or allies.

**Grand Marshal Goldenword, Alliance (Drums-1) Hero—Human Paladin (Retribution), 5 Health**
On your turn: (5), Flip Goldenword >>> Target ally deals holy damage to itself equal to its ATK.

**Gravelord Adams, 6, Horde (Crown-107R, Horde DK-168R) Ally—Undead Priest, 1 [Holy] / 1 Health**
Prevent all damage that would be dealt to this ally.

Instant Ability—Combat Combo
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Instant Ability—Combat Combo
Exhaust target hero or ally. It can't ready during its controller's next ready step.

**Great Elekck, 2, Alliance (Scourgewar-134R) Ally—Elekck, Mount (1), 0 [Melee] / 4 Health**
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.)

**Greatfather 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**
Targeted 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 Chain Lightning, 7, Shaman (Drums-68R, Murkdee-4R) Ally—Elemental**
Target up to five heroes and/or allies. Your hero heals 5, 4, 3, 2, and 1 damage from them, respectively.

**Great Chain Heal, 3, Shaman (Gladiators-64U) Ally—Restoration**
Target up to five heroes and/or allies. Your hero heals 5, 4, 3, 2, and 1 damage from them, respectively.

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

**Greater Heal, 4, Priest (Class-72U, Dark Portal-70U) Ally—Holy**
Your hero heals 14 damage from target hero or ally.

**Greaterfather Winter, 4, Alliance (Winter Veil-3R) Ally—Dwarf, Unique, 2 [Melee] / 5 Health**
Once per turn: (10) >>> Put a card from your hand into target player's hand. (He owns that card for the rest of the game.)

**Green Lantern's Scourge Champion, 2, Death Knight (Horde DK-23U, Knight-21U) Equipment—Armor—Plate, Head (1), 2 DEF**
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 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.

**Greaterworld 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.

**Greaterworld 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.
Greatsword 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.

Grreed Before Need, 3, Horde
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.

Greefer, 3, Horde (Dark Portal-211C)
Ally—Troll Rogue, 3 [Melee] / 2 Health
Opponents can’t complete quests.

Greatsword of the Ebon Blade, 2, Death Knight (Knight-22R)
Monster Hero—Murloc Hunter, 28 Health
[Front]: (8) >>> Flip Grgriml face down. <p> You pay (8) less to flip Grgriml if an opposing hero was dealt 8 or more damage this turn. 
[Back]: Monster allies you control have <b>Ferocity</b>. 
Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

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

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

Grim Fate, 4, Death Knight (Aspects Treasur-3G)
Ability—Unholy
Each player puts the top card of his deck into his graveyard. Put a 3 [Melee] / 3 [Health] Ghoul ally token into play for each ally put into a graveyard this way.

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

Grim Reach, 3, Warlock (Gladiators-71R)
Ability—Affliction
<b>Affliction Talent (You can’t put Demonology Talents or Destruction Talents in your deck.)</b> <p> Opposing heroes and allies have -1 [Health] this turn for each ability you control.

Grim Touch, 5, Death Knight (Betrayal-4R)
Basic Ability—Frost Attckment
Attach to target ally you control. <p> Ongoing: Attached ally has <b>Assault 1</b> for each card in opposing graveyards. <p> When attached ally attacks, target opponent puts the top three cards of his deck into his graveyard.

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

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

Grizzlik Sparkhex, Horde (Worldbreaker-12)
Quest, Unlimited
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.

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

Grips of Damnation, 2, DrRo (Honour-159U)
Equipment—Armor—Leather, Hands (1), 1 DEF
At the start of your turn, your hero deals 2 melee damage to each hero. <p> (2) >>> This turn, prevent all damage that would be dealt this way. Any player can use this power.

Grismare, 8, Horde (Gladiators-133U)
Ally—Tauren Druid, 6 [Nature] / 6 Health
(1), Destroy an ally token you control >>> This ally deals nature damage equal to that token’s ATK to target hero or ally.

Grizzle Sparkhex, Horde (Worldbreaker-12)
Quest, Unlimited
Reward: +2 ATK, +2 HP
You can control an additional Pet.

Grizzly Defender, 3, Druid (Honor-21R)
InstantAbility—Feral Bear Form, Form (1)
Ongoing: Ready heroes and allies you control have +2 ATK. <p> [Back]: You have <b>Bear Form</b>.

Grogmar Deathgore, 2, Horde (Knight-17C)
Ally—Orc Death Knight, 2 [Shadow] / 2 Health
This ally has <b>Ferocity</b> while you control a weapon.

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

Gromble the Apt, 2, Alliance (Honor-100U)
Ally—Dwarf Hunter, 1 [Ranged] / 3 Health
<b>Find Treasure (When this ally enters play, you may draw a card. If you do, discard a card.)</b> <p> Your hero can be exhausted to pay costs as though it were a resource.
WoW TCG OCR – 03 05 2013

Grunt Baranka, 2, Horde (Dark Portal-212C)
Ally—Orc Warrior, 2 [Melee] / 2 Health

Protector <p>: When this ally defends against
an ally, destroy her. If you do, destroy all
attacking allies.

Gruth Thaurden, Gryphon Master, 1, Alliance
(Drums-127C)
Ally—Orc Flight Master, Unique, 1 [Melee] / 1 Health

This ally has +1 / +1 while you control a
location. <p> [Activate] >>> Ready target
location.

Guard Duty, 2 (Azeroth-161C)
Instant Ability
Attach to target ally. <p>: Ongoing: Attached ally
has Protector.

Guarded by the Light, 1, Paladin (Outland-49C)
Instant Ability—Holy
Prevent the next 3 damage that would be
dealt to target ally this turn.

Guardian of Ancient Kings, 2, Paladin (Twilight-578)
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 of the Ages, 8, Paladin (Betrayal-28R)
Ally—Spirit Guardian, Pet (1), 8 [Holy] / 8 Health

Rift [Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ally for each ally you control
of the chosen race.] <p> [Protector]

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

Guardian Spirit, 1, Priest (Ancients-37R)
Basic Ability—Holy

Holy Talent (You can't put Discipline Talents or
Shadow Talents in your deck.) <p>: Your hero
heals all damage from target friendly ally. You
may have your hero's remaining health become
equal to the [Health] of that ally.

Guardian Steelhoof, 3, Horde (Horde Paladin-
17C, Horde Shaman-14C, Worldbreaker-176C)
Ally—Tauren Druid, 4 [Nature] / 4 Health

Protector (This ally may exhaust to become the
defender when an opposing hero or ally attacks.)
<p>: This ally can't attack.

Guardian Steppestrider, 4, Horde (Dark Portal-
213C)
Ally—Tauren Warrior, 5 [Melee] / 5 Health

Protector <p>: This ally can't attack.

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

Guardian's Plate Bracers, 3, Warrior (Grand
Meelee-11R)
Arena Equipment—Armor—Plate, Wrist (1), 3 DEF
Preparation (On your first turn, you may play
this card without paying its cost.)

Gu'edan, Horde (Timewalkers-15)
Ability—Orc Warlock, 28 Health

[Front]: Gu'edan's Darkness <p>: [Basic] (5),
Put 2 damage on Gu'edan, flip Gu'edan >>> Draw
two cards.
[Back]: Gu'edan's Summoning <p>: Once per
game: [Basic] (6) >>> Put an X [Fire] / X
[Health] Demon Monster ally token into play,
where X is the number of cards in your hand as
it enters play.

Gully Rustinaux, 2, Alliance (Alliance Druid-16C,
Alliance Priest-14C, Elements-116C, Alliance
Warlock-12C)
Ally—Gnome Warrior, 2 [Melee] / 2 Health
Protector (This ally may exhaust to become the
defender when an opposing hero or ally attacks.)
<p>: Elusive (This ally can't be attacked.)

Gundek Hammarguard, 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.)

Guruk the Usurper (Legion-304U)
Quest [Activate] >>> Choose a quest you control.
This quest has that quest's powers this turn.

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

Gurubashi Arena (Gladiators-201U)
Location—Arena
[Activate] >>> Target ally you control is an
Arena ally this turn.

Gurubashi 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.
Gurubashi Punisher, 3, DkPaRoShWa (Crown-181U, Hogger-22U)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee] / 6 Strike  
You pay (6) less to strike with this weapon while you control an ally with 6 or more ATK.

Guruvan, 4, Alliance (Alliance Hunter-15U, Class-13SU, Outland-119U)  
Ally—Druid Hunter, 3 [Ranged] / 2 Health  
Long-Range (When this ally attacks, defenders deal no combat damage to it.)

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

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

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 (Scourgewar-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 Truehost, 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.

Gut 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.) <p> Your hero deals 2-X melee damage to target hero or ally.

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

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, Nazxramas-1)  
Hero—Gnome Rogue (Subtlety), Alchemy/Engineering, 27 Health  
On your turn: (2), Flip Gyro >>> If Gyro has Stealth, destroy target exhausted ally.

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

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

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

Hagtrix the Mindsifter, 5, Horde (Drain of Blood-4R)  
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 Goodchilde, 2, Alliance (Class-139C, Outland-120C)  
Ally—Human Priest, 1 [Holy] / 3 Health  
[Activate] >>> This ally heals all damage from target ally.

Halstorm, 3, DkRoShWa (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. <p> Death Rattle:  
Your hero deals 1 frost damage to each opposing hero and ally.

Halisal, Alliance (Class-287C, Outland-120C)  
Ally—Human Priest, 1 [Holy] / 3 Health  
[Activate] >>> This ally heals all damage from target ally.

Hammer of Justice, 2, Paladin (Wrathgate-69C)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike  
(1), Remove five cards in your graveyard from the game >>> Your hero deals 1 frost damage to each opposing hero and ally. <p> Death Rattle:  
Your hero deals 1 frost damage to each opposing hero and ally.

Hakkar the Houndmaster (Timewalkers-22)  
Monster Hero—Demon Hunter, 28 Health  
[Back]: Hakkar’s Wrath <p> Once per game:  
[Basic] (4) >>> Target Demon ally you control has +2 ATK and Long-Range this turn.

Haku, Son of Morning, Horde (Worldbreaker-11R)  
Hero—Tauren Paladin, 30 Health  
[Basic] (7), Flip Haku >>> Haku deals unpreventable holy damage to target hero or ally equal to the cost of an ally you control.

Halaan (Drums-264U)  
Location—Objective (4)  
At the start of your turn, if you control more allies than each opponent, add a capture counter. <p> [Activate], Remove four capture counters >>> Put four 1 [Melee] / 1 [Health] Halaani ally tokens into play.

Halavar, Alliance (Legion-6)  
Hero—Drain of Blood, 28 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.

Halion, Staff of Forgotten Love, 2, DrMaPrLo (Citadel-19U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
Each turn, you pay (1) less to play cards if an ally you controlled dealt damage to a hero that turn.

Halnar 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.

Instant Ability—Protection  
Exhaust target hero or ally. It can’t ready during its controller’s next ready step. <p> Draw a card.

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

Hammer of Sanctity, 1, Paladin (Ancients-33U)  
Basic Ability—Protection  
Exhaust up to two target opposing heroes and/or allies. Characters exhausted this way can’t ready during their controller’s next ready step.
Hammer of Sparks, 4, DkPaRoShWw (Tomb-187U) 
Equipment—1H Weapon—Mace, Melee (1), 2 [Fire], 2 Strike
At the end of your turn, your hero deals 2 fire damage to each ally you control with 6 or more ATK.

Hammer of the Divine, 3, Paladin (Scourgewar-62R)
Ability—Protection
Exhaust a opposing heroes and allies. Each of them can’t become 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 Vengeance, 3, Paladin (Tomb-32U) 
Instant Ability—Retribution
Exhaust target ready opposing ally. Your hero may deal unpreventable holy damage equal to that ally’s ATK to another target ally. <p> Delve (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Hammer of 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.

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

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

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

Hand of Edward the Odd, 6, DrPaPrSh (Azeroth-324E) 
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 Gul’dan, 7, Warlock (Tomb-57R) 
Instant Ability—Demonology
Demonology Talent (You can’t put Affliction Talents or Destruction Talents in your deck.) <p> Your hero deals 6 shadow damage to target hero or ally. If an ally is dealt fatal damage this way, put a token copy of that ally into play under your control. That copy is also a Demon.

Hand of 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, DrPash (Dungeon Treasure-50C) 
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 3 Strike
(1) >>> Damage that target hero or ally would deal this turn is unpreventable.

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

The Hands of Fate, 2, PaWa (Illidan-211R) 
Equipment—Armor—Plate, Hands (1), 1 DEF
This armor enters play with three +1 [DEF] counters if an opponent went first this game.

Hannah the Unstoppable, 5, Alliance (Azeroth-187C, 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 Skyhorn, 2, Horde (Elements-134U) 
Ally—Tauren Druid, 1 [Arcane] / 3 Health
(3) >>> Target ally has Arcane Resistance this turn. (Prevent all arcane [Arcane] damage that would be dealt to it)

Haranto Darkstrider, 3, Horde (Horde Mage-15C, Scourge war-179C) 
Ally—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, Alliance Shaman-14C, Twilight-111C) 
Ally—Dwarf Shaman, 3 [Fire] / 2 Health
When this ally is destroyed, she may deal 3 fire damage to target opposing hero.

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

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.”

Harrum 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.
Haruur Skycaller, Horde (Dark Portal-14)  
Hero—Orc Shaman (Enhancement).  
Herbalism/Alchemy, 28 Health  
(2), Flip Haruur >>> 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.

Hauber of Deoslotion, 5, Hus (Legion-263U)  
Equipment—Armor—Mail, Chest (1), 2 DEF  
When you strike with a weapon, you may ready  
an ally you control.

Hauber of Karabor, 2, DrRo (Illidan-212R)  
Equipment—Armor—Leather, Chest (1), 0  
DEF Your hero has +1 [Health] for each  
equipment you control.

Haunt, 2, Warlock (Scourgewar-97R)  
Instant Ability—Affliction  
Affliction Talent (You can’t put Demonology  
Talents or Destruction Talents in your deck) <p>  
Attach to target hero. <p> Ongoing: At the start  
of your turn, add a spirit counter, and your  
hero deals 2 shadow damage to attached hero.  
<p> Remove all spirit counters, destroy this ability  
>>> Your hero heals damage from itself equal to  
the number of counters removed this way.

Haut of Flies, 1, DrMaPrShLo (Aftermath  
Justice-6E)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
When this armor prevents damage on an  
opponent’s turn, add a fly counter to it.  
<p> Remove three fly counters from this armor >>>  
Put a 2 [Nature] / 1 [Health] Swallow ally token  
into play with Ferocity and Stealth.

The Haunted Mills, Horde (Dark Portal-301R)  
Quest  
Undead Hero Required <p> Pay 3 (to complete  
this quest.  
<p> Reward: Remove an ally in your  
graveyard from the game. If you do, draw a  
card for each ally you’ve removed with quests  
named The Haunted Mills.

Haunting Call, 2, DrMaPrShLo (Wrathgate-  
19R)  
Equipment—IH Weapon—Dagger, [Melee] (1), 1  
[Melee], 3 Strike  
(2). Exhaust your hero >>> Remove three target  
cards in one opposing graveyard from the game.  
Add a spirit counter for each ally removed this  
way.  
<p> At the start of your turn, your hero  
deals 1 shadow damage to each opposing hero  
for each spirit counter.

Hazardous Materials (Knight-26C)  
Quest  
Pay 3 (to complete this quest.  
<p> Reward: Choose one: Put a +1 ATK  
counter on a Weapon you control; or draw a  
card. If your hero is a Death Knight, you may  
choose both.

Hazlow Mudshuggle, 3, Alliance (Icecrown-  
105C)  
Ally—Gnome Rogue, 2 [Melee] / 4 Health  
At the start of your turn, you may destroy this  
ally. If you do, destroy target equipment.

"He Who Has No Life", 6, Alliance (Outland-  
121E)  
Ally—Human Warrior, 6 [Melee] / 3 Health  
When an ally with cost 5 or less enters play,  
destroy it.

A Head Full of Wind (Elements-212U)  
Quest  
On your turn: Pay 3 (to complete this quest.  
Elemental ally token into play.

Head Trauma, 4, Rogue (Legion-82C)  
Ability—Assassination  
Destroy target resource.

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

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-71, 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  
deals 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> Ongoing:  
Your hero has +10 [Health] while you control a  
Bear Form.  
<p> While you control a Cat Form, your  
hero has +2 ATK while attacking.

Heartburn, 4, Mage (Gladiators-35C)  
Ability—Fire  
Your hero deals 4 fire damage to target hero or  
ally and 1 fire damage to each other hero and  
ally in that character’s party.

Heartening 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, DrRoWa (Honor-174U)  
Equipment—IH 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—IH 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
At the start of your turn, add a breeze counter to this armor. <p>
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 Starspire, Horde (Class-21, Legion-14)
Hero—Blood Elf Paladin (Retribution), Jewelcraf/Min, 29 Health
(4), Flip Hekto >>> Destory target attacking ally.

Helena Demonfire, 5, Alliance (Drums-129R)
Armor—Human Warlock, 4 [Shadow] / 5 Health
Diplomacy: Demons (You pay (1) less to play Demon allies, to a minimum of (1)).
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>
On your turn: (1), [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 Halberd, 7, Alliance, PaWa (Honor-184R)
Equipment—2H Weapon—PoLARM, Melee (1), 5 [Melee], 1 Strike
Pay (1) less to play this weapon if you control an ally with Diplomacy. This is also true for Escape Artist, Inspiring Presence, Shadowmeld, and Find Treasure.

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

Hellreaver, 3, HuPaWa (Dark Portal-276U)
Equipment—2H Weapon—PoLARM, Melee (1), 3 [Melee], 3 Strike
You pay (3) less to strike with this weapon while your hero is defending.

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

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

Helmet of Desolation, 3, HuSh (Betrayal-223U)
Equipment—Armor—Mail, Head (1), 1 DEF
When you strike with a weapon, target ally you control has +2 ATK this turn.

Helmet of Fire, 3, DrHuPaRoShWa (Azeroth-292R)
Equipment—Armor—Leather, Head (1), 1 DEF
(5), Exhaust your hero >>> Your hero deals 3 fire damage to target hero or ally.

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

Helmet of Terrorizing Fangs, 2, HuSh (Elements-182R)
Equipment—Armor—Mail, Head (1), 1 DEF
When a non-[Horde], non-[Alliance] ally you control is destroyed, add a fang counter to this armor. <p>
Remove a fang counter from this armor >>> Target ally has Assault 1 this turn.

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

Helmet of Vital Protection, 3, DkPaWa (Wrathgate-173R)
Equipment—Armor—Plate, Head (1), 2 DEF
Weapons you control have +1 ATK. <p>
Other armor you control have +1 [DEF].

Helmet of Wrath, 4, Warrior (Onyxia-13E)
Equipment—Armor—Plate, Head (1), 2 DEF
(1), [Activate] >>> Target ally can attack only this turn if able. <p>
When you play a [Warrior] ability, ready this armor.

Helmet of Ten Storms, 4, Shaman (Onyxia-14E)
Equipment—Armor—Mail, Head (1), 1 DEF
(2), [Activate] >>> Your hero deals 1 nature damage to target hero or ally and heals 1 damage from target hero or ally. <p>
When you play a [Shaman] ability, ready this armor.

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

Helwen, 4, Warlock (Azeroth-126R)
Ally—Succubus Demon, Pet (1), 2 [Shadow] / 2 Health
You may choose not to ready this ally during your ready step. <p>
While this ally remains exhausted, you control target ally.

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

Hemet's Elekk Gun, 5, Hunter (Legion-284R)
Equipment—Weapon—Gun, Ranged (1), 1
[Ranged], 0 Strike
This weapon has +4 ATK while your hero is in combat with an ally with cost 5 or more. <p>
When you strike with this weapon, your hero has Long-Range this combat.

Hemorrhage, 2, Rogue (Crown-38R)
Ability—Sublety
Sublety Talent (You can't put Assassination Talents or Combat Talents in your deck.)
<p>
Attach to target hero. <p>
Ongoing: When your hero deals combat damage to attacked ally, add a bleed counter to this ability for each weapon you struck with this combat. <p>
At the start of your turn, your hero deals 1 melee damage to attacked hero for each bleed counter on this ability.

Herod, the Scarlet Champion, 4 (Dungeon Treasure-28U)
Ally—Human Warrior, Herod (1), 5 [Melee] / 4 Health
At the start of your turn, choose one: This turn, Herod has +3 ATK and attacks opposing heroes and allies at random; or Herod attacks normally this turn.

Herod's Shoulder, 3, HuPaShWa (Azeroth-293R)
Equipment—Armor—Mail, 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 Impulse, 2, Warrior (Worldbreaker-117C)
Instant Ability—Protection
Attach to target hero or ally you control. <p>
Ongoing: Attached character has Protector. (It may exhaust to become the defender when an opposing hero or ally attacks.)

Heroic Leap, 2, Warrior (Alliance Warrior-6U, Twilight-90U)
Instant Ability—Fury
Exhaust up to two target heroes and/or allies. Your hero deals 1 melee damage to each character exhausted this way.
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 Throw, 4, Warrior (Icecrown-84U) Ability—Arms You may discard a weapon rather than pay this ability’s cost. <p> Your hero deals 4 ranged damage to target hero or ally.

Heroism, 2, Shaman (Outland-78U) Ability—Enhancement Alliance Hero Required <p> Heroes and allies you control have +2 ATK while attacking allies this turn.

A Hero’s Burden (Icecrown-214C) Quest Pay (1) and name a class to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ally of that class into your hand and the rest on the bottom of your deck.

Hero’s Surrender, 4, PaShWa (Icecrown-173R) Equipment—Armor—Shield, Off-Hand (1), 4 DEF Opposing heroes lose and can’t have powers. <p> Your hero can protect against opposing heroes.

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

Hesawa Stormwalker, 3, Horde (Sylvanas-14C, Throne-149C) Ally—Tauren Druid, 2 [Arcane] / 5 Health

Hesriana, 3, Warlock (Honor-73R) Ally—Succubus Demon, Pet (1), 2 [Shadow] / 3 Health When this ally enters play, you may remove target opposing ally from the game, and this ally has that card’s printed powers while it remains removed from the game.

Hex, 2, Shaman (Icecrown-70C) Ability—Elemental Curse Attach to target ally. <p> Ongoing: Attacked 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 (Crow-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 Strike, 1, Rogue (Avalanche-61C) Basic Ability—Subtlety Reveal an ally from your hand. Your hero deals melee damage equal to that ally’s ATK to target exhausted ally.

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—Subtlety Combo Ongoing: Your hero has Stealth. (It can’t be protected against.) <p> When your hero deals damage, destroy this ability. <p> Reward: 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 Wyrmbane, 4, Alliance (Class Promo-3E, Wrathgate-115E) Ally—Human Paladin, Unique, 4 [Holy] / 4 Health Protector <p> This ally has Assault 1 and Mend 1 for each other ally you control.

High Guard Braxx, 5, Horde (Twilight-142C) Ally—Goblin Warrior, 2 [Melee] / 5 Health Protector (This ally may exhaust to become the defender when opposing hero or ally attacks.) <p> When this ally enters play, he may deal 2 melee damage to target damaged hero or ally.

High Guardian Malosun (Tomb-5) Monster Hero—To’vhir Paladin Priest, 25 Health Deckbuilding; You can’t put [Horde], [Alliance], or Talent cards in your deck.

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

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

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

High 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. <p> (1), Destroy a Wisp you control >>> That Wisp deals 1 nature damage to each opposing hero and ally.

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

High 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
  Equipment—Warrior—Cloth, Waist (1), 1 DEF

Rogue Hunter Hira, 1, Alliance
  Ally—Draenei Shaman, 3 [Fire] / 1 Health
  Equipment—Serpent, Pet (1), 3 [Nature] / 2 Health
  Trap (You may exhaust your defending hero rather than pay this card’s cost.)

Himul Longstrider, 2, Horde
  Ally—Orc Lord Warrior, 10 [Melee] / 10 Health
  Equipment—Weapon—Ax, Melee (1), 1 [Melee], 1 Strike
  While your hero is attacking an [Alliance] hero, this weapon has +3 ATK.

Highlord’s Cleaver, 3, Horde,
  Equipment—Weapon—Axe, Melee (1), 1 [Melee], 1 Strike
  When each ally you control has +1 ATK while attacking [Horde] heroes and allies.

Highlord Bolvar Fordragon, 8, Alliance
  Ally—Human Paladin, Unique, 8 [Holy] / 8 Health
  Equipment—Weapon—Axe, Melee (1), 3 [Melee] / 3 Health
  This and other allies you control have +1 ATK while attacking [Horde] heroes and allies.

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 allies you own everywhere can’t be targeted by opponents.
  <p> On your turn: [Activate] >>> Put target Unique ally from your graveyard into play.

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

Highlander, 3, Draenei
  Ally—Human Paladin, Unique, 2 [Holy] / 3 Health
  Equipment—Weapon—Axe, Melee (1), 3 [Melee] / 3 Health
  This and other allies you control have +1 ATK while attacking [Horde] heroes and allies.

Himul Longstrider, 2, Horde
  Ally—Orc Lord Warrior, 10 [Melee] / 10 Health
  Equipment—Weapon—Ax, Melee (1), 1 [Melee], 1 Strike
  While your hero is attacking an [Alliance] hero, this weapon has +3 ATK.

Hightower, 4, Hunter (Drums-28R)
  Trap (You may exhaust your defending hero rather than pay this card’s cost.)

Hogger (BlizzCon 2011, Hogger-1)
  Equipment—Axe, 1 Strike
  When this armor enters play, look at the top card of your deck. Remove one from the game face down and put the rest on the bottom of your deck.

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

Holy Nova, 2, Priest (Legion-70R)
  Instant Ability—Holy
  Holy Light (You can’t put Discipline Talents or Shadow Talents in your deck.)
  <p> 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 that much holy damage to that character.

Holy Strike, 2, Paladin (Horizon-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 Words: Hope, 2, Priest (Alliance Priest-3U, Betrayal-33U)
  Instant Ability—Holy
  Attachment
  Attach to target ally. <p> Ongoing: Attached ally has +3 [Health]. <p> When attached ally is dealt damage while defending, your hero heals 3 damage from itself.

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 Assault deals combat damage to an opponent’s hero, he discards a card.

Hootie, 2, Hunter (Dark Portal-34C)
Ally—Owl, Pet (1), 2 [Melee] / 2 Health
Opposing heroes and allies have -1 ATK.

Hope Ender, 4, HuPaRoWa (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.

Horse Shadowfall, 6, Alliance (Betray-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
Assault 2 (+2 ATK on your turn)

Horkin Fighuster, 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.)

Jaina Proudmoore, 4, Alliance (Legion-174R)
Equipment—Armor—Mail, Head (1), 1 DEF
At the start of your turn, you may pay (1). If you do, draw a card.

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

Horns of Eranikus, 3, 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.

Horngrím, 2, Horde (Crown-109U)
Ally—Troll Druid, 1 [Nature] / 3 Health
Harmonize (You pay (1) less to play allies with printed cost 4 or more.)

Horror, 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.

Horseman’s Horrific Helm, 4, DkPaWa (Holiday-6R)
Equipment—Armor—Plate, Head (1), 2 DEF
If this armor would prevent damage, you may laugh a scary laugh. If you do, this armor prevents all that damage instead.

Hot the Bloodsoaked, 4, Horde (Legion-188C)
Ally—Orc Warrior, 4 [Melee] / 4 Health
This ally has Protector while an opponent controls more allies than you.

Hourglass of the Unraveler, 3, HuPaRoWa (Betrayer-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
Protector <p> (3)  Ready this ally.

Hoxie Mettlemelt, 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.

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

Hulkath, 4, Warlock (Outland-84R)
Ally—Voidwalker Demon, Pet (1), 3 [Shadow] / 5 Health
Protector <p> (1), Destroy this ally by >> Your hero has Unattackable this turn.

Hulking Abomination, 5 (Icecrown-150U)
Scourge Ally—Abomination, Unlimited, 2 [Melee] / 6 Health
Scourge Hero Required <p> Protector <p> (1). Remove an Unlimited card in your graveyard from the game >> This ally heals all damage from itself.

Hulking Helboar, 3 (Ancients-182C)
Monster Ally—Boar Beast Demon, 5 [Melee] / 1 Health
When this ally enters play, target ally you control has Smash this turn. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

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

Hulok Trailblazer, 2, Horde (Betray-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 (Citald Raider-60C, Scourgewar-138C)
Ally—Draenei Paladin, 3 [Holy] / 2 Health
Shadow Resistance (Prevent all shadow ([Shadow] damage that this ally would be dealt.)

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

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

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

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

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

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

Human 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.

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

Hungering 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.

Hungering Gold, 4, Death Knight (Alliance DK-8R, Twilight-27R)
Ability—Frost
Frost Talent (You can’t put Blood Talents or Unholy Talents in your deck.)

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. Ongoing: When an opposing ally enters play, attached ally deals 1 ranged damage to it.

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

Hunter’s Mark, 3, Hunter (Drums-29U)
Instant Ability—Marksmanship
Attach to target hero. Ongoing: If attacked 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 you control would deal non-combat damage, it deals that much +1 instead.)

Ongoing: At the start of each opponent’s turn, target ally has Protector this turn.
Huntsman Gorwal, Alliance (Elements-6)
[Front]: (5) >>> Flip Gorwal face down. [Back]: Pets you control have Ferocity. (They can attack immediately.)

Hur Shielmdsasher, 3, Horde (Azeroth-234C)
Ally—Orc Warrior, 2 [Melee] / 2 Health
When this ally enters play, you may destroy target armor.

Huran 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).<p> When this ally enters play, he deals 2 ranged damage to target hero or ally.

Huro’shal Gutwrench, 5, Horde (Class-181C, Scourgewar-180C)
Ally—Troll Shaman, 5 [Melee] / 3 Health
When this ally is dealt damage, you may destroy target ability.

Hurune, 5, Druid (Scourgewar-36R)
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, your hero deals 2 nature damage to each opposing hero and ally, then remove a wind counter. If none remain, destroy this ability.

Huruk Lightvow, 4, Horde (Horde Paladin-18C, Worldbreaker-177C)
Ally—Tauren Paladin, 5 [Holy] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Huzula, 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 [Melee] / 1 Health
Destroy this ally, exhaust a ready Monster hero or ally you control >>> This ally heals 4 damage from that character.

Hymn of Hope, 2, Priest (Elements-66U)
Instant Ability—Holy
Your hero heals 3 damage from each friendly hero and ally. For each character healed this way, ready a resource you control.

Hypnotic Blade, 2, DrMaPrShLo (Azeroth-327R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 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.) <p> Ongoing: [Activate], Put 1 damage on a hero or ally you control >>> It has Assault 4 this turn.

I Was a Lot of Things … (Illidan-242C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card for each opposing hero.

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

Ilan Lanstrick, 1, Horde (Crown-110U)
Ally—Undead Mage, 2 [Fire] / 1 Health
When an opponent completes a quest, this ally deals 2 fire damage to his hero.

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

Ice Barbed Spear, 5, HuPaWa (Drums-228R)
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 2 Strike
Each opponent can’t draw cards unless he pays (1) for each card.

Ice Bars, 3, Mage (Honor-35R)
Ability—Frost
Ongoing: Each opponent can’t draw cards unless he pays (1) for each card.

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

Ice Block, 2, Mage (Dark Portal-51R)
Instant Ability—Frost
Frost Talent (You can’t put Arcane Talents or Fire Talents in your deck.) <p> Ongoing: Prevent all damage that would be dealt to your hero. You can’t play cards. <p> At the start of your turn, destroy this ability.

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

Ice Nova, 4, Mage (Wrathgate-47U)
Instant Ability—Frost
Play only on an opponent’s turn. <p> His abilities, allies, equipment, and hero can’t attack or exhaust this turn.

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

Ice Trap, 4, Hunter (Illidan-37C)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card’s cost.) <p> Your hero deals 3 frost damage to target attacker. Remove a character dealt damage this way from combat.

Iceblade Hacker, 2, HuPaShWa (Azeroth-328R)
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage to an ally, that ally can’t ready during its controller’s next ready step.

Icemistress Gal’ha, 4, Horde (Betrayer-164R)
Ally—Troll Mage, 3 [Frost] / 5 Health
Each opponent’s maximum hand size is reduced by one for each [Frost] ally you control.

Iceshear Mantle, 2, MaPrLo (Iccrown-174C)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF [Activate] >>> Target [Frost] card has Assault 2 this turn. (It has +2 ATK on your turn.)

Icشير’s Touch, 3, MaPrLo (Iccrown-193U)
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike
When your hero turns face down, it deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can’t attack or exhaust this turn. <p> Death Rattle: Each player turns his hero face up.

The Ichor of Undeath, Priest (Alliance Priest-261U, Horde Priest-25U, Wrathgate-203U)
Quest
Pay (2) to complete this quest. <p> Reward: Put target ally from your graveyard into your hand.

Icon of the Silver Crescent, 4, DrMaPrLo (Badge-4E)
Equipment—Item—Trinket (2)
If a non-token ally you control would be destroyed, attach it to a hero instead. That ally loses all powers and becomes an ability with “Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero.”

Icy Blast Amulet, 2, DhHuPaShWa (Naxxramas-24R)
Equipment—Item—Neck (1)
When your hero is dealt damage on an opponent’s turn, you may pay (1). If you do, it deals 1 frost damage to target hero or ally.

Icy Scale Chestguard, 4, HuSh (Iccrown-175C)
Equipment—Armor—Mail, Chest (1), 3 DEF
If a friendly hero or ally would deal frost ([Frost]) damage, it deals much +1 instead.

Icy Torment, 1, Death Knight (Scourgewar-27C)
Ability—Frost Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> When damage is dealt this way, target ally in attached hero’s party has -2 ATK this turn.
Icy Touch, 3, Death Knight (Knight-91U)
Ability—Frost Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party have -1 ATK.

Icy Veins, 4, Mage (Honor-36R)
Ability—Frost
**Frost Talent (You can’t put Arcane Talents or Fire Talents in your deck).** <p> Ongoing: Skip your draw step. <p> At the start of your turn, target opponent chooses a hero or ally he controls, and your hero deals 5 frost damage to it.

Idol of the Shooting Star, 1, Druid (Wrathgate-181R)
Equipment—Item, Relic (1)
[Activate] >>> Put your hand on the bottom of damage that this ally would be dealt.

Ilandre Moonspear, 4, Alliance
Monster Ally—Naga Mage, 2 [Frost] / 5 Health [Activate], Destroy this and two other allies you control >>> Search your hand and/or deck for a card named Ozumat and put it into play.

Iliadic Enchantress, 3, 4 (Throne-204U)
Monster Ally—Naga Mage, 2 [Frost] / 5 Health [Activate], Destroy this and two other allies you control >>> Search your hand and/or deck for a card named Ozumat and put it into play.

Iliadic 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.

Iliad’s Shear, 10, 2 (Black Temple Raid-36C)
Ability—Blood Elf Priest, Traitor (2), [Shadow] / 4 Health
[Front]: Illidan Shear <p> [Basic] (2), Flip Illidan >>> deals 2 melee damage to target exhausted ally.
[Back]: Vengeance of Illidan <p> [Once per game]: [Basic] (2) >>> Exhaust up to two target opposing heroes and/or allies. They can’t ready during their controller’s next ready step.

Ilidari Archon, 3, [Black Temple Raid-227U]
Equipment—2H Weapon—Dagger, Melee (Melee) [1] [Melee], 2 Strike If your hero would deal damage to a Demon, it deals double that much instead.

Ilidari Blood Lord, 2 (Black Temple Raid-37C)
Ability—Blood Elf Paladin, Traitor (2) / 1 Health
[Front]: Illidari Blood Lord <p> [Shadow] / 1 Health
Traitor Hero Required <p> When this ally attacks, you may ready a resource you control.

Illyana Moonblaze, 8, Alliance (Honor-102E)
Ability—Holy
[Front]: Holy Talent <p> [You can’t put Protection Talents or Retribution Talents in your deck.] <p> Ongoing: When your hero heals damage with an ability from a friendly hero or ally, ready up to X resources you control, where X is that ability’s cost.

Illusionary Rod, 1, DrMaPrShLo (Azeroth-329U)
Equipment—2H Weapon—Staff, Melee (Melee) [1] [Melee], 3 Strike
[Front]: [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> [Front]: Reward: Put a 1 [Holy] / 1 [Health] Unique Priest ally token named Father Kamaros into play with Mend 4.

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

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

Illidari, 6 (Twilight-170R)
Ability—Fire Elemental Ascendant, Ignacious (1), 5 [Fire] / 6 Health
When this or another [Fire] card you control is destroyed, you may target resource face down. <p> [Fire] allies you own everywhere have "Stash: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play."

Ignacious, 6 (Twilight-170R)
Ability—Fire Elemental Ascendant, Ignacious (1), 5 [Fire] / 6 Health
When this or another [Fire] card you control is destroyed, you may 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)
Ability—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.)**

Ildred Moonspear, 4, Alliance (Dark Portal-168R)
Ability—Night Elf Druid, 2 [Nature] / 4 Health
Night Elf Hero Required <p> [Elusive] <p> [Activate] >>> Put your hand on the bottom of your deck, then draw many cards.

Illia the Bitter, 5, Horde (Illidan-157C)
Ability—Blood Elf Hunter, 6 [Ranged] / 4 Health
**Fire Resistance (Prevent all fire ([Fire]) damage that this ally would be dealt.)**

Ilidari Stormrage, 11 (Black Temple-1R)
Master Hero—Night Elf Demon Demonhunter, 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.
In Case of Emergency ... (Outland-236R)
Quest
Pay (10) to complete this quest. <p> Reward: Draw a card for each other quest you control.

In Defense of Halaa, Alliance (Drums-240C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card. You may choose a counter on target card in play and add another of those counters to it.

In Dreams (Azeroth-352C)
Quest
Pay (8) to complete this quest. <p> Reward: Draw three cards.

In Nightmares (Honor-194U)
Quest
On your turn: Pay (8) to complete this quest. <p> Reward: Target opponent discards three cards.

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

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

Incendiary Totem, 3, Shaman (Scourgewar-87U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the start of your turn, this Totem deals 3 fire damage to target hero or ally. <p> Death Rattle (When this Totem enters your graveyard from anywhere): Your hero deals 3 fire damage to target hero or ally.

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

Incursion Vestments, 2, MaPrLo (Scourgewar-Z21R)
Equipment—Armor—Cloth, Chest (1), 1 DEF

Indalamar, Horde (Outland-13)
Hero—Troll Warrior (Protection), Mining/Engineering, 30 Health
(3), Flip Indalamar >>> Heroes and allies you control have Protector this turn.

Indauma Bloodfire, 6, Horde (Horde Mage-16C, Icecrown-133C)
Ability—Blood Elf Warlock, 7 [Fire] / 4 Health

Infecteds Brutality, 3, Warrior (Crown-56U, [Horde Warrior-54U)
Basic 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-80U, Horde Shaman-80U, Twilight-82U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 3 Health
Ongoing: At the start of your turn, this Totem deals 4 fire damage to target opposing hero. <p> (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, [Alliance Rogue-8C, Elements-73C, Horde Rogue-10C)
Basic Ability—Subtlety
Up to two target heroes and/or allies have Assault 2 and Stealth this turn. (They have +2 ATK on your turn and can’t be protected against.)

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

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.

Innuriate, 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].

Infection 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.

Inner Fire, 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.

Inner Focus, 3, 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.

Inner Rage, 2, DrWa (Icecrown-n-93U)
Ability—Feral Fury
Your hero has Assault X this turn, where X is the cost of target non-hero Druid or Warrior you control.

Inner Will, 3, Priest (Twilight-65R)
Ability—Discipline
You pay (X) less to play your next card this turn, where X is the highest cost among abilities, allies, and equipment you control.

Innervate, 4, Druid (Azeroth-23R, Class-30R, Elerklimb-5R, Horde Druid-4R)
Instant Ability—Restoration
Target player draws three cards.

The Innkeeper’s Daughter, 5, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-3E)
Equipment—Item
This item enters play with a hearth counter on it for each damage on your hero. <p> On your turn: [Activate], Remove all hearth counters from this item and destroy it >>> Damage on your hero becomes equal to the number of hearth counters removed this way.

Incubation, 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 unstoppable holy damage to itself equal to its ATK.

Insect Swarm, 1, Druid (Illidan-30R)
Ability—Balance

Balance Talent (You can’t put Feral Talents or Restoration Talents in your deck.) <p> Attach to target hero or ally, and your hero deals 2 nature damage to it. <p> Ongoing: Attached character has -2 ATK.
Inspiriting Light, 4, Paladin (Drums-46C)
Ability—Holy
Your hero heals 8 damage from target hero or ally. Draw a card.

Instant Poison, 3, Rogue (Icecrown-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> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attacked 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 Boar.

Instigator Giraldo, 2, Illidan-176C)
Ally—Draenei Priest, 2 [Holy] / 3 Health
Alidor Reputation <p> Inspire: Ally (You may ready an ally you control during each other player’s ready step.) <p> When this ally inspires an ally, that ally has Protector this turn.

Intensify Rage, 2, Warrior (Legion-116C)
Instant Ability—Fury
Attach to target ally. <p> Ongoing: Attacked ally has +3/ +3. <p> At the start of your turn, put 2 damage on attacked ally.

Intervene, 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: Attacked ally can’t attack.

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

Intimadation, 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.

Invensor Dorbin Callus, 7, Alliance (Betrayer-138E)
Ally—Gnome Mage, 5 [Arcane] / 6 Health
Elusive <p> [Activate] >>> Target player draws four cards.

Invocator’s Foal 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.

Invigoration 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—Dealuction
Remove all allies from the game.
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, Bladebringer 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.

Ivyus 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.

Izmamord the Corrupted, Alliance (Betrayor-12)
Hero—Draenei Shaman (Traitor), Mining/Jewelcrafting, 28 Health
(2), Flip Izmamord, destroy a friendly Totem >>> Ready Izmamord and all weapons you control.

Izmamord the Redeemed, Alliance (Betrayor-3)
Hero—Draenei Shaman (Enhancement), Mining/Jewelcrafting, 28 Health
(3), Flip Izmamord, exhaust a Totem you control >>> Ready target ally.

Ixiya the Attuned, 3, Alliance (Wraithgate-117C)
Ally—Draenei Shaman, 3 [Nature] / 2 Health
Protector, Mend 1
Izza Spindlefame, 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.

Izyz Quizzif, 1, Horde (Horde Druid-13C, Horde Warrior-12C, Throne-150C)
Ally—Goblin Shaman, 1 [Nature] / 2 Health
(2) >>> Ready this ally.

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

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 Daggerr, 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, Elderglade-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, Elderglade-16C)
Monster Ally—Satyr Demon Warlock, 4 [Shadow] / 2 Health
When this ally enters play, he deals 4 shadow damage to target opposing hero unless its controller chooses and discards a card.

Jadefire Netherseer, 1 (Ancients-183U)
Monster Ally—Satyr Demon Warlock, 2 [Shadow] / 1 Health
When this ally enters play, he deals 1 shadow damage to target opposing hero unless its controller reveals his hand.

Jadefire Rogue, 4 (Crown-143U)
Monster Ally—Satyr Demon Rogue, 3 [Shadow] / 5 Health
While an opposing hero has 15 or more damage on it, opposing allies can’t protect and lose and can’t have Elusive.

Jadefire Satyr, 2 (Crown-144C, Elderglade-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, Elderglade-18C)
Monster Ally—Satyr Demon Hunter, 3 [Shadow] / 2 Health
This ally can attack only heroes.

Jadefire Soulstealer, 6 (Ancients-184U)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 4 Health
When this ally enters play, an opponent chooses one: You draw two cards; or this ally deals 5 shadow damage to that opponent’s hero and deals 5 damage from your hero.

Jadefire Trickster, 3 (Crown-146C, Elderglade-19C)
Monster Ally—Satyr Demon Rogue, 4 [Shadow] / 1 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.)

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

Jaema, Herald of the Light, 5, Alliance (Throne-314U)
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.

Jaenal, Alliance (Worldbreaker-6)
Hero—Draenei Paladin (Retribution), 29 Health
[Front]: (4) >>> Flip Jaenal face down.
[Back]: Assault 1 [Jaenal has +1 ATK on your turn.]

Jaev’a the Relentless, 7, Horde (Betrayor-165C)
Ally—Blood Elf Paladin, 3 [Meelee] / 7 Health
Protector <p> Once per turn: Exhaust a hero or ally you control >>> Ready this ally.

Jaga’zul the Wild’s Fury, 4, Horde (Twilight-143R)
Ally—Troll Druid, 5 [Nature] / 1 Health
When this ally is destroyed, you may put him from the graveyard into his owner’s resource row face down and exhausted.

Jagrok, Herald of Trickery, 4, Horde (Throne-151U)
Ally—Orc Rogue, 3 [Meelee] / 3 Health
Empower Rogue: When this ally enters play, if you control another Rogue hero or ally, you may destroy target exhausted ally.

Jai Dawnsteel, Horde (Worldbreaker-13)
Hero—Blood Elf Warrior (Arms), 30 Health
[Front]: (3) >>> Flip Jai face down.
[Back]: Weapons you control have +1 ATK.

Jaina, Lady of Theramore, 4, Alliance (Class Promo-4E, Icecrown-104E)
Ally—Human Mage, Unique, 3 [Frost] / 5 Health
Frost Resistance <p> Each opponent pays (1) more to play cards that share a card type with a card in his graveyard. <p> You pay (1) less to play cards that share a card type with a card in your graveyard, to a minimum of (1).

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

Jak the Bilgewater Bruiser, Horde (Throne-16)
Hero—Goblin Warrior, 30 Health
On your turn: (4), Flip Jak >>> Ready Jak and target weapon you control. You pay (4) less to strike with it this turn.

Jaktip, 4, Warlock (Icecrown-78C)
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health
Elusive (This ally can’t be attacked). <p> [Activate] >>> This ally deals 1 fire damage to target hero or ally. <p> (1), Exhaust a Warlock you control >>> Ready this ally.

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

WoW TCG OCR – 03 05 2013
Jar Soul, 4, Warlock (Outland-87C) 
Ability—Destruction
Remove target ally from the game. <p> Ongoing: Destroy this ability >>> You pay (2) less to play your next Pet this turn.

Jarahil Gilneas, Alliance (Alliance Hunter-1) 
Hero—Worgen Hunter, 28 Health
On your turn: (2), Flip Jaral >>> Jaral deals 3 nature damage to target ally with cost 4 or more.

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

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

Jarod, Herald of the Hunt, 3, Horde (Throne-152U) 
Instant Ally—Undead Hunter, 3 [Melee] / 2 Health

Empower Hunter: When this ally enters play, if you control another Hunter hero or ally, destroy target attacking ally.

Jaroth Lightguard, 4, Horde (Dark Portal-215C) 
Ally—Blood Elf Paladin, 1 [Melee] / 3 Health 

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <<< p> When this ally protects for the first time each turn, ready him.

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

Ja’aron, 3, Horde (Dark Portal-215C) 
Ally—Troll Shaman, 2 [Melee] / 3 Health 

Protector <p> At the start of your turn, this ally heals 1 damage from himself.

Jazmin Bloodleve, 1, Horde (Outland-164C) 
Ally—Blood Elf Paladin, 1 [Melee] / 1 Health 

Ferocity (This ally can attack immediately.) <<< p> Protector

Ja’zoona, 4, Horde (Legion-192C) 
Ally—Troll Rogue, 2 [Melee] / 6 Health 
Opponents pay (1) more to complete quests.

Jee’ze, 2, Horde (Drums-173C) 
Ally—Troll Shaman, 0 [Nature] / 5 Health 

Ferocity (This ally can attack immediately.) <<< p> Berserking (This ally has +1 ATK for each damage on it.)

Jeshal, 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.

Jel’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.) <<< p> Death Rattle (When this ally enters your graveyard from anywhere): Target ally you control has Shadow Resistance this turn.

Jelknight of Nighthedge, 2, Alliance (Dark Portal-170C) 
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health 

Untargetable

Jenica Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, Alliance Warlock-14C, Elements-117C) 
Ally—Worgen Priest, 2 [Holy] / 2 Health
When this ally enters play, she may heal 4 damage from target hero or ally.

Jeremiah Karvok, Horde (Wraithgate-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.

Jav 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.) <<< p> When this ally protects for the first time each turn, ready him.

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

J’a’ron, 3, Horde (Dark Portal-215C) 
Ally—Troll Shaman, 2 [Melee] / 3 Health 

Protector <p> At the start of your turn, this ally heals 1 damage from himself.

Jazmin Bloodleve, 1, Horde (Outland-164C) 
Ally—Blood Elf Paladin, 1 [Melee] / 1 Health 

Ferocity (This ally can attack immediately.) <<< p> Protector

Ja’zoona, 4, Horde (Legion-192C) 
Ally—Troll Rogue, 2 [Melee] / 6 Health 
Opponents pay (1) more to complete quests.

Jee’ze, 2, Horde (Drums-173C) 
Ally—Troll Shaman, 0 [Nature] / 5 Health 

Ferocity (This ally can attack immediately.) <<< p> Berserking (This ally has +1 ATK for each damage on it.)

Jeshal, 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.

Jel’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.) <<< p> Death Rattle (When this ally enters your graveyard from anywhere): Target ally you control has Shadow Resistance this turn.

Jelknight of Nighthedge, 2, Alliance (Dark Portal-170C) 
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health 

Untargetable

Jenica Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, Alliance Warlock-14C, Elements-117C) 
Ally—Worgen Priest, 2 [Holy] / 2 Health
When this ally enters play, she may heal 4 damage from target hero or ally.

Jeremiah Karvok, Horde (Wraithgate-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.) <<< p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Jerrick Valder, 2, Alliance (Elements-118C) 
Ally—Worgen Rogue, 2 [Melee] / 3 Health
When this ally attacks, you may exhaust target ally. <<< p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Exhaust target ally.

Jessa the Lifebound, 5, Alliance (Twilight-114R) 
Ally—Worgen Druid, 5 [Arcane] / 5 Health

Protector <p> When this ally is destroyed, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Jessup Smythe, 3, Horde (Betrayer-166C) 
Ally—Undead Rogue, 3 [Nature] / 3 Health
When this ally readsies, you may remove an ally in your graveyard from the game. If you do, destroy target ally.

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

Jewelcrafter Zanaz, 3, Alliance (Class-137C, Outland-123C) 
Ally—Draenei Priest, 2 [Holy] / 4 Health

Jex’ali, 3, Horde (Horde Paladim-15C, Throne-153C) 
Ally—Troll Priest, 2 [Holy] / 4 Health
When this ally enters play, she heals 4 damage from your hero. Then, if your hero is undamaged, you may draw a card.

Jezbella of Karabor, 3, Alliance (Betrayer-139C) 
Ally—Draenei Mage, 1 [Frost] / 3 Health

Long-Range (Defenders deal no combat damage to this ally.) <<< p> Exhaust an ally you control >>> This ally has +1 ATK this turn.

Jezziki Shienbog, 4, Horde (Worldbreaker-178C) 
Ally—Goblin Priest, 2 [Holy] / 5 Health
Time is Money (This ally can use [Activate] powers immediately.) <<< p> [Activate] >>> This ally heals 2 damage from target hero or ally you control.

Jhaunash, 3, Warlock (Worldbreaker-107R) 
Ally—Felguard Demonology, Pet (1), 0 [Melee] / 0 Health

Demonology Talent (You can’t put Affliction Talents or Destruction Talents in your deck.) <<< p> Protector <p> This ally has +1 / +1 for each resource you control.

Jil’li, 3, Horde (Drums-174U) 
Ally—Troll Hunter, 1 [Ranged] / 5 Health 

Berserking (This ally has +1 ATK for each damage on it.) <<< p> (1) >>> This ally has Long-Range this turn. (Defenders deal no combat damage to it.)

WoW TCG OCR – 03 05 2013 81 / 175
Jin’doo’s Bag of Whammies, 6, DrMaPrLo (Dark Portal-263R)
Equipment—Item, Off-Hand (1)
Each player’s maximum hand size is reduced by four. \(<p\) At the start of each player’s turn, that player draws cards until he reaches his maximum hand size.

Jin’doo’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’doo’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.

Jingling Bell, 6, DkDrHuMaPaPrRoShLoWa (Winter Veil-8R)
Equipment—Item
[Basic] [6], [Activate], Make a jingle noise \(>>>\) Reveal the top card of your deck. If it is an ability, ally, or equipment, you may play it this turn without paying its cost.

Jinie Swizzleshade, 6, Alliance (Alliance DK-12C, Alliance Priest-17C, Alliance Rogue-15C, Alliance Warlock-16C, Worldbreaker-142C)
Allies—Gnome Priest, 5 [Shadow] / 4 Health [Elusive] (This ally can’t be attacked.)

Jin’lak Nightfang, 2, Horde (Azeroth-244C)
Allies—Troll Rogue, 3 [Melee] / 1 Health (3) \(>>>\) 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) \(>>>\) 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 (Citradel Raid-69U, Drums-175Q)
Allies—Undead Rogue, 3 [Melee] / 2 Health
When this ally enters play, he may deal 3 arcane damage to target exhausted hero or ally. \(<p\) Shadow Resistance (Prevent all shadow damage that this ally would be dealt.)

Jo’ja’ee, 3, Horde (Drums Starter-61U)
Allies—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 \(>>>\) Joleera has +2 ATK this turn.

Jon Reaver, 4, Horde (Outland-165C)
Allies—Undead Warrior, 2 [Melee] / 2 Health
When this ally enters play, you may destroy target weapon.

Jonas Targin, 2, Alliance (Class-138C, Honor-104C)
Allies—Human Warrior, 1 [Melee] / 1 Health
[Activate] \(>>>\) This ally deals 1 melee damage to target damaged hero or ally.

Jonas the Bed, Horde (Betrayer-28)
Hero—Undead Rogue (Traitor), Engineering/Jewelcrafting, 27 Health (2), Flip Jonas \(>>>\) When target friendly ally deals combat damage to an ally this turn, destroy both.

Jonas White, Horde (Betrayer-19)
Hero—Undead Assassin (Assassination), Engineering/Jewelcrafting, 27 Health (3), Flip Jonas, exhaust an ally you control \(>>>\) That ally deals melee damage equal to its ATK to target ally.

Joren the Martyr, Horde (Class-22, Illidan-11)
Hero—Undead Priest (Discipline), Jewekrafting/Tailoring, 26 Health (2), Flip Joren \(>>>\) The next time target hero or ally would be dealt damage this turn, prevent it.

Josiah King, 1, Alliance (Alliance Mage-18C, Outland-142C)
Allies—Human Mage, 2 [Arcane] / 1 Health (5), Destroy this ally \(>>>\) This ally deals 3 arcane damage to target hero or ally.

Journey to Astrapaar, Alliance (Class-6C)
Quest
Pay (3) to complete this quest. \(<p\) 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. \(<p\) Reward: Draw a card for each different [Horde] race among heroes and allies you control.

Journey’s End, 2, DrHu (Icecrown-194R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike [Druid] Hero: (1), [Activate], Destroy a resource you control >>> Druids you control have Assault 2 and Stealth this turn. \(<p\) [Hunter] Hero: (1), [Activate], Destroy a resource you control >>> Hunters you control have Assault 2 and Long-Range this turn.

Jubilee Arcspark, 3, Alliance (Outland-125R)
Allies—Gnome Mage, 3 [Arcane] / 3 Health
Untargetable \(<p\) 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] \(>>>\) Prevent the next 1 damage that would be dealt to target ally this turn. \(<p\) 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. \(<p\) 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. \(<p\) 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.) \(<p\) Exhaust all opposing heroes and allies. Your hero has Assault 3 this turn.

Julia Graves, 1, Horde (Dark Portal-216C)
Allies—Undead Warlock, 2 [Shadow] / 1 Health
You may remove two allies in your graveyard from the game rather than pay this ally’s cost.

Junamko Thundersky, 4, Horde (Horde Druid-14C, Horde Paladin-16C, Throne-154C)
Allies—Tauren Paladin, 1 [Melee] / 9 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

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

Junkboxed 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.

Jurpakh, 2, Horde (Legion-193C)
Allies—Orc Shaman, 1 [Fire] / 3 Health (2) \(>>>\) Target ally has FEROCITY this turn. (It can attack immediately.)

Justicar Andra Goldblast, 2, Alliance (Scourgewar-139U)
Allies—Night Elf Druid, 7 [Melee] / 7 Health
This ally can protect against Death Knights. \(<p\) When an opposing Death Knight attacks, you may ready this ally.

Justicar Anda Goldblast, 2, Alliance (Icecrown-105U)
Allies—Dwarf Hunter, 2 [Ranged] / 3 Health (2) \(>>>\) When the next opposing Mage or [Mage] card enters play this turn, destroy it.
Justicar Brace, 5, Alliance (Betrayer-140U) Ally—Human Paladin, 5 [Holy] / 5 Health This ally can protect damaged heroes and allies.

Justicar Broxlo Frostmuddle, 1, Alliance (Scourgewar-140U) Ally—Gnome Mage, 1 [Frost] / 3 Health Opposing Warriors can’t attack or exhaust.

Justicar Drathnea, 5, Alliance (Wrathgate-118U) Ally—Draenei Priest, 1 [Shadow] / 8 Health When this ally deals damage to a Paladin, that Paladin’s controller discards a card.


Justicar Johanna 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.)<p>&lt;p&gt; When an opposing Shaman deals damage to a hero or ally you control, that Shaman also deals that much nature damage to itself. &lt;/p&gt;


Justicar Nimzi Banedrizzle, 2, Alliance (Wrathgate-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.

Justicar Nordin Stonegrave, 1, Alliance (Icecrown-107U) Ally—Draenei Death Knight, 2 [Frost] / 1 Health Opposing Hunters and [Hunter] Pets have -2 ATK.

Justicar Ularu, 5, Alliance (Wrathgate-120U) Ally—Draenei Shaman, 5 [Frost] / 5 Health When this ally enters combat for the first time on any of your turns, ready him if a Priest is defending.

Justice Blindburn, Horde (Drums-11, Nazxramas-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—Draenei Warlock, Unique, 5 [Shadow] / 6 Health (7), Remove this ally from the game >>> Players put all allies from their graveyards into play.

Kael, 1, Alliance (Scourgewar-143C) Ally—Draenei Shaman, 1 [Melee] / 2 Health (2), Discard a card >>> Target ally has +2 ATK this turn.

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

Kadus 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.

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

Kaelzin, 5, Horde (Horde Paladin-17C, Tomb-106C) Ally—Troll Shaman, 4 [Frost] / 5 Health Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

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—Draenei Rogue, 1 [Melee] / 3 Health This ally has +1 ATK for each exhausted ally you control.


Ferocity (This ally can attack immediately.)

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

Kahul the Sunseer, 4, Horde (Ancients-134R) Ally—Tauren Priest, 3 [Holy] / 4 Health Tribe: When this or another Tauren ally enters play under your control, this ally heals damage from your hero equal to that ally’s [Health], then deals unpreventable holy damage to target opposing hero equal to that ally’s [Health].

Kalis Truearch, 1, Alliance (Azeroth-189R) Ally—Night Elf Hunter, 1 [Ranged] / 1 Health This ally has +2 / +2 while you control four or more allies.

Kalan, 2, Alliance (Tomb-86C) Ally—Draenei Hunter, 1 [Nature] / 5 Health Kal’a the Uplifting, 5, Alliance (Dark Portal-171R) Ally—Draenei Paladin, 5 [Melee] / 4 Health Draenei Hero Required &gt; 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.

Kalidorei Wind Chimes, 1, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-2E) Equipment—Item This item enters play with three chime counters. &lt;= &lt;= [Basic] [Activate]. Remove a chime counter from this item, choose a [Horde] or [Alliance] race >>> Your hero heals 1 damage from itself for each ally you control of the chosen race.

Kaldric Stroutwhisper, 3, Alliance (Crown-90U) Ally—Draenei 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.

Kalegosh, 21 (Elements-21E) Master Hero—Blue Dragonkin Aspect, 1 [Arcane] / 38 Health You pay (3) less to play Kalegosh for each ability you played this turn. &lt;= &lt;= When you play a non-Ongoing ability, copy it. (You may choose new targets for the copy.)

Kalek Despearth, 3, Alliance (Alliance Shaman-16C, Alliance Priest-14C, Worldbreaker-143C) Ally—Draenei Shaman, 3 [Nature] / 3 Health Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Kalia of Silvermoon City, Horde (Horde Warlock-1) Hero—Blood Elf Warlock, 28 Health On your turn: (3), Flip Kalia >>> Target player discards a card at random.
Kallas Sunflame, 6, Horde (Horde Mage-17R, Legion-194R)
Ally—Blood Elf Mage, 6 [Fire] / 5 Health
(1) >>> Other [Fire] allies you control have +1 ATK this turn.

Kallipssa, 4, Alliance (Alliance Warlock-15U, Dark Portal-27U)
Ally—Dranei Mage, 2 [Arcane] / 2 Health
Long-Range (Defenders deal no combat damage to this ally.) <<< When this ally deals combat damage to a defending ally, draw a card.

Kalnuf Eagleheart, 2, Horde (Dark Portal-217C, Horde Hunter-19C)
Ally—Tauren Hunter, 3 [Ranged] / 2 Health
When this ally enters play, look at target player's hand.

Kamboozle, Bringer of Doom, Alliance (Illidan-6)
Hero—Gnome Warlock (Affliction), Skinning/Jewelcrafting, 28 Health
(4), Flip Kamboozle, put 2 damage on her >>> Draw two cards.

Kam’pah, 3, Horde (Illidan-159C)
Ally—Orc Warrior, 3 [Melee] / 3 Health
Opponents can’t place quests face up.

Kamu of Thunder Bluff, Horde (Horde Druid-1)
Hero—Tauren Druid, 28 Health
On your turn: (4), Flip Kamu >>> Kamu deals 1 arcane damage to target hero or ally for each hero and ally you control.

Kana Nasis, Alliance (Outland-3)
Hero—Dranei Hunter (Survival), Skinning/Leatherworking, 28 Health
(2), Flip Kana >>> If Kana is defending, remove her from combat.

Kane the Arcanist, 4, Alliance (Elements-119U)
Ally—Worgen Mage, 0 [Arcane] / 0 Health
Untargetable <<< This ally has +1 / +1 for each card in your hand.

Kanga the Primal, Horde (Elements-14)
Hero—Troll Druid, 27 Health
[Front]: (3) >>> Flip Kanga face down.
[Back]: You pay (1) less to play Feral abilities, to a minimum of (1).

Kaniya the Steadfast, Horde (Honorable-14)
Hero—Tauren Warrior (Arms), Enchanting/Engineering, 31 Health
(3), Flip Kaniya >>> Heroes and allies you control have Protector this turn.

Kara Vessal, 2, Alliance (Jaina-16C, Throne-116C)
Ally—Human Mage, 3 [Arcane] / 2 Health

Karaborian Talisman, 1, DrMaPrShLo (Magtheridon-12R)
Equipment—Item, Off-Hand (1)
When you complete a quest, you may destroy this Item. If you do, turn that quest face up.

Karazhan Concubine, 3, Betrayal-147C
Monster Ally—Succubus Demon, 4 [Shadow] / 1 Health
When this ally enters play, you may exhaust target ally. It can’t ready during its controller’s next ready step.

Karia of Silvermoon, 2, Horde (Gladiators-135C)
Ally—Blood Elf Mage, 1 [Arcane] / 4 Health
Arcane Torrent (When this ally enters play, target opposing card in play loses and can’t have powers this turn.) <<< At the start of your turn, you may put this ally into her owner’s hand.

Kark Baneblood, 6, Horde (Elements-135C)
Ally—Orc Death Knight, 5 [Frost] / 4 Health
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, put target equipment on the bottom of its owner’s deck.

Karkas Deathbowl, 4, Horde (Azeroth-247C)
Class-183C, Horde Priest-14C, Horde Warlock-16C
Ally—Orc Warlock, 2 [Shadow] / 3 Health
When this ally enters play, you may put target ally into its owner’s hand.

Karrok Scarrond, 5, Horde (Class-184C, Horde Warrior-14C, Horde DK-17C, Outland-167C)
Ally—Orc Warrior, 5 [Melee] / 4 Health

Karta Foul tongues, 4, Horde (Gladiators-136C)
Ally—Orc Warrior, 3 [Melee] / 3 Health
Hardiness (If this ally would be dealt damage, prevent 1 of it.) <<< (1) >>> This turn, target ally must attack if able and can attack only this ally if able.

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

Kassandra Flameheart, Horde (Legion-15)
Hero—Blood Elf Hunter (Beast Mastery), Skinning/Leatherworking, 28 Health
(2), Flip Kassandra >>> Target Pet has +3 ATK this turn.

K‘tali Stonetusk, 1, Horde (Azeroth-248C)
Horde Druid-16C, Horde Shaman-15C, Horde Paladin-18C
Ally—Troll Shaman, 1 [Nature] / 2 Health

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <<< (p) At the start of your turn, this ally heals 1 damage from himself.

Kathia the Quick, 2, Alliance (Illidan-128C)
Ally—Night Elf Hunter, 1 [Ranged] / 3 Health
When this ally exhausts, she deals 1 ranged damage to target hero or ally.

Katianna the Shrouded, Alliance (Honorable-1)
Hero—Night Elf Priest (Holy), Enchanting/Jewelcrafting, 26 Health
(1), Flip Katianna >>> Heroes and allies you control have Elusive this turn.

Katkola Dreadblade, 5, Horde (Wrathgate-141R)
Instant Ally—Orc Warrior, 4 [Melee] / 3 Health
When this ally enters play, you may exhaust target hero or ally. If it’s not your turn, this ally deals 1 melee damage to that character. If it’s your turn, draw a card.

Katsin Blooddoth, 4, Horde (Dark Portal-218C)
Ally—Blood Elf Paladin, 5 [Holy] / 3 Health
Protector <<< (3) >>> Prevent all combat damage that would be dealt to and dealt by target friendly ally this turn.

Kauno Stonehoof, Horde (Grand Melee-2)
Hero—Tauren Druid (Feral), Mining/Engineering, [Front]: 28 Health, [Back]: 40 Health
(5) >>> You may flip Kauno face down.

Kavai the Wanderer, 6, Alliance (Dark Portal-173C)
Ally—Night Elf Warrior, 4 [Melee] / 6 Health
(1), Destroy this ally >>> Destroy target ability or equipment.

Kavar the Bloodhirsty, Alliance (Twilight-5)
Hero—Worgen Death Knight, 29 Health
[Front]: (4) >>> Flip Kavar face down.
[Back]: At the start of your turn, you may exhaust target card.

Kayeitha, Horde (Azeroth-11)
Hero—Undead Rogue (Subtlety), Mining/Jewelcrafting, 27 Health
(2), Flip Kayleitha >>> While Kayleitha has Stealth, prevent all combat damage that would be dealt to her this turn.

Kazamond Steelskin, 4, Horde (Gladiators-137R)
Ally—Orc Warlock, 5 [Shadow] / 1 Health
Killer Alinar, 3 (Crown-154C)
Monster Ally—Keeper of the Grove Druid, 2
[Nature] / 4 Health
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)* 
- When this ally enters play, he heals 3 damage from target hero or ally.

Keeper Balos, 2 (Crown-155C)
Monster Ally—Keeper of the Grove Druid, 1
[Nature] / 4 Health
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)*

Keeper Remulos, 6 (Champ Promo-5E, Wrathgate-169E)
Ally—Keeper of the Grove Druid, Unique, 6
[Nature] / 6 Health
When a Druid you control deals combat damage to a hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Keeper Sharus, 1 (Crown-156R)
Monster Ally—Keeper of the Grove Druid, 0
[Nature] / 2 Health
**Elusive** 
- While you control another Monster hero or ally, this ally has **Harmonize**.

Keldor the Lost, 3, Horde (Honor-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.

Kelsen 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 (Honor-133E)
Ally—Or-Warrior, Unique, 9 [Melee] / 9 Health
When this ally attacks, each opponent destroys an [Alliance] card he controls.

Kelsa Wildfire, 1, Alliance (Alliance DK-13C, Alliance Warlock-17C, Alliance Warrior-10C, [Nature], Alliance Shaman-15C, Twilight-116C)
Ally—Worgen Mage, 1 [Fire] / 2 Health
**Ferocity** *(This ally can attack immediately.)*

Kil’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.

Kelvor Valorshine, 3, Horde (Class-185C, Outland-168C)
Ally—Blood Elf Paladin, 3 [Holy] / 3 Health
Combat damage that this ally deals is unpreventable.

Kena Shadowbrand, 3, Alliance (Azeroth-190C)
Ally—Gnome Warlock, 1 [Shadow] / 3 Health
[Activate], Put 1 damage on this ally >>> Draw a card.

Kento Slade, 4, Alliance (Worldbreaker-144R)
Ally—Human Warrior, 3 [Melee] / 5 Health
At the start of your turn, if you control an armor, item, and weapon, destroy this ally. If you do, search your deck and/or hand for a master hero and put it into play.

Kerzok Plixboom, 5, Horde (Worldbreaker-179U)
Ally—Goblin Hunter, 5 [Ranged] / 2 Health
**Long-Range** *(<p>Time is Money</p>*(This ally can use [Activate] powers immediately).)* 
- [Activate] >>> Remove this ally from combat.

Keward Rocksalt, 3, Alliance (Drums-131C)
Ally—Dwarf Warrior, 3 [Melee] / 2 Health
**Protector** 
- Opposing allies have -1 [Health] while this ally is defending.

Keward the Ravager, Alliance (Honor-2)
Hero—Dwarf Warrior (Arms), Alchemy/Blacksmiting, 30 Health
(3), Flip Keward >>> Opposing allies have -1 [Health] while Keward is defending this turn.

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.

Khadgar’s Kilt of Abjuration, 3, MajPrLo (Betrayal-170U)
Equipment—Armor—Cloth, Legs (1), 1 DEF [Basic] (2). [Activate] >>> Opposing allies lose and can’t have powers this turn.

Khorium Boar, 1, DKDrHuPaRoShWa (Scourgewar Crafted-3E)
Equipment—Armor, Trinket (2)
Jewelcrafting Hero Required
- [Activate] 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.

Kihler’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 targeted a hero, 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**<p>This weapon enters play with two +1 ATK counters. 
- [Activate]: When your hero deals combat damage with this weapon, remove all +1 ATK counters from this weapon. 
- [Activate] >>> 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.)* 
- [Activate]: 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. 
- [Activate]: At the end of each turn, if an opponent has no cards in his hand, destroy his hero.

Kiki Sparkbottom, 3, Alliance (Legion-155U)
Ally—Gnome Mage, 1 [Fire] / 3 Health
**Elusive** *(This ally can’t be attacked.)*
- [Activate] *(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.

Worldbreaker (Icecrown-195E)
Kileana the Inferno, Horde (Honorable-15)
Hero—Blood Elf Warlock (Destruction), Herbalism, Tailoring, 28 Health
(2), Flip Kileana >>> Kileana deals 2 fire damage to each ally you control and 1 fire damage to each other ally.

Kil'rek the Unraveler, 7 (Scourgewar-209R)
Ally—Nerubian, Unique, 7 [Nature] / 7 Health
Nerubian Reputation

<protector> K<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 an ally is in your graveyard, and draw a card if an equipment is in your graveyard.

Kill Command, 2, Hunter (Alliance Hunter—5C, Class-390, 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'rek, 2 (Betrayer-148R)
Monster Ally—Imp Demon, Kil'rek (1), 0 [Fire] / 3 Health
Elusive

<protector> Kil'rek deals 1 fire damage to target opposing hero for each Demon ally you control.

Kil'zin of the Bloodscalp, Horde (Betrayer-29)
Hero—Troll Shaman (Traitor), Leatherworking/Jewelcrafting, 28 Health
(1), Flip Kil'zin >>> Kil'zin 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 each of your heroes and allies.

Kim'jael Indeed! (Betrayer-253U)
Quest
Pay (1) to complete this quest. <protector> Reward: Reveal the top five cards of your deck. Put a revealed card with the same name as a card in play you control into your hand and the rest on the bottom of your deck.

Kindara Mindplayer, 4, Alliance (Illidan-129C)
Ally—Draenei Priest, 3 [Shadow] / 3 Health
This ally has +2 / +2 while an opposing hero is in play.

Kindred Spirits, 7, Priest (Legion-72R)
Ability—Holy
Ongoing: Your hero can’t be destroyed while another friendly hero or ally is in play.

King Bagurgle, Terror of the Tides, 5 (Crown-152E)
Monster Ally—Murloc Warrior, 3 [Melee] / 3 Health
This and other Murloc allies you control have +2 / +2. <protector> At the start of your turn, put a 1 [Melee] / 1 [Health] Murloc Monster token into play.

King Dred’s Helm, 4, HuSh (Scourgewar-222R)
Equipment—Armor—Mail, Head (1), 3 DEF
When your hero turns face down, target up to three heroes and/or allies. <protector> [Hunter] Hero: Your hero deals 2 ranged damage to each of them. <protector> [Shaman] Hero: Your hero deals 3, 2, and 1 nature damage to them, respectively.

King Gunn Greymane, 5, Alliance (Worldbreaker-145E)
Ally—Worgen Warrior King, Genn (1), 4 [Melee] / 4 Health
Aberration

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

King Khan, 4, Hunter (Betrayer-51U)
When this ally enters combat, he deals 2 nature damage to each opposing ally.

King Magni Bronzebeard, 9, Alliance (Azeroth-191E)
Ally—Dwarf Warrior, Unique, 6 [Melee] / 8 Health
At the end of each turn, put a 1 [Melee] / 1 [Health] Alliance Dwarf Warrior token into play. <protector> Dwarves you control have Protector.

King Mulka, 7 (Dark Portal-244R, Dark Portal Loot-2L)
Ally—Gorilla, Unique, 6 [Melee] / 5 Health
When this ally enters play, you may gain control of 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. <protector> Your hero has Cat Form. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

King Varian Wrynn, 9, Alliance (Scourgewar-144E)
Ally—Human Warrior King, Unique, 9 [Melee] / 9 Health
Protector

<protector> Opposing heroes and allies have -1 / -1 for each different card type you control.

King Ymiron, 5 (Icecrown-151R)
Scourge Ally—Vrykul Death Knight, Unique, 5 [Shadow] / 4 Health
Scourge Hero Required <protector> When this ally enters play, for each Unlimited ally you control, you may search your deck for an ally with the same name as that Unlimited ally and put it into play.

King’s Defender, 5, PaWa (Class-218U, Gladiators-179U)
Equipment—1H Weapon—Sword, Melee (1), 4 [Melee], 2 Strike
Your hero has Protector.

Kingsbane, 4, Rogue (Icecrown-156R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
Your hero has Dual Wield. <protector> This weapon has Assault X while your hero is attacking, where X is the ATK of a defender.

Kinivus, 1, Alliance (Class-139C, Drums-132C)
Ally—Draenei Shaman, 2 [Nature] / 1 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)

Kinivus the Focused, Alliance (Honorable-3)
Hero—Draenei Shaman (Enhancement), Alchemy/Engineering, 28 Health
(3), Flip Kinivus >>> You can’t discard cards this turn.

Kino the Cold, 1, Horde (Gladiators-138C)
Ally—Orc Shaman, 1 [Frost] / 2 Health
Protector

<protector> Kino’s Hardiness (If this ally would be dealt damage, prevent 1 of it.)

Kintara Wintermoon, Alliance (Class-12, Legion-8)
Hero—Night Elf Priest (Shadow), Alchemy/Jewelcrafting, 26 Health
On your turn: (3), Flip Kintara >>> Target player puts an ally he controls into its owner’s hand.

Kinza, Mistress of the Elements, 5, Horde (Throne-158R)
Ally—Goblin Shaman, 2 [Fire] / 7 Health
When you play a non-Ongoing ability, you may pay (2). If you do, copy that ability. (You may choose new targets for the copy.)

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

<protector> At the end of your turn, ready this ally.

Kirjen Fizzgar, 3, Alliance (Alliance Mage-19C, Worldbreaker-146C)
Ally—Dwarf Mage, 2 [Arcane] / 3 Health
When this ally enters play, draw a card.

Kirox Butcherblade, Horde (CAT Promoto-2)
Hero—Goblin Rogue (Assassination), Alchemy/Engineering, 27 Health
On your turn: (4), Flip Kirox >>> Kirox deals 4 melee damage to target exhausted ally.

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

Kistsix Shockvat, 4, Horde (Horde Dread-18C, Horde Shaman-16C, Worldbreaker-180C)
Ally—Goblin Shaman, 4 [Nature] / 2 Health
Elusive (This ally can’t be attacked.)
Kiting, 4 (Legion-128R, Legion Loot-3L)

Instant Ability
Clip to target ally. <p> Ongoing: Once per turn: (1) >>> Target hero or ally can’t deal combat damage to attached ally this turn.

Kizzi Grabber, 3, Horde (Elements-136C)

Ally—Goblin Rogue, 1 [Nature] / 4 Health

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

Kjaran the Callous (Icecrown-15)

Scourge Hero—Vrygul, 3, Health

[Front]: Flip Kjaran, remove a Scourge ally in your graveyard from the game >>> Kjaran deals 1 melee damage and 1 ranged damage to target attacker.

[Back]: Deckbuilding: You can only include [Hunter] abilities and Pets, [Paladin] equipment, allies with ally type Death Knight, neutral guests and locations, and Scourge cards. You can’t include cards with reputations or other text restrictions (like Beast Mastery Hero Required).

Klandark, 3, Horde (Ancients-135U)

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

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

Klannoc Macleod, 4 (Champ Promo-6E, Scourgewar-210E)

Ally—Human Warrior, Unique, 4 [Melee] / 5 Health

(1). Put 1 damage on a Warrior you control >>> Has +1 ATK this turn.

Kloxx Dedrix, 1, Horde (Legion-181C)

Ally—Goblin Death Knight, 0 [Melee] / 1 Health

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

Knife Throw, 1, Rogue (Aspects Treasure-22U)

Ability—Assassination

Target Dagger you control has +4 ATK and

thrown this turn. (When you strike with that weapon, it has Long-Range this combat. At the end of this turn, put that weapon into its owner’s hand.)

Knight Karia, 2, Alliance (Alliance DK-14C, Alliance Warrior-11C, Twilight-117C)

Ally—Human Warrior, 4 [Melee] / 1 Health

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

Knock Out, 3, Rogue (Illidan-79U)

Ability—Assassination

Destroy target quest.

Kodo Roundup (Outland-237C)

Quest

Exhaust an ally you control and pay (2) to complete this quest. <p> Reward: Draw a card.

Ko’gun, Hammer of the Firelord, 5, DrPaprSh (Tomb-188R)

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

If an opposing hero was dealt 6 or more damage this turn: [Activate] >>> Put three 2 [Fire] / 1 [Health] Fire Elemental ally tokens into play.

Kolthra, 8 (Throne-213E)

Monster Ally—Kraken, Kolorath (1), 6 [Frost] / 12 Health

When Kolorath enters play, put all non-[Frost] allies into their owner’s hands.

Koltira Deathweaver, 6, Horde (Icecrown-135R)

Ally—Blood Elf Death Knight, Unique, 5 [Frost] / 7 Health

Protector <p> Once per turn: Turn a resource you control face down >>> Target ally has +5 ATK this turn.

Korah Icefang, 4, Horde (Betrayal-96U)

Ally—Orc Mage, 3 [Frost] / 3 Health

When this ally enters play, double the ATK of target ally this turn.

Korash the Devastator, 7 (Tomb-138R)

Monster Ally—Ogre Lord Warrior, 7 [Melee] / 7 Health

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

Korkash the Devastator, 7 (Tomb-138R)

Ally—Ogre God Warrior, 7 [Melee] / 7 Health

When this ally enters play, you may destroy another ally you control. If you do, put a 3 [Melee] / 3 [Health] Ghoul token into play.

Krahn; Call of the Hunter, Horde (Illidan-12)

Hero—Orc Hunter (Marksman). Mining/Blacksmithing, 28 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.

Krahn the Gravebound, 3, Alliance (Tomb-88U)

Ally—Human Death Knight, 2 [Shadow] / 2 Health

When this ally enters play, you may destroy another ally you control. If you do, put a 3 [Melee] / 3 [Health] Ghoul token into play.

Kraz Gravesteel, 2, Horde (Aspects Treasure-39R)

Ally—Goblin Death Knight, 2 [Melee] / 1 Health

When this ally is destroyed, target opposing ally has -2 [Health] this turn.

Krazos Chizzlecoin, 5, Horde (Twilight-144U)

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

Assault (This ally has +3 ATK on your turn.) <p> [Activate] >>> Prevent the next 1 ATK that would be dealt to target hero or ally this turn.

Kra’zix Firetusk, 4, Horde (Drums-178R)

Ally—Troll Mage, 0 [Fire] / 10 Health

Troll Hero Required <p> Berserking <p> When this or another ally enters your party, you may put any amount of non-fatal damage on it.

Krazal the Eggregator, 2 (Holiday-34R)

Ally—Goblin Egg Hoarder, 3 [Nature] / 2 Health

When this ally is revealed from your deck, put a 1 [Nature] / 1 [Health] Spring Rabbit ally token into play.

Kraznix Smolderpaine, 5, Horde (Crown-112C, Sylvanas-16C)

Ally—Goblin Warlock, 4 [Fire] / 6 Health

When this ally enters play, Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)
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 Monster 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 (Crown-137U)
Monster Ally—Ogre Shaman, 6 [Nature] / 2 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, target hero or ally has +3 ATK and Smash this turn. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)

Krukle Deadspark, Alliance (Wrathgate-6)
Hero—Gnome Death Knight (Blood).
Alchemy/Engineering, 29 Health
On your turn: Flip Kruk, discard a Death Knight >>> Krukle heals 2 damage from himself and has Assault 2 this turn.

Kryton Barleybeard, 1, Alliance (Heartstone-38R)
Ally—Goblin Warrior, 1 [Melee] / 2 Health
Opponents gain 1 health this turn.

Kuro Kalefrond, 7, Alliance (Legion-156C)
Ally—Night Elf Rogue, 2 [Melee] / 3 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, target hero or ally has +2 ATK this turn.

Kus'run, 1, Horde (Citadel-Raid-70C, Icecrown-137C)
Ally—Troll Hunter, 1 [Ranged] / 1 Health
Long-Range (While this ally is attacking, the defender can't deal combat damage to it.)

Kysa Shadowstalker, 3, Alliance (Icecrown-109C)
Ally—Night Elf Druid, 3 [Melee] / 3 Health
When this ally enters play, target hero or ally has Stealth this turn. (It can’t be protected against.)

Lady Bancroft, 1, Alliance (Ancients-98C, Alliance Priest-15C, CitadelsRaid-61C, Wrathgate-22C)
Ally—Human Priest, 2 [Holy] / 1 Health
Prevent all damage that opposing heroes would deal to this ally.

Lady Courtney Noel, 3, Alliance (Azeroth-194C, Class-141C)
Ally—Human Priest, 1 [Holy] / 4 Health
[Activate] >>> This ally heals 1 damage from each hero and ally you control.

Lady Jaina Proudmoore, 7, Alliance (Legion-156C)
Ally—Human Mage, Unique, 7 [Frost] / 4 Health
Opposing allies can’t attack.
Lava Shock, 3, Shaman (Throne-72U)
Ability—Elemental
Your hero deals 4 fire damage to target ally. <p>

Delve (Look at the top two cards of your deck.
Put any number of them on top of your deck in any order, and the rest on the bottom.)

Lava Spine, 4, DiPaWa (Twilight-199U)
Equipment—1H Weapon—Sword, Melee (1) 3
[Melee], 1 Strike
When this weapon is destroyed, you may destroy target equipment.

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

Lay on Hands, 1, Paladin (Dark Portal-61R)
Instant Ability—Holy
Your hero heals all damage from target hero or ally. Exhaust all resources you control. Skip your next turn.

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

Lazy Peons, Horde (Dark Portal-303C)
Quest
Orc Hero Required <p>
This quest enters play exhausted. <p>
Exhaust this quest to complete it. <p>
Reward: Draw a card.

Lead Astray, 3, Rogue (Honor-58C)
Ability—Subtlety Combo
Exhaust target hero or ally. It can’t ready during its controller’s next ready step. Its controller discards a card.

Leader of the Bloodscafe (Outland-238C)
Quest
If you control a ally with cost 5 or more: Pay (1) to complete this quest. <p>
Reward: Draw a card.

Leader of the Darkcrest (Betrayer-254C)
Quest
If you control a ally with cost 5 or more: Pay (5) to complete this quest. <p>
Reward: Draw three cards.

Leader of the Pack, Alliance (Workbreaker-251R)
Quest
Worgen Hero Required <p>
On your turn: Pay (6) to complete this quest. <p>

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

Leap of Faith, 2, Priest (Elements-67R)
Instant Ability—Holy
Remove target ability, ally, or equipment you own from the game. Then, put it into play under your control. (It enters play ready and undamaged.)

Leeching Fever, 3, Death Knight (Crown-9U)
Ability—Unholy Disease
Attach to target hero. <p>
Ongoing: At the start of your turn, if your hero deals 1 shadow damage to a target hero, then, if that hero has 15 or more damage, destroy this ability. If you do, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.

Leeroy Jenkins, 4, Alliance (Azeroth-198E, Class Promo-5E)
Ally—Human Paladin, 6 [Melee] / 1 Health
When this ally enters play, exhaust all other allies you control. They can’t ready during your next ready step. <p>
Say “Lemmeoooy Jenkins!” <p>
This ally has Ferocity this turn.

Leeza, Tomb Robber, 2, Horde (Dark Portal-221C)
Ally—Undead Rogue, 2 [Melee] / 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>
On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Legacy of Betrayal, 4, RoLo (Betrayal-59E)
Basic Ability
Remove target opposing ally and all opposing allies that share that ally’s name from the game. Then search that ally’s controller’s deck, graveyard, and hand for all allies with that name and remove them from the game. <p>
Ongoing: [Basic] Destroy this ability >>> You may play one of the allies removed this way. (Pay costs as normal.)

Legacy of Stormrage, 7, DrMa (Ancients-73E)
Basic Ability
Ongoing: When an ally enters play under your control, you may put X 1 [Melee] / 1 [Health] Treant ally tokens into play, where X is that ally’s cost. <p>
When you play a non-Ongoing ability, you may copy it. (You may choose new targets for the copy.)

Legacy of the Legion, 6, HuWa (Ancients-74E)
Basic Ability
Put a 5 [Melee] / 5 [Health] Pit Lord Monster
Demon ally token into play with Protector. <p>
Put a 5 [Melee] / 5 [Health] Felhound Monster
Demon ally token into play with Ferocity.

Legend of Mount Hyjal, 10 (Dark Portal-145R)
Ability
Destroy all allies.

Legendary Heroes (Honor-195C)
Quest
Pay (1) to complete this quest. <p>
Reward: 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 Tireless Sentry, 3, HuSh (Wrathgate Badge-3E)
Equipment—Armor—Cloth, Legs (1), 2 DEF
Opposing heroes and allies enter play exhausted. <p>
At the end of each opponent’s turn, exhaust all heroes and allies he controls.

Leggings of the Vanquished Usurper, 3, DrRo (Elements-183U)
Equipment—Armor—Leather, Legs (1), 1 DEF
[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 Legion, 3, HuSh (Ancients-211R)
Equipment—Armor—Mail, Legs (1), 2 DEF
When this armor enters play, name “Demon”, a [Horde] race, or an [Alliance] race. <p>
Pay (1) less to play allied of the named race, to a minimum of (1). <p>
Your hero has Assault 1 for each ally you control of the named race.

Legguards of the Shattered Hand, 6, PaWa (Betrayer-224R)
Equipment—Armor—Plate, Legs (1), 5 DEF
[Activate] >>> Destroy target damaged ally.

Legion Fel Reaver, 5 (Ancients-188U)
Monster Ally—Construct Demon, 8 [Melee] / 8 Health
As an additional cost to play, choose and destroy a Demon ally you control.

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, DiPaWa (Icecrown-176R)
Equipment—Armor—Plate, Legs (1), 3 DEF
[Activate], Put 3 damage on your hero >>> Draw a card. <p>
Death Rattle: Put 3 damage on your hero and 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.

Legwraps of the Master Conjuror, 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, DrMaPsrShLo (Azeroth-306E)
Equipment—Item, Neck (1)
At the start of your turn, if you have four or more cards in your hand, your 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** turn. *(She has +3 ATK on your turn.)*

Lelora Sunlancer, 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.

Leorox, 8, Horde (Betrayal-167E)
Ally—Mok’Nathal Beastmaster, Unique, 7 [Melee] / 7 Health
When this ally attacks, destroy all opposing allies.

Lesza the Awakened, 6, Horde (Outland-170R)
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.

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—Demonology
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.)*

Levander of the Sanguine Shot, Horde (Scourgewar-14)
Hero—Blood Elf Hunter (Marksmanship), Leatherworking/Jewelcrafting, 28 Health
If you control another Hunter: Flip Levander >>> Ready target Ranged weapon.

Levitate, 1, Priest (Illidan-70C)
Ability—Discipline
Ongoing: At the start of each opponent’s turn, that opponent chooses an ally he controls. That ally can’t attack this turn.

Levixus the Soul Caller (Legion-306C)
Quest
Pay (3) to complete this quest. <p>
Reward: Put a random card from your graveyard into your hand.

The Lexicon Demonica (Illidan-243R)
Quest
On your turn: Pay (3) to complete this quest. <p>
Reward: Turn all resources face down.

Lexie Silverblade, 5, Alliance (Ancients-100U)
Ally—Night Elf Rogue, 2 [Melee] / 2 Health
**Haste 2** *(You pay (2) less to play this ally if on ally you control dealt damage to an opposing hero this turn.)* <p>
When this ally enters play, you may destroy target ally with cost 2 or less.

Llhug Venomblade, 4, Alliance (Azeroth-199R)
Ally—Dwarf Rogue, 2 [Melee] / 2 Health
[Activate] >>> Destroy target exhausted ally.

Liandra Rustshadow, 5, Alliance (Illidan-131C)
Ally—Night Elf Rogue, 4 [Melee] / 4 Health
**Elusive** <p> [Activate] >>> Destroy target armor or item.

Liar’s Tongue Gloves, 4, DrRo (Magtheridon-4R)
Equipment—Armor—Leather, Hands (1), 2 DEF (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.

Liba Wobblebong, 5, Alliance (Alliance Warrior-13C, / Alliance Warlock-16C, Azeroth-200C, Class-144C)
Ally—Gnome Mage, 3 [Arcane] / 4 Health
When this ally enters play, draw a card.

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. If you control another Paladin: Put a card from your graveyard into play under your control. <p>
Allies you control are also Scourge allies.

The Lich King, 11 (Blizzard 2010-1E, Icecrown-16E)
Scourge Master Hero—Lich King, 4 [Frost] / 40 Health
Scourge or [Death Knight] Hero Required <p>
At the start of each player’s turn, put a target ally from that player’s graveyard into play under your control. <p>
Allies you control are also Scourge allies.
The Lich King (Timewalkers-28)
Monster Hero—Spirit Death Knight
[Front]: Lich King’s Siphon <p> [Basic] (4), Flip
The Lich King >>> When target ally is destroyed this
turn, The Lich King heals damage from
himself equal to that ally’s cost.
[Back]: Wrath of the Lich King <p> Once per
game: [Basic] (10) >>> Choose a number.
Destroy all opposing abilities, allies, and
equipment with that cost. Then each opponent
reveals his hand and discards all abilities, allies, and
equipment with that cost.

Lie in Wait, 1 (Azeroth-163C)
Instant Ability
Target ally has +1 ATK this turn. <p> Target ally
has <1 ATK this turn.

Lieutenant Horatio Laine, 3, Alliance (Dungeon
Treasure-13U)
Ally—Human Investigator, Horatio Laine (1), 4
[Melee] / 2 Health
At the end of your turn, target opponent reveals
the top card of his deck. If it’s an ally, remove it
from the game. If it’s a weapon, you may put it
into play under your control.

Life and Death, 5, MaPaLo (Wrathgate-192R)
Equipment—1H Weapon—Sword, Melee (1), 1
[Melee], 4 Strike
When you play an ally, you may draw a card.
<p> When an ally you control leaves play,
discard a card.

Life Arc, 3, Shaman (Outland-79C)
Instant Ability—Elemental
Your hero heals all damage from target friendly
ally, then deals that much nature damage to
target opposing ally.

Life-Binder’s Locket, 2, PaPr (Wrathgate-183R)
Equipment—Item, Neck (1)
[Paladin] Hero: [Activate], Discard a card >>> If
a friendly hero or ally would be dealt death
damage this turn, prevent 1 of it. <p> [Priest] Hero:
[Activate], Discard a card >>> The next time
target hero or ally would be dealt death
damage this turn, prevent it.

Life Cycle, 3, Shaman (Betrayal-99C)
Instant Ability—Restoration
Your hero heals 2 damage from each hero and
ally you control, then deals 1 nature damage to
target hero or ally for each damage healed this
way.

Life of the Land, 5, Druid (Drums-24R)
Ability—Restoration
Ongoing: [Activate], Destroy a resource you
control >>> Your hero heals 5 damage from
target hero or ally.

Life Tap, 2, Warlock (Alliance Warlock-7U, Alliance
Warlock-4U, Azeroth-128U, Class-108U, Horde
Warlock-8U)
Instant Ability—Affliction
As an additional cost to play, put 2 damage on your
hero. <p> Draw two cards.

Lifeblade of Belgaristrasz, 2, Rogue (Wrathgate-
193R)
Equipment—1H Weapon—Dagger, Melee (1), 1
[Melee], 1 Strike

Finishing Move: Rogue (To play, remove X
Rogues in your graveyard from the game, where
X is 5 or less) <p> When this weapon enters
play, your hero deals X melee damage to target
hero or ally and heals X damage from itself.

Lifebloom, 2, Druid (Outland-23C)
Ability—Restoration
Attach to target hero or ally. <p> Ongoing: At
the start of your turn, your hero heals 1 damage
from attached character. <p> (1), Destroy this
ability >>> Your hero heals 4 damage from
attached character.

Lifemender Dorn, 1, Horde (Citadel Raid-71C,
Drums-179C, Horde Shaman-17C)
Ally—Tauren Druid, 2 [Nature] / 1 Health
Once per turn: (1) >>> This ally heals 1 damage
from target hero or ally.

Lifemistress Tanagra, 6, Horde [Betrayal-168R]
Ally—Orc Shaman, 5 [Nature] / 5 Health
[Nature] allies you control have +1 ATK for each
[Nature] ally you control.

Life-Staff of the Web Lair, 3, DrMaPrShLo
(Scourge war-239R)
Equipment—2H Weapon—Staff, Melee (1), 1
[Melee], 5 Strike

Nerubian Reputation <p> Nerubian allies you
control have +1 / +1, <p> (Activate) >>> Your
hero heals 4 damage from
attached character.

Light of Dawn, 2, Paladin (Betrayal-29R)
Instant Ability—Holy Attachment

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

Light of Reckoning, 1, Paladin (Elements-60C)
Instant Ability—Protection
Your hero has +3 ATK while defending this
combat.

Light of the Naaru, 2, Paladin (Crown-29U, Horde
Paladin-60)
Instant Ability—Holy
Your hero heals all damage from target
defending ally. Prevent the next 5 combat
damage that would be dealt to that ally this
turn.

Light Within the Darkness (Wrathgate-209C)
Quest
If a hero or ally you controlled dealt holy
((Holy)) damage this turn: Pay (1) to
complete this quest. <p> Reward: Draw a card.

Lightning Arc, 2, Shaman (Class-98C, Illidan-
89C)
Ability—Elemental
Your hero deals 3 nature damage divided as you
choose to any number of target heroes and/or
allies.

Lightning Bolt, 3, Shaman (Alliance Shama-n9C,
Azeroth-113C, Class-99C, Horde Shaman-10C,
Worldbreaker-98C)
Ability—Elemental
Your hero deals 4 nature damage to target hero or
ally.

Lightning Bomb, 3, Shaman (Outland-241,
Elements-213C, Horde Druid-24C)
Quest
If you control an ability: Pay (3) to complete this
quest. <p> Reward: Draw a card.

Lightning Overload, 3, Shaman (Drums-70R)
Ability—Elemental
Elemental Talent (You can’t put Enhancement
Talents or Restoration Talents in your deck.) <p>
Ongoing: When you play a non-Ongoing ability,
destroy this ability. If you do, copy that ability.
(You may choose new targets for the copy.)

Lightning Reflexes, 1, Hunter (Dark Portal-36R)
Instant Ability—Survival

Survival Talent (You can’t put Beast Mastery
Talents or Marksmanship Talents in your deck.)
<p> Ongoing: Opposing heroes and allies have
-1 ATK while in combat with your hero.

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, Sylvanas-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.
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.) (3)
Attach to target hero. (2) 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 (Betrayer-63C)
Instant Ability—Fire
Attach to target hero or ally. (2) 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. (2) Ongoing: Attacked ally can’t attack or exhaust unless its controller pays (2).

Living Seed, 2, Druid (Betrayer-10R)
Basic Ability—Restoration Attachment
Restoration Talent (You can’t put Balance Talents or Feral Talents in your deck.) (3) Attach to your hero. (2) Ongoing: At the start of your turn, add a growth counter to this ability, and your hero heals 1 damage from itself for each growth counter. Then, if there are four or more growth counters on this ability, destroy it. If you do, put a 4 [Nature] / 3 [Health] Ancient Monster ally token into play with Protector.

Lyllas Keeneye, 2, Alliance (Betrayer-142C)
Ally—Night Elf Hunter, 3 [Ranged] / 4 Health
Elusive (This ally can’t be attacked.) (2) This ally has +1/+1 for each ally you control with cost 3 or more.

Loate Grimtusk, 3, Horde (Iccercrown-138C)
Ally—Troll Rogue, 3 [ Melee] / 3 Health
Long-Range (While this ally is attacking, the defender can’t deal combat damage to it.) (2) When this ally attacks, put him from play into his owner’s hand at the end of this turn.

Lobotomizer, 5, Rogue (Azeroth-100R)
Ability—Combat
Destroys 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-278R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike
When this weapon enters play, each player destroys a resource he controls.

Locked Away (Workbreaker-262C)
Quest
You pay (4) less to complete this quest if you control a quest named The Key to Freedom. (2) Pay (5) to complete this quest. (2) Reward: Draw a card.

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.

Light’s Vengeance, 1, Paladin (Betrayal-30U)
Instant Ability—Retribution
This turn, target ally has +3 ATK, and damage it would deal is unpreventable.

Lightwarden’s Band, 2, HuPaRoWa (Illidan-219R)
Equipment—Item, Ring (2)
Aldor Reputation
<3
Your hero has “Inspire: Ally, 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.) (2) Ongoing:
Friendly heroes and allies have “[Activate] >>> This character heals 2 damage from itself.”

Lilith Smythe, 2, Horde (Betrayer-196C)
Ally—Undead Priest, 3 [Holy] / 2 Health
When this allyready, 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)
Ally—draenei Priest, 3 [ Holy] / 6 Health
(3), [Activate], Destroy this ally >>> Destroy all abilities.

Lionar the Blood Cursed, Horde (Betrayer-31)
Hero—Orc Warrior (Traitor), Mining/Enchanting, 30 Health
On your turn: (2), Flip Lionar >>> Destroy target ally with Protector.

Lionar, Unbound, Horde (Betrayer-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.

Lions, Tigers, and Bears, 5, Druid (Ancients-11R)
Basic Ability—Feral
(3) Put a 2 [Melee] / 2 [Health] Bear ally token into play with Protector.

Lissie Spizfat, 1, Alliance (Iccercrown-110C)
Ally—Gnome Warlock, 1 [Shadow] / 1 Health
On your turn: [Activate] >>> This ally deals 3 shadow damage to each hero and ally.
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 bowl. If you do, put three 1 [Melee] / 1 [Health] Worgen ally tokens into play with Fecrotiness.
Lord Godfrey, 6 [Dungeon Treasure-30E]
Ally—Undead Lord, Godfrey (1), 2 [Shadow] / 6 Health
At the start of your turn, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play. <p> At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoul you control.
Lord Grayson Shadowbreaker, 7, Alliance (Azeroth-201E)
Ally—Human Paladin, Unique, 4 [Holy] / 7 Health
Protector <p> When this ally exhausts, he heals 2 damage from target hero or ally.
Lord Jorach Ravenholdt, 4 (Champ Promo-BE, Scourgewar-212E)
Ally—Human Rogue, Unique, 5 [Melee] / 4 Health
(1), Exhaust a Rogue you control >>> Exhaust target hero or ally.
Lord Kur'talos Ravencrest, 3, Alliance (Ancients-101E, Ancients-101EA)
Ally—Night Elf Warrior, Kur'talos (1), 1 [Melee] / 5 Health
Spellshield <p> Kur'talos has +ATK equal to the combined cost of other allies you control.
Lord of Icecrown (Blizzard 2010-1E)
See The Lich King.
Lord ANNthe Bloodreaver, 2, Horde (Throne-161R)
Ally—Blood Elf Warrior, 2 [Melee] / 3 Health
Protector <p> This ally has +3 +3/+3 while your hero has 15 or more damage.
Lordbane Scepter, 3, MaPrLo (Alliance Mage-22R, Elements-1998R)
Equipment—Weapon—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
(3), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.
Lor'emaster Pooth, 5, Alliance (Betrayal-78R)
Ally—Worgen Druid, 4 [Melee] / 5 Health
When you complete a quest, you may put a 2 [Melee] / 2 [Health] [Alliance] Worgen ally token into play.
Loriam Argos, 3, Alliance (Worldbreaker-149C)
Ally—Worgen Rogue, 3 [Nature] / 2 Health
Aberration (Prevent all non-combat damage that would be dealt to this ally.) <p> Stealth
(Both this ally can't be protected against.)
Lord Balthasar Theran, 9, Horde (Outland-171E)
Ally—Blood Elf Paladin, Unique, 8 [Melee] / 7 Health
Exhaust a Blood Elf you control >>> Interrupt target ability.
Lord Balthasar Theran, Regent Lord, 6, Horde (Tomb-107E)
Ally—Blood Elf Hunter, Lor’themar (1), 5 [Ranged] / 7 Health
Each player plays with the top card of his deck revealed. <p> On your turn, you may play any cards revealed this way. (Pay costs as normal.)
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. <p> Reward: Put a 0 [Melee] / 1 [Health] Unique Goblin ally token named Sprogo into play with "At the start of your turn, draw a card.”
Lothar's Edge, 4, Alliance, DKPaWa (Betrayal-182U)
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee] / 3 Health
When this weapon enters play, if an opponent controls a [Horde] hero, you pay (3) less to strike with this weapon this turn.
The Love Potion (Azeroth-356C)
Quest
Exhaust two allies you control and pay (1) to complete this quest. <p> Reward: Draw a card.
"Lowdown" Luppo Shadefizzle, 2, Alliance (Dark Portal-177R)
Ally—Gnome Rogue, 2 [Melee] / 1 Health
Gnome Hero Required <p> Elusive, Stealth, Untargetable
Lt. Commander Dudefella, 3, Alliance (Azeroth-203R)
Ally—Human Mage, 1 [Frost] / 3 Health (1), [Activate] >>> This ally deals 1 frost damage to target hero or ally. A character dealt damage this way can’t attack this turn.
Lucky Strike Axe, 4, HupaShWa (Illidarn-228R)
Equipment—2H Weapon—Axe, Melee (1), 1 [Melee], 0 Strike
This weapon enters play with three +1 ATK counters if an opponent went first this game.
Lucy Elizabeth, 2, Alliance (Crown-91C)
Ally—Human Paladin, 3 [Holy] / 2 Health
Protector
(Both this ally may exhaust to become the defender when an opposing hero or ally attacks.)
This ally has long-range while an opponent controls an ally with cost 4 or more.

Magiskull Cuffs, 3, MaPrLo (Dark Portal-255U) Equipment—Armor—Cloth, Wrist (1), 0 DEF [Activate] >>> You pay (1) less to play your next ability this turn.

Magister Ashi, 1 (Legion-233C) Ally—Blood Elf Mage, 2 [Fire] / 1 Health Scryer Reputation (You can’t put cards with other reputations in your deck.) >>> Stealth (This ally can’t be protected against.) <<< 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, 4 (Legion-234U) Ally—Blood Elf Mage, 3 [Fire] / 1 Health Scryer Reputation (You can’t put cards with other reputations in your deck.) <<< Sabotage: Resource (This ally can attack opposing resources.) <<< When this ally sabotages a resource, destroy it.

Magistris Dianas, 4 (Betrayer-200C) Ally—Blood Elf Mage, 4 [Arcane] / 3 Health Scryer Reputation (You can’t put cards with other reputations in your deck.) <<< You can’t discard cards.

Magistris Fyalenn, 6 (Legion-235E) Ally—Blood Elf Mage, Unique, 3 [Arcane] / 6 Health Scryer Reputation (You can’t put cards with other reputations in your deck.) <<< You can’t discard cards.

Magistris Larynna, 7 (Betrayer-21E) Ally—Blood Elf Mage, Unique, 3 [Fire] / 8 Health Scryer Reputation >>> Sabotage: Graveyard <<< When this ally sabotages a graveyard, she deals 1 fire damage to target hero or ally for each card in it.

Magistris Maelnerana, 4, Horde (Outland-172U) Ally—Blood Elf Mage, 4 [Arcane] / 3 Health You may destroy two resources you control rather than pay this ally’s cost.

Magistris Oleinas, 5 (Legion-236R) Ally—Blood Elf Mage, 4 [Arcane] / 5 Health Scryer Reputation (You can’t put cards with other reputations in your deck.) <<< Allies in your hand are instant.

Magistris Tibraza, 3 (Legion-237U) Ally—Blood Elf Mage, 3 [Arcane] / 2 Health Scryer Reputation (You can’t put cards with other reputations in your deck.) <<< Sabotage: Attachment (This ally can attack opposing attachments.) <<< When this ally sabotages an ability, gain control of it. You may attach it to another hero or ally.

Lynnaia, 5, Alliance (Illidan-133C) Ally—Draenei Shaman, 5 [Fire] / 5 Health Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)

Lynda Steele, 5, Alliance (Dark Portal-178C) Ally—Human Warrior, 3 [Melee] / 5 Health Protector <<< (1) >>> Target ally must attack this turn if able.

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

Lyrra 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. <<< Stash: Fire ([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.

Maaahum, 3, Warlock (Alliance Warlock-8C, x8 Alliance Warlock-17C, Elements-92C, Horde Warlock-9C) Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health When this ally enters play, she 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 <<< This ally has +1/+1 for each hero in play.

Madrea Blunthew, 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.) <<< 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.) <<< Ongoing: You pay (1) less to strike with weapons.

Maerly Leafstrife, 3, Alliance (Honor-107C) Ally—Night Elf Warrior, 3 [Melee] / 5 Health Protector <<< This ally has -2 ATK while exhausted.

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

Magdeline Prideheart, 5, Alliance (Legion-157C) Ally—Human Paladin, 4 [Holy] / 4 Health Protector <<< When this ally defends, she heals 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. <<< 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. <<< On your turn: [Activate], Destroy this item >>> This turn, your hero becomes an Ogre Monster hero and has +6 ATK and Smash.

Lumbering Ogre Axe, 2, DkPaShWa (Crown-184U) Equipment—2H Weapon—Axe, Melee (1), 4 [Melee] / Strike 6 Your hero has Smash. (If your hero would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

Lunen the Moon Baron, 3, Alliance (Betrayer-143R) Ally—Night Elf Druid, 2 [Arcane] / 2 Health Elusive <<< [Arcane] allies you control have “[Activate] >>> Draw a card.”

Lunira Swiftbreeze, Alliance (Wrathgate-7) Hero—Night Elf Druid (Restoration), Blacksmithing/Inscription, 27 Health Flip Lunira, discard a Druid >>> You pay (1) less to play your next ally this turn.

Lust for Battle, 4, Horde (Azeroth-154R) Ability Ongoing: All allies have Ferocity.

Laumon, 5, Alliance (Illidan-133C) Ally—Draenei Shaman, 5 [Fire] / 5 Health Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.)

Lynda Steele, 5, Alliance (Dark Portal-178C) Ally—Human Warrior, 3 [Melee] / 5 Health Protector <<< (1) >>> Target 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.

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

Lynx 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. <<< Stash: Fire ([Fire]) damage that your hero and allies you control would deal is unpreventable this turn.

Lu’ka de Wall, 6, Horde (Horde Rogue-18C, Illidan-160C) Ally—Troll Warrior, 6 [Melee] / 5 Health Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <<< When this ally is dealt damage, you may exhaust target hero or ally.
Defenders deal no combat damage to it.

Ally—Blood Elf Mage, 4 [Frost] / 2 Health
Scryer Reputation <p> When an ability enters play, you may have target player gain control of it. If it's attached, that player may reattach it.

Magma Blast, 1, Shaman (Betrayer-44C)
Instant Ability—Elemental
Choose one: Your hero deals 1 fire damage to target ally; or your hero deals 3 fire damage to target hero.

Magma Spike, 4, Mage (Horde Mage-8C, Legion-49C)
Basic 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. <p> (Totems can't attack.)

Magni, Lord of Ironforge, 7, Alliance (Class-1E)
Ally—Dwarf Warrior King, Unique, 6 [Melee] / 7 Health
Protector <p> 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 <p> Dwarves you control have +[Health] equal to the combined [DEF] of armor you control. <p> Stash: Put a 1 [Melee] / 1 [Health] [Alliance] Dwarf Warrior ally token into play.

Magnificent Flying Carpet, 3E
Equipment—Item, Mount (1)
Tailoring Hero Required <p> You can control any number of locations. <p> 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 >>> 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 >>> Target player turns a face-up resource he controls face down.

Magraff "Sparroweye" Ironhammer, 1, Alliance (Outland-128U)
Ally—Dwarf Hunter, 1 [Ranged] / 1 Health
(1) >>> This ally has Long-Range this turn. (Defenders deal no combat damage to it.)

Magan Proudestep, 3, Horde (Dark Portal-223C)
Ally—Tauren Hunter, 1 [Ranged] / 2 Health
Ferocity <p> Long-Range (Defenders deal no combat damage to this ally.)

Mahaa Lightskye, 4, Horde (Worldbreaker-183U)
Ally—Tauren Paladin, 3 [Melee] / 4 Health
Protector <p> This ally has Nature Resistance on opposing turns.

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

Maiev Shadowsong, 8 (Illidan-202E)
Ally—Night Elf Warden, Unique, 5 [Ranged] / 1 Health
Loyal Hero Required <p> Elusive, Ferocity, Long-Range, Protector, Stealth, Untargetable

Main, 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—Melee (1), Flip Mahona >>> Reveal the top [Basic] (X) from your hand and the rest on the bottom of your deck.

Majna the Rumberl, 7, Horde (Scourgewar-184U)
Ally—Tauren Warrior, 8 [Melee] / 6 Health
While you control a Stout, allies you control have +1 / +1, and opposing allies have -1 / -1.

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

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.) <p> When this ally enters play, opposing allies have -1 [Health] this turn.

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

Malefic Necromancer, 2 (Icecrown-152C)
Source Ally—Necromancer, Unlimited, 3 [Shadow] / 1 Health
Source Hero Required <p> When this ally enters play, you may put target ally in your graveyard on top of your deck.

Malo the Blur, Horde (Drums-13) Hero—Tauren Druid (Feral), Alchemy/Jewelcrafting, 28 Health
(2), Flip Maleo >>> This turn, Maleo has Cat Form, Cat Form, and Form (1) until you strike with a weapon or play a non-Feral 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 <p> At the start of your turn, you may put target ally with cost less than or equal to the number of resources you control from your graveyard into play.

Malfurion Stormrage, Alliance (Timewalkers-6) Hero—Night Elf Druid, 27 Health
[Front]: Malfurion's Call <p> [Basic] (3), Flip Malfurion >>> Put two 1 [Melee] / 1 [Health] Treat all tokens into play.
[Back]: Malfurion's Tranquility <p> Once per game: [Basic] (X) >>> Malfurion heals X damage from himself and each ally you control.

Malfurion's Gift, 5, Druid (Crown-12R)
Instant Ability—Restoration
Restoration Talent (You can't put 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 Mallina, 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.

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

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

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

Mana Agate, 2, Mage (Alliance Mage-9U, Azeroth-57U, Class-54U, Horde Mage-100U, Jaina-7U)
Ability—Arcane
Ongoing: (1), Destroy this ability >>> Draw two cards.

Mana Burn, 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 Burst, 4, Priest (Illidan-71U)
Ability—Discipline
Ready all of target opponent’s exhausted resources. Your hero deals 1 shadow damage to his hero for each resource readied this way.

Mana Diamond, 3, Mage (Worldbreaker-59R)
Ability—Arcane
Ongoing: At the start of your turn, add a mana counter to this ability. Then, you may destroy this ability. If you do, draw a card for each mana counter.

Mana-Etched Crown, 4, MaPrLo (Betrayer-225R)
Equipment—Armor—Cloth, Head (1), 1 DEF If you have seven or more cards in your hand: [Activate] >>> Put target ability from your graveyard into your resource row face down and exhausted.

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. <cp> (Totems can’t attack.)

Mana Tide Totem, 4, Shaman (Dark Portal-99R)
Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health

tension Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.)

<cp> Ongoing: At the start of your turn, draw a card for each hero and ally you control. <cp> (Totems can’t attack.)

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

Manaforge B’naar (Betrayer-248C)
Quest
Scryer Reputation (You can’t put cards with other reputations in your deck.) <cp> Pay (2) to complete this quest. <cp> 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, DdPaWa (Crown-186C, Horde Warrior-20C)
Equipment—IH 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.) <cp> 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. <cp> 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.

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

Manthos the Recently Sewn, 5, Horde (Outland-174U)
Ally—Undead Warrior, 4 [Meelee] / 8 Health
This ally enters play with 3 damage.

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

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

Marauding Geist, 1 [Icecrown-153C]
Scourge Ally—Geist, Unlimited, 3 [Meelee] / 1 Health
Scourge Hero Required <cp> 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 [Meelee] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <cp> Reward: Exhaust target 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 [Meelee] / 3 Health
You pay (1) less to strike with weapons. <cp> Opponents pay (1) more to strike with weapons.
Marilyn 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.) <<< Once on each of your turns: (1) >>> This ally has Assault 3 and loses and can’t have Long-Range this turn.

Mark of Cenarius, 4, Druid (Aspects Treasure-5U)
Ability—Restoration
Attach to target friendly ally. <<< Ongoing: When this ability enters play, complete target quest you control without paying its cost. <<< Attached ally has +1 / +1 for each face-down resource you control.

Mark of Elderlimb, 2, Druid (Crown-13U)
Ability—Balance
Attach to target ally. <<< Ongoing: When attached ally deals damage to an opposing hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Mark of Goldrinn, 5, Druid (Elderlimb-6C, Horde Druid-5C, Throne-35C)
Basic Ability—Restoration Attachment
Attach to target ally. <<< Ongoing: Attached ally has +5 / +5.

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

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

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

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

Mark of Undeath, 3, Death Knight (Icecrown-23U)
Ability—Unholy
Attach to target friendly non-token ally. <<< Ongoing: When attached ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <<< When attached ally is destroyed, put this ability from its owner’s graveyard into play attached to target friendly non-token ally.

Mark of the Ancients, 1, Druid (Crown-14C)
Ability—Restoration
Attach to target ally you control. <<< 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. <<< 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. <<< Ongoing: Attached ally has +2 / +2.

Mark V is Alive! (Gladiators-192R)
Quest
On your turn: Pay (5) to complete this quest. <<< Reward: Put a 0 [Melee] / 1 [Health] Mechanical ally token 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.

Marked for Death, 2, Hunter (Azeroth-39U)
Instant Ability—Marksmanship
Attach to target opposing hero or ally. <<< Ongoing: Allies you control have +1 ATK while attacking attached character.

Marks of Kifjæden (Betray-245C)
Quest
Aldor Reputation (You can’t put cards with other reputations in your deck.) <<< If you control an ally with Inspire, pay (1) to complete this quest. <<< Reward: Draw a card.

Marksman Boriz, 6, Legion-218U)
Ally—Dracteni Hunter, 3 [Ranged] / 5 Health
Aldor Reputation (You can’t put cards with other reputations in your deck.) <<< Long-Range (Defenders deal no combat damage to this ally.) <<< Opposing heroes and allies lose and can’t have Long-Range.

Marksman Eowan, 4, Betray-190U)
Ally—Dracteni Hunter, 3 [Ranged] / 2 Health
Aldor Reputation <<< Long-Range <<< When an opposing ally is dealt non-ranged damage, this ally deals 1 ranged damage to it.

Marksman Glos, 2, Betray-191R)
Ally—Dracteni Hunter, 3 [Ranged] / 2 Health
Aldor Reputation <<< Inspire: Quest <<< When a quest is inspired this way, you pay (1) less to complete it this turn.

Markman’s Legguards, 1, HuSh (Honor-160U)
Equipment—Armor—Mail, Legs (1), 1 DEF (1), Destroy this armor >>> Target ally has Long-Range this turn.

Markowe Christophers, Alliance (Betray-4, Class-14)
Hero—Human Warlock (Destruction), Alchemy/Enchanting, 28 Health
On your turn: (6), Flip Markowe >>> Target hero or ally has -5 [Health] this turn.

Markowe the Felsworm, Alliance (Betray-13)
Hero—Human Warlock (Traitor), Alchemy/Enchanting, 28 Health
On your turn: (2), Flip Markowe, destroy a friendly ally >>> Target hero or ally has -X [Health] this turn, where X was that friendly ally’s [Health].

Marnie Moonlight, 4, Alliance (Legion-158U)
Ally—Human Priest, 2 [Holy] / 5 Health
[Activate] >>> This ally heals 5 damage from target hero or ally.

Marshal Reginald Windsor, 5, Alliance (Dark Portal-180E)
Ally—Human Warrior, Unique, 5 [Melee] / 5 Health
(3), Destroy this ally >>> Destroy target ally with cost 7 or more.

Marta Spires, Alliance (Illidan-7)
Hero—Human Priest (Holy), Herbalism/Enchanting, 26 Health
On your turn: (6), Flip Marta >>> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Martiana the Mindwrench, Alliance (Drums-3, Naxxramas-3)
Hero—Dwarf Priest (Shadow), Engineering/Jewelcrafting, 26 Health
(1), Flip Martiana >>> Target player discards a card if he already discarded a card this turn.

Martyr’s Mending, 3, Paladin (Legion-61R)
Instant Ability—Holy
Your hero heals any amount of damage from other friendly heroes and allies. Put that much damage on your hero.

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

Masons Fraternity Ring, 3, DruPaRoShWa (Azeroth-307U)
Equipment—Item, Ring (2)
Your hero has +1 ATK while attacking.

Masquerade Gown, 6, DrPr (Drums-210R)
Equipment—Armor—Cloth, Chest (1), 0 DEF [Activate] >>> Target ally you control becomes a copy of a second target ally you control this turn.

Mass Dispel, 4, Priest (Outland-57U)
Ability—Discipline
Destroy any number of abilities.

Mass of McGowan, 3, DrPaRoShWa (Onyxia-31R)
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike
This weapon has +2 ATK while your hero is attacking an ally.
Mass Purge, 2, Shaman (Sourgwar-88G)
Ability—Elemental
Destroy any number of abilities that aren’t attached to friendly cards.

Massacre, 3, Rogue (Illidan-80U)
Ability—Assassination
Finishing Move [To play, remove X Combos in your graveyard from the game, where X is 5 or less].</p><p>Destroy X target exhausted allies.

Masten Everspirit, 5, Horde (Azeroth-250R)
Ally—Tauren Shamen, 4 [Nature] / 2 Health
When this ally is destroyed, you may put him from his owner’s graveyard into his hand.

Master Cannoneer Boots, 3, PaWa (Outland-200U)
Equipment—Armor—Plate, Feet (1), 2 DEF (2), Destroy this armor >>> Your hero deals 2 melee damage to target hero or ally.

Master Instinct, 2, Druid (Drums-25C)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: Your hero has Bear Form. </p><p><p>[Activate] >>> This turn, your hero loses Bear Form and has Cat Form while you control this ability. This ability loses Bear Form and has Cat Form this turn.

Master Marksman, 2, Hunter (Twilight-44R)
Ability—Marksmanship
Marksmanship Talent [You can’t put Beast Mastery Talents or Survival Talents in your deck.]</p><p>[Activate] >>> Ongoing: Your hero has Ranged Dual Wield. </p><p>[Activate] >>> 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.)</p><p>[Activate] >>> 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.]</p><p>[Activate] >>> Ongoing: Your hero has Stealth. (It can’t be protected against.)

Master of the Hunt, 3, Hunter (Alliance Hunter-8R, <p>Ally Hunter-6R, Azeroth-40R)
Basic Ability—Beast Mastery
Ongoing: Pets you control have +2 / +2.

Master Poisoner, 2, Rogue (Wrathglate-68R)
Ability—Assassination
Assassination Talent [You can’t put Combat Talents or Subtlety Talents in your deck.]</p><p>[Activate] >>> Ongoing: You pay (1) less to play Poisons. </p><p>[Activate] >>> 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 (Sourgwar-460U)
Instant Ability—Beast Mastery
If you control a Pet, destroy any number of abilities attached to your hero. </p><p>[Activate] >>> 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-591I, Sylvanas-80J]
Ability—Beast Mastery Demonology
Choose one: Search your deck for a Pet, reveal it, and put it into your hand; or attack to target Pet. </p><p>[Activate] >>> Ongoing: Attached Pet has +4 / +4.

Master’s Stable, 3, HuLo (Wrathglate-991U)
Ability—Beast Mastery Demonology
Ongoing: You can control an additional Pet. </p><p>[Activate] >>> Pets you control have +1 / +1 for each Hunter and Warlock you control.

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

Masterwork Stormhammer, 3, PaRoShWa (Horde Shaman-23R, Outland-216R)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike
(5), (Activate) >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

Matalo Trailfinder, 1, Horde (Betrayal-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><p>[Activate] >>> Reward: Draw two cards. If you control ten or more resources, draw another two cards.

Maul, 2, Druid (Azeroth-25U)
Instant Ability—Feral Bear Form, Form (1)
[Activate] >>> Your hero has Bear Form. (Has Protector.
Destroy this card when you strike with a weapon or play a non-Feral ability.)

Maurice Steelson, 4, Alliance (Twilight-120U)
Ally—Worgen Warrior, 1 [Melee] / 4 Health
Protector [Activate] >>> When this ally enters play, your hero and allies you control have Assault 1 this turn.

The Maw of Is’oth (Elderlimg-29C, Twilight-214C)
Quest
If three or more allies you controlled dealt damage this turn: Pay (2) to complete this quest. </p><p>[Activate] >>> Reward: Draw a card.

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

Maxie the Blaster, 3, Horde (Elements-140R)
Ally—GoBlin Mage, 2 [Arcane] / 4 Health
Time is Money [Activate] >>> The next time target hero or ally you control would deal arcane ([Arcane]) damage this turn, it deals that much +2 instead.

Maxum Ironbrew, 4, Alliance (Azeroth-204C)
Ally—Dwarf Paladin, 2 [Melee] / 4 Health
When this ally defends, he heals 2 damage from himself.

Mayla Finspatter, 3, Alliance (Honour-109C)
Ally—Gnome Mage, 3 [Arcane] / 1 Health
Escape Artist [Activate] >>> When this ally is destroyed, put a card on the bottom of your deck.

Mazu’kon, 6, Horde (Throne-162E)
Ally—Troll Shaman, 6 [Nature] / 6 Health
Ferocity [Activate] >>> When this ally leaves play, you may draw a card.

Mazar’s Alliance (Outland-4)
Hero—Gnome Warlock (Destruction), Engineering/Jewelcrafting, 28 Health
On your turn: (3), Flip Mazar, 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 [Activate] >>> When this ally is destroyed, put a card on the bottom of your deck.

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

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

Medallion of the Alliance, 2, Alliance, DrHuMaPaPrRoShLoWa (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 an [Alliance] player.
[Activate] >>> This item can prevent damage like an armor.

Medallion of the Horde, 2, Horde, DrHuMaPaPrRoShLoWa (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.
[Activate] >>> This item can prevent damage like an armor.

Medallion of the Lightbassador, 1, DrHuMaPaPrRoShLoWa (Illidan-220U)
Equipment—Item, Neck (1)
Aldor Reputation [Activate] >>> Heroes and allies you control with Inspire also have Protector.
Medivh the Corrupted, Alliance (Timewalkers-7)

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

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

Medoc Spiritwarden, 5, Alliance (Azeroth-205U)

Ally—Dwarf Priest, 1 [Holy] / 5 Health
[Activate] >> Put target ally from your graveyard into your hand.

Meekway Humzinger, 2, Alliance (Dark Portal-182U)

Ally—Gnome Mage, 1 [Arcane] / 2 Health

Euable <<p>> [Activate], Put this ally into her owner’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 (Betrayal-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 [Meelee] / 5 Health
This ally can attack Eulousive allies and heroes.

Meganna the Stalker, Alliance (Honour-7)

Hero—Human Rogue (Assassination), Herbalism, Skinning, 27 Health
(3), Flip Meganna >>> This turn, heroes and allies you control have Stealh, and they can attack Eulousive heroes and allies.

Mekktorique, King of the Gnomes, 5, Alliance (Throne-123E)

Ally—Gnome Warrior, Mekktorique (1), 4 [Meelee] / 4 Health
At the start of your turn, you may put target equipment from any graveyard into play under your control. <<p>> Mekktorique 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.

Mekloius 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.

Meltdown, 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, DrMaPaPrShLo (Black Temple-4R)

Equipment—Item, Trinket (2)
When a non-token ally is destroyed, its controller may put a 1 [Holy] / 1 [Health] Spirit ally 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. <<p>> Ongoing: Attaching 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. <<p>> Ongoing: Friendly players pay (1) less to play cards, to a minimum of (1).

Mercenary Dominic, 3 (Dungeon Treasure-311U)

Ally—Undead Rogue, Mercenary Dominic (1), 3 [Meelee] / 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—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 8 DEF
If your hero would deal damage with a weapon, it deals double that much instead. <<p>> [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. <<p>> 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 [Meelee], 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 [Meelee], 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), Shoulder (1), 5 DEF
Each hero and ally you control has +X [Health], where X is its printed [Health], <<p>> [Activate] >>> Target opponent puts three allies he controls into their owners’ hands.

Merciless Strikes, 3, Warrior (Elements-990)

Instant Ability—Fury
Your hero deals 3 melee damage to each damaged opposing hero and ally.

Mercy for the Bound (Twilight-215C)
Quest
On your turn, if a [Fire], [Frost], [Meelee], or [Nature] ally entered play under your control this turn: Pay (3) to complete this quest. <<p>> Reward: Draw a card.

Merissa Firebrew, Alliance (Elements-7)

Hero—Dwarf Shaman, 28 Health
[Front]: (3) >>> Flip Merissa face down. [Back]: When you play an equipment, Merissa has Assault 1 this turn.

Merithra, 4 (Twilight-167R)

Ally—Green Dragonkin, Merithra (1), 4 [Nature] / 4 Health
When a resource you control is turned face down, this ally deals nature damage to target hero or ally equal to the number of Green Dragonkin you control.

Merrymaker Chen, 6 (Winter Veil-6R)

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

When this ally enter: 

When you play a card, destroy this ability. If you do, exhaust all of its controller’s resources.

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-7B)
Ability—Shadow
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck.) <p/You 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
Assign 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 Shatter, 2, Priest (Tomb-37C)
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
Assign 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.

Mind Wipe, 3, Priest (Aspects Treasure-17U)
Ability—Shadow
Choose “ability,” “ally,” or “equipment,” and then target player discards a random card. If he discarded a card that has the chosen type, he discards another random card.

Message to Freewind Post, Horde (Class-5C) 
Quest
Exhaust your hero and pay (2) to complete this quest. <p/Reward: Draw a card.

Metamorphos, 7, Warlock (Icecrown-79R)
Master Hero—Demon Warlock Demonology, 1 [Fire] / 35 Health
Demonomology 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.

Möte zn the Reindeer, 1 [Winter Veil-6R]
Ally—Reindeer, Unique, 0 [Melee] / 2 Health
Elusive <p/When this ally enters play, target opponent puts three 1 [Melee] / 1 [Health] Pirate ally tokens into play. <p/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. <p/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, Horde (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.
Mindbender Ghur’sha, 7 (Hogger-14R, Throne-203R)
Monster Ally—Merciless One, Ghur’sha (1), [Melee] / 8 Health
While you control one or more other Monster heroes and/or allies, Ghur’sha has **Ferocity**. <p>
While you control two or more other Monster heroes and/or allies, Ghur’sha has **Assault 4**. <p>
While you control three or more other Monster heroes and/or allies, Ghur’sha has **Invincible**.

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 Quintrix, Horde (Elements-15)
**Hero—Goblin Priest, 26 Health**

Front: (4) >>> Flip Quintrix face down. <p>
[Back]: When an ally you control is destroyed, Quintrix 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.

Miner Moggun, 1, Alliance (Dark Portal-183C)
**Ally—Dwarf Hunter, 1 [Ranged] / 1 Health**

Elusive <p> [Activate] >>> Put the top two cards of your deck into your graveyard.

Miner Steelwhiskers, 2, Alliance (Betrayrer-144C)
**Ally—Dwarf Warrior, 2 [Melee] / 3 Health**

Protector <p> 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>
Opposing cards in play with the chosen name lose and can’t have powers.

Miniature Winter Veil Tree, 3, DrHuMaPrRoShLoWa (Winter Veil-9R)
**Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee] / 1 Strike**

Basic [Activate] >>> Add a +1 ATK counter to this weapon, and another target player gains control of this weapon.

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 way, 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**

Elusive <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. <p>
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. <p>
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 Corruption, 1, Priest (Honor-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.

Mistletoe, 3, DrHuMaPaPrRoShLoWa (Winter Veil-8R)
**Equipment—Item**
You and another friendly player each exhaust your heroes >>> You and that player each draw a card.

Mistress Nesala (Tomb-7)
**Monster Hero—Succubus Demon Rogue**
Warlock, 25 Health

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

Mistress Nails Flameburst, 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.

Mithrios, Bronzebeard’s Legacy, 7, DiPaWa (Citadel-20R)
**Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 1 Strike**

Dwarves you control have **Protector**: <p>
At the end of each turn, put a 1 [Melee] / 1 [Health] Dwarf Warrior ally token into play.

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

Moala Stonebinder, Alliance (Outland-5)
**Hero—Dranei Shaman (Enhancement)**,
Mining/Jewelcrafting, 28 Health (2), Flip Moala >>> Weapons you control can’t be destroyed this turn.

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

Moccasins of Verdurous Glooms, 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.

(Has +1 ATK on your turn.)

Mocking Blow, 1, Warrior (Azeroth-144R)
**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 (Honor-110C)
**Ally—Dwarf Paladin, 2 [Holy] / 3 Health**

Protector <p> **Find Treasure** (When this ally enters play, you may draw a card. If you do, discard a card.) <p>
When this ally defends, he may heal all damage from target ally.

Mogdar the Frozenheart (Tomb-8)
**Monster Hero—Ogre Death Knight Shaman, 25 Health**

Deckbuilding: You can’t put [Horde], [Alliance], or Talent cards in your deck.
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-181B)
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-52U]
Equipment—2H Weapon—Mace, Melee (1), 1 [Holy] / 1 Strike
When a [Holy] ally enters play under your control, this weapon has +X ATK this turn, where X is that ally's cost.

Moharu the Skyseer, 5, Horde [A罔-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.

Moira Darkheart, 4, Alliance [Azeroth-209C, Clas-146C]
Ally—Night Elf Rogue, 3 [Melee] / 4 Health (1), Destroy this ally >>> Destroy target armor or weapon.

Ally—Troll Shaman, 2 [Nature] / 2 Health
When this ally attacks, he heals 1 damage from target hero or ally you control and deals 1 nature damage to target opposing hero or ally.

Mojo Masher Shakko, 2, Horde [Hono-134C]
Ally—Troll Shaman, 2 [Frost] / 1 Health
When another ally you control is destroyed, you may destroy target ability.

Mojo Masher Ven’dango, 3, Horde [Hono-135C]
Ally—Troll Rogue, 4 [Melee] / 1 Health
When another ally you control is destroyed, you may destroy target equipment.

Mojo 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.

Mojo Mender Ja’nah, Horde [Dark Portal-15]
Hero—Troll Priest (Holy), Jewelcrafting/Tailoring, 26 Health (2), Flip Ja’nah >>> Ja’nah heals all damage from target ally.

Mojo 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 O’j’mon, Horde [Outland-14]
Hero—Troll Shaman (Restoration), Skinning/Leatherworking, 28 Health
On your turn: (4), Flip O’j’mon >>> Put an ally with cost 2 or less from your graveyard into play.

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

Mok’Nathal Wilderdash, 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).) [Activate] >>> This ally deals 1 fire damage to target hero or ally.

Molten Armor, 2, Mage [Outland-44R]
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. <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.)

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 Bane, 5, Druid [Crown-201]
Ability—Balance
Reveal cards from the top of your deck equal to the number of Monster heroes and allies you control, then place them into your resource row exhausted as additional resources.

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

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

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

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

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

Monstrous Mark, 4, Hunter [Throne-43R]
Ability—Marksmanship
Attract to target hero or ally. <p>Ongoing: Monster heroes and allies you control have Assault 2 while in combat with attached character. <p>When this ability is destroyed, its owner may put it from his graveyard into his hand.

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

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

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

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

Monstrous Terrorguard, 7 [Ancients-190U]
Monster Ally—Terrorguard Demon, 7 [Melee] / 5 Health
When this ally enters play, you may choose and destroy another Demon ally you control. If you do, destroy target ally.
Monstrous Totem, 3, Shaman (Crow-42R)  
Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 5 Health  
Ongoing: When you play a Monster ally from your deck, they deal 2 arcane damage to target ally.  
(Monsters can’t attack.)

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

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

Monstrous Void, 4, Warlock (Crow-49R)  
Ability—Demonology  
Play only if an opposing hero has 15 or more health on it.  
(<P> Put a [Shadow] / 5 Health Void Terror Demon Monster ally token into play for each Demon and/or Monster hero you control.

Mooncaller Jynalla Nightpath, 6, Alliance  
Instant Ability  
Ongoing: When a resource enters play under your control, your hero may deal 1 arcane damage to it.

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

Moonstrider Boots, 2, DrRo (Outland-201C)  
Equipment—Armor—Leather, Feet (1), 1 DEF (1), [Activate] >>> Your hero has Stealth this turn.

Mordotz, 5, Horde (Outland-175E)  
Ally—Undead Warlock, 4 [Shadow] / 4 Health  
This ally has +1 / +1 for each ability you control attached to opposing heroes and allies.

The More, the Scarier, X, Mage (Illidan-51R)  
Ability—Fire  
Your hero deals X fire damage to each of X target allies.

More Work? 2 (Betrayal-60C)  
Basic Ability  
Exhaust target hero or ally. It can’t be used during its controller’s next ready step.

Morrie, 4, Warlock (Class-109R, Dark Portal-109R)  
Ally—Felhunter Demon, Pet (1), 4 [Melee] / 4 Health  
Opponents pay 1 mana more to play abilities.

Morganis Blackvein, Horde (Dark Portal-16)  
Hero—Undead Mage (Frost).  
Enchanting/ Tailoring, 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 <P> 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.

Morlug 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.

Morn Salts-the-Land, Horde (Betrayer-32)  
Hero—Tauren Hunter (Traitor),  
Herbalism/Alchemy, 29 Health (3), Flip Morn >>> You can play target ability from an opponent’s graveyard this turn.

Morn Walks-the-Path, Horde (Betrayer-23)  
Hero—Tauren Hunter (Survival),  
Herbalism/Alchemy, 29 Health (3), Flip Morn >>> You can play target ability from your graveyard this turn.

Moro, Timewalker Druid, 6, Alliance, Horde (Betrayal-191U)  
Ally—Tauren Druid, 3 [Melee] / 6 Health  
Protector <P> While you control two or more allies that share a [Horde] or [Alliance] race, this ally has Sentinel. (When this ally exhausts for the first time each turn, ready it.)

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

Moroes, 3 (Betrayal-149R)  
Monster Ally—Risen Rogue, Moroes (1), 4 [Melee] / 2 Health  
Stealth, Spellshield <P> When Moroes deals combat damage to a defending hero, choose one of the following at random and put it into play:  

Moroes’ Lucky Pocket Watch, 3, DrDrPaWa (Betrayal-179U)  
Equipment—Item, Trinket (2)  
(2), [Activate] >>> Reveal the top card of your deck. The next time your hero would deal damage this turn, prevent damage equal to the cost of the revealed card.

Morova of the Sands, Horde (Class-23, Dark Portal-17)  
Hero—Tauren Druid (Balance), Leatherworking/Skinning, 28 Health (10), Flip Morova >>> Morova 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.  
(<P> Ongoing: Attached character can’t be healed.  
(<P> 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) <P> 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.

Mortok, 3, Horde (Drums-184C)  
Ally—Orc Rogue, 4 [Melee] / 4 Health  
This ally can attack only exhausted heroes and allies.

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

Mossbark, Ancient of War, 4 (Ancients-191C)  
Monster Ally—Ancient Warrior, 5 [Nature] / 5 Health  
Play this ally only if you control two or more Monster heroes and/or allies.
Mother Misery (Ildidan-22)  
Hero—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  
<tp>Defender when an Ally Mulgore Guardian damaged ally.  
Tauren ally enters play under your control, this Protector draws a card.  
When your hero deals combat damage to a hero, Equipment Mugger abilities.  
When this ally exhausts, ready target opposing ability into its owner Muddle, 3, Warlock  
<tp>Opponents pay 4 to complete this quest.  
<tp>When an opposing hero or ally attacks.

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.

Mrglrgmrglrrrgg, 5 (Blizzcon 2007E)  
Ally—Murloc, 2 [Melee] / 2 Health  
When this ally attacks, say “Mrglrglrglrrrgg!” Then, put two 1 [Melee] / 1 [Health] Murlocally tokens into play with Ferocity.

Muddle, 3, Warlock (Worldbreaker-108U)  
Ability—Affliction  
Ongoing: When this ability enters play, you may put target opposing ability into its owner’s hand.  
<tp>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.

Mulgore Deathwalker, 5, Horde (Ancients-136C)  
Ally—Tauren Death Knight, 4 [Melee] / 5 Health  
Protector <tp>: Tribe—When this or another Tauren ally enters play under your control, this ally may deal 2 more damage to target damaged ally.

Mulgore Guardian, 2, Horde (Ancients-137C)  
Ally—Tauren Paladin, 2 [Holy] / 4 Health  
This ally can’t attack.  <tp> Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Mulgore Earthfury, 5 (Crownt-169R)  
Ally—Tauren Shaman, Muln (1), 5 [Nature] / 4 Health  
Harmonize, Protector  
<tp>When Muln enters play, reveal cards from the top of your deck equal to the number of cards with Harmonize you control. Put all revealed allies with cost 4 or more into your hand and the rest on the bottom of your deck.

Mulgono Sunbreath, 3, Horde (Crownt-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 Blackfilst, 4, Horde (Drums-185C)  
Ally—orc Warrior, 2 [Melee] / 4 Health  
Protector  
<tp>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  
<tp> 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]: RwlRwlRwl!  
When a Murloc ally enters play under your control, Murkdeep deals 1 nature damage to target opposing hero and heals 1 damage from himself.  
Deckbuilding: You can’t put [Horde] or [Alliance] cards in your deck.

Murloc Coastrunner, 1 (Hogger-15C, Murkdeep-16C, Throne-188C)  
Monster Ally—Murloc Rogue, Unlimited, 2 [Frost] / 1 Health

Murwood, The Lord of the Infinite, 12 (Aspects-Treasure-1E)  
Monster Master Hero—Infinite Dragonkin Aspect, 2 [Arcane] / 42 Health  
On your turn, if Murwood is in your hand:  
(3) >>> Remove Murwood from the game with twelve time counters on him.  
(2) >>> Remove a time counter from Murwood.  
At the start of your turn, if Murwood has a time counter, remove a time counter from him.  
When the last time counter is removed from Murwood, you may put him into play.  
If Murwood is in play: The first time you would draw a card on your turn, search your deck for any card and put it into your hand instead.

Murphy Watson, 4, Horde (Horde DK-19C, Wrathgate-142C)  
Ally—Undead Mage, 2 [Fire] / 4 Health  
This ally has Assault  
3 while an ally is in your graveyard.  
<tp> He has +3 ATK on your turn.

Muruna the Savage, 5, Horde (Wrathgate-143U)  
Ally—Tauren Druid, 5 [Melee] / 3 Health  
Protector  
<tp> 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 >>>  
Destroy target ally with cost 4 or less.

Mutilate, 2, Rogue (Outland-78R)  
Instant Ability—Assassination Combo  
Assassination Talent  
<tp>(You can’t put Combat Talents or Subtlety Talents in your deck.)  
<tp>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, put a 1 [Melee] / 1 [Health] Mechanical Dragonling ally taken into play.

Myriam Starcaller, 4, Alliance (Betrayer-145C)  
Ally—Night Elf Druid, 3 [Arcane] / 4 Health  
Untargetable  
<tp>[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].

Myro Lumastis, 3, Alliance (Betrayal-79U)  
Ally—Human Warlock, 3 [Fire] / 2 Health  
Unity: When this ally enters play, if you control three or more Human allies, remove target opposing ally from the game.  
<tp>When this ally leaves play, the owner of that removed ally puts that ally into play.

Myrdon 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.  
<tp> 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.

Mythen 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.

Mythen 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 Selfless, 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, DrPaPrSh (Magtheridon-13R)
Equipment—Armor—Leather, Waist (1), 0 DEF
This armor has +X [DEF], where X is your hero's ATK.

Naaru Lightwarden's Band, 4, DrPaPrSh
Equipment—Item, Ring (2)
Friendly heroes have +5 [Health].

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

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

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 ally, ability, 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.

Nakiss, Exodar Armorer, 1, Alliance (Alliance Warrior-15C, Scourgewar-149C)
Ally—Draenei Warrior, 2 [Melee] / 1 Health
This ally has +1 / +1 while you control an armor.

Nala Stalks-the-Night, 4, Horde (Horde Mage-180U, Outland-179U)
Ally—Tauren Druid, 2 [Melee] / 4 Health
Ferocity (This ally can attack immediately.) <p>Stealth (This ally can't be protected against.)

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

Naliss the Silencer, 6, Horde (Gladiators-140R)
Ally—Blood Elf Mage, 6 [Arcane] / 7 Health
Blood Elf Hero Required <p>(1) >>> Target opposing card in play loses and can't have powers this turn.

Nalox, 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.

Naloune, 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.)

Naonlin 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.

Nargle, Fang of the Swarm, 7 (Tomb-144E)
Monster Ally—Murloc Warrior, 5 [Melee] / 5 Health
At the end of an opponent's turn, remove this ally from the game. If you do, destroy all non-Murloc allies, then players put all Murloc allies from their graveyards into play.

Narmak Doombratcher, 7, Alliance (Outland-132R)
Ally—Gnome Warlock, 3 [Shadow] / 3 Health
Elusive <p>[Activate], Put X damage on your hero >>> This ally deals X shadow damage to target ally.

Naroku Sunsteppe, 5, Horde (Aspects Treasure-42C)
Ally—Tauren Paladin, 4 [Holy] / 4 Health
Protector <p>This ally has +2 / +2 while you control another ally, an ability, and an equipment.

Narthadus, 6, Alliance (Betrayer-146C)
Ally—Night Elf Priest, 3 [Holy] / 6 Health
Elusive (This ally can't be attacked.) <p>At the end of your turn, you may destroy target ability.

Nasala Silverthorn, 3, Alliance (Aspects Treasure-36R)
Ally—Night Elf Druid, 0 [Melee] / 6 Health
At the start of each player's turn, put a 1 [Melee] / 1 [Health] Treat'lan token into play.

Natasha Hutchins, 2, Horde (Illidan-161C)
Ally—Undead Mage, 3 [Shadow] / 2 Health
Shadow Resistance (Prevent all 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.)

Nathans Blightcaller, 4, Horde (Scourgewar-186E)
Ally—Undead Ranger, Unique, 2 [Ranged] / 2 Health
When this ally enters play, put two 2 [Melee] / 2 [Health] Boughthound ally tokens into play with Protector. <p>This ally can't be destroyed while you control a Boughthound.

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.)

Nathassa Darkstrider, Alliance (Dark Portal-3)
Hero—Night Elf Rogue (Subtlety), Skinning/Leatherworking, 27 Health (1), Flip Nathassa >>> Nathassa 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 3 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 Purification, 1, Druid (Tomb-16R)  
Ability—Restoration  
Destroy target ability or equipment with cost less than or equal to the number of token allies you control.  

Natural Reclamation, 3, Druid (Icercrown-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.  
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 (Scourgewar-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.  
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Nefarian, 8 (Twilight-153B)
Ally—Black Dragonkin, Nefarian (1), 8 [Shadow] / 8 Health
When this ally enters play, put an 8 [Fire] / 8 [Health] Black Dragonkin token named Onyxia into play with Onyxia (1).

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

Neferset Champion, 3 (Tomb-125C)
Monster Ally—Tol’vir Paladin Warrior, 2 [Holy] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
>< Sentinel (The first time this ally exhausts each turn, ready it.)

Neferset Darkcaster, 2 (Crown-161C, Elderlimb-21C)
Monster Ally—Tol’vir Mage Shaman, 2 [Fire] / 3 Health

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

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

Neferset Runecaster, 4 (Tomb-128C)
Monster Ally—Tol’vir Paladin Priest, 1 [Holy] / 6 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
>< Sentinel (The first time this ally exhausts each turn, ready it.)

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

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

Neferset Shadowlancer, 1 (Tomb-131C)
Monster Ally—Tol’vir Hunter Warlock, 2 [Shadow] / 1 Health
When this ally enters play, if you control an equipment, your hero has +2 ATK while attacking this turn.

Neferset Shadowtalker, 6 (Tomb-132U)
Monster Ally—Tol’vir Hunter Warlock, 3 [Shadow] / 6 Health
Sentinel (The first time this ally exhausts each turn, ready it.) </p>
>< When this ally attacks, another target hero or ally has +2 ATK this turn.

Neferset Shieldguard, 5 (Tomb-133U)
Monster Ally—Tol’vir Paladin Priest, 3 [Holy] / 5 Health
Mend 1, Protector, Sentinel (The first time this ally exhausts each turn, ready it.)

Nehru, Timewalker Hunter, 5, Alliance, Horde (Betrayal-121U)
Ally—Tauren Hunter, 2 [Ranged] / 6 Health
While you control two or more allies that share a [Horde] or [Alliance] race (2) >>> This ally has Assault 2 this turn.

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

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 this attack. (You can only activate this ability once per game.)

Neophyte Morandi, 3 (Legion-219C)
Ally—Draenei Paladin, 1 [Holy] / 3 Health
Aldor 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.

Neph’lahim, 8 (Throne-195R)
Monster Ally—Ogre Warlock, Neph’lahim (1), 8 [Shadow] / 8 Health
Smash [If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally’s controller’s hero.] <p> Other Ogre heroes and allies you control have Assault 2 and Smash.

Neptulun, 10 (Throne-25E)
Monster Master Hero—Water Elemental Lord, 3 [Frost] / 38 Health
Fire Resistance <p> When your hero becomes Neptulun, reveal the top ten cards of your deck. Remove all revealed Frost and [Frost] cards from the game, and put the rest on the bottom of your deck. </p>
>< Tidal Surge: Allies you control have +1 / +1 for each card removed this way.

Neptulun the Tidehunter, 7 (Elements-175E)
Ally—Water Elemental Lord, Neptulun (1), 6 [Frost] / 5 Health
Water Elementsals you control have Elusive. </p>
>< At the start of your turn, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. </p>
>< Exhaust a Water Elemental you control >>> Your hero heals 2 damage from target hero or ally.

Nerra Liifeoon, 5, Alliance (Azerot-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 Long-Range this combat. </p>
>< If a card would enter an opposing graveyard, remove it from the game instead unless it’s a hero from play.

Nerves of Steel, 1, Rogue (Drums-62R)
Instant Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.) </p>
>< Read your hero. Opposing cards and effects can’t exhaust it this turn.

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

Nesingwary 4000, 1, Hunter (Icecrown-197U)
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. </p> <p> While there are four or more allies with the same name in one opposing graveyard, this weapon’s ATK becomes 4000.

Nesmend Darkbreaker, 2, Alliance (Outland-134I)
Ally—Dwarf Paladin, 2 [Melee] / 3 Health
(5), Destroy this ally >>> Target ally has Elusive and Untargetable this turn.

Nespirah, 8 (Throne-214R)
Monster Ally—Demigod, Nespirah (1), 9 [Melee] / 9 Health
If Nespirah would deal damage to an opposing hero, she deals that much divided as you choose among any number of opposing heroes and/or allies instead.

Nessera Gildenrose, 3, Alliance (Elements-121C)
Ally—Night Elf Warrior, 2 [Melee] / 4 Health
(2) >>> Another target ally has Assault 1 this turn. (It has +1 ATK on your turn.)
Nighthoof, 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.

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

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

Nightmare Ender, 3, MaPrLo (Citadel-21U)
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 [Twilight] / 2 Health
Ferocity (This ally can attack immediately.)

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

Ally—Goblin Hunter, 2 [Arcane] / 1 Health

Nimaasus the Implacable, Alliance (BC Promo-1)
Hero—Dranei Paladin (Retribution), Mining/Jewelcrafting, 29 Health (3), Flip Nimaasus >>> Nimaasus deals holy damage to target ally equal to the amount of damage that ally dealt to Nimaasus this turn.

Nilmanda, 5, Warlock (Ancients-62R)
Monster Ally—Succubus Demon, Pet (1), 3 [Shadow] / 3 Health
When this ally enters play, gain control of target opposing ally. You control that ally while this ally remains under your control, and that ally can attack only heroes while you control it.

Ninio of the Light, 1, Alliance (Drums-139C)
Ally—Dranei Priest, 2 [Holy] / 3 Health
This ally can’t attack. <<< This ally heals 1 damage from each hero and ally you control.

Niyore of the Watch, 6 (Betrayal-192R)
Ally—Dranei Warrior, 5 [Melee] / 6 Health
Aldor Reputation <<< If your hero would be dealt damage, it’s dealt to this ally instead. <<< 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. <<< Ongoing: When attached ally is destroyed, draw two cards.

No Mercy, 5, Rogue (Betrayal-39R)
Basic Ability — Assassination Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <<< Destroy all opposing allies and equipment with cost less than or equal to the number of abilities removed this way.

No Mere Dream, Druid (Wrathgate-210U)
Quest
On your turn: Pay (3) to complete this quest. <<< 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. <<< Reward: Draw a card.

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

Noggenfogger Elixir, 2, DrHuMaPaPrRoShLoWa (Azeroth-399R)
Equipment—Item—Potion
Destroy this item >>> Choose an ally you control and roll a die. <<< 1–2: That ally can’t be destroyed this turn. <<< 3–4: Ready that ally. <<< 5–6: That ally can’t be attacked this turn.

No’Kael, the Elements of Death, 3, Shaman (Aspects Treasure-71R)
Equipment—IH Weapon—Axe, Melee (1), 5 [Melee], 5 Strike
When you strike with this weapon, add a surge counter to it. <<< Allies you control have +2 ATK for each surge counter on this weapon.

No’kat the Savage, 5, Horde (Drums-186C)
Ally—Troll Warrior, 3 [Melee] / 5 Health
Protector <<< Berserking (This ally has +1 ATK for each damage it takes.)

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.
[Activate] >>> On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <<< On your turn: [Activate], Remove three life counters from this location >>> Reserve the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Norrund Grovewalker, 6, Alliance (Outland-135C)
Ally—Night Elf Druid, 5 [Nature] / 4 Health
Elusive (This ally can’t be attacked.) <<< Unforgettable

Northshore Cleric, 3, Alliance (Ancients-103C)
Ally—Human Priest, 4 [Holy] / 2 Health
Unity: While you control three or more Human allies, damage that would be dealt by heroes and allies you control is unpreventable.

Northshire Crusader, 2, Alliance (Alliance Priest-16C, Ancients-104C)
Ally—Human Paladin, 2 [Holy] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Nourish, 3, Druid (Scourgewar-39R)
Ability — Restoration
Ongoing: If damage would be healed from your hero, that much +5 is healed instead. <<< When damage is healed from an ally you control, you may draw a card.

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

Noxel 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 its owner’s hand.) <<< Your hero has Unforgettable.

Noxious Trap, 3, Hunter (Elements-43R)
Instant Ability — Survival
Trap (You may exhaust your defending hero rather than pay this ability’s cost.) <<< Your hero deals 3 nature damage to target attacker. Then, if that attacker has fatal damage, you may ready up to three resources you control.

Nozdormu the Timeless, 25 (Elements-22E)
Master Hero—Bronze Dragonkin Aspect, 1 [Melee] / 35 Health
You may pay up to (X) less to play Nozdormu, where X is the combined cost of cards you control. <<< When your hero becomes Nozdormu, if you control no ready resources, target player skips his next turn.

Nurgleg Tinkfrost, 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, DrPr (Wrathgate-100U)
Ability — Restoration
Holy
Attach to your hero. <<< Ongoing: Attached hero has Mend 1 for each Druid and Priest you control.

Nuvon Dawnfur, Horde (Wrathgate-17)
Hero—Blood Elf Mage (Arcane), 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.
Olivia Demascas, Alliance (Elements-8)  
Hero—Worgen Priest, 26 Health  
[Front]: (4) >>> Flip Olivia face down.  
[Back]: When a hero or ally you control deals shadow ([Shadow]) damage to an opposing hero, you may put the top two cards of that hero's controller's deck into his graveyard.

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.)  
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.

On Ruby Wings (Wrathgate-211R)  
Quest  
On your turn: Pay (3) to complete this quest.  
<br>><p>Reward: Put a 0 [Fire] / 3 [Health] Wyrmrest Vanquisher ally 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, 1, Rogue (Legion-85C)  
Ability—Assassination Combo  
Attach to target ally.  
<br>><p>Reward: When attached ally exhausts, destroy it.

On Your Feet, 3 (Azeroth-164C)  
Instant Ability  
Play this ability only on an opponent's turn.  
<br>><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 Draenei's Junk . . . (Outland-240C)  
Quest  
Pay (2) to complete this quest.  
<br>><p>Reward: During 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.

Onemira Bloodfang, 1, Horde (Horde Mage-20C, Horde Warlock-18C, Worldbreaker-185C)  
Ability—Orc Warlock, 2 [Fire] / 1 Health  
Ferocity (This ally can attack immediately.)  
<br>><p>This ally can attack only heroes.

Onslaught, 5, Warrior (Worldbreaker-119R)  
Ability—Fury  
Destroy all equipment.

Onslaught Girdle, 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, DrHuPaPrRoShLoWa (Onyxia-24U)  
Equipment—Item, Bag (5)  
[Activate], Discard an equipment >>> Draw a card.

Onyxia Tooth Pendant, 6, DrHuPaRoShWa (Onyxia-25E)  
Ability—Onyxia Hide Backpack, 2  
Friendly allies have +2 ATK while attacking.

An OOX of Your Own (Legion-310R)  
Quest  
On your turn: Pay (6) to complete this quest.  
<br>><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.

The Opening of the Dark Portal (Betrayal-199C)  
Quest  
Pay (2) to complete this quest.  
<br>><p>Reward: When an opposing non-token ally is destroyed this turn, you may put an ally from your graveyard into your hand.

Operation Recombobulation, Alliance (Dark Portal-292R)  
Quest  
Gladiators Ally Required >>> Pay (4) to complete this quest.  
<br>><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)  
Ability—Undead Warrior, 1 [Melee] / 5 Health  
Orc Blackblade Ally—Orc Mage, 6 [Fire] / 5 Health  
Scourge Ally—Undead Death Knight, Unique, 7 [Melee] / 7 Health  
Performance: 258R  
Scourge Hero Required >>> Put 3 damage on this ally, destroy a quest or location you control >>> Target player destroys a card of that type he controls.  
<br>><p>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.

Optimize, 4, HuPr (Gladiators-86C)  
Ability—Survival Discipline  
Ongoing: [Activate] >>> You may ready or exhaust target resource.

Oracle Talisman of Abolition, 1, DkDrHuMaPaPrRoShLoWa (Scourgewar-227U)  
Equipment—Item, Trinket (2)  
Allies you control that share a class with your hero have Assault 1.

Orc Blackblade, 5, Horde (Betrayal-100C)  
Ally—Orc Rogue, 5 [Melee] / 4 Health  
Bloodbath: When this ally enters play, if an opposing hero has more damage on it than your hero, target opponent chooses and discards a card.

Orc Flamecaller, 6, Horde (Betrayal-101C)  
Ally—Orc Mage, 6 [Fire] / 5 Health  
Orc Grunt, 2, Horde (Betrayal-102C)  
Ally—Orc Warrior, 2 [Melee] / 2 Health  
Bloodbath: While an opposing hero has more damage on it than your hero, this ally has Ferocity. (It can attack immediately.)

Orc Necrolyte, 4, Horde (Betrayal-103C)  
Ally—Orc Warlock, 3 [Shadow] / 3 Health  
When this ally enters play, it deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

Orc Peon, 1, Horde (Betrayal-104C)  
Ally—Orc Peon, 1 [Melee] / 1 Health  
Orc Peon, 1 [Melee] / 1 Health  
When this ally enters play, you may turn a face up resource you control face down. If you do, target ally has +2 ATK this turn.

Order Must Be Restored, Alliance (Drums-241C)  
Quest  
Pay (1) to complete this quest.  
<br>><p>Reward: Target opponent chooses an ally he controls. When that ally is destroyed this turn, draw a card.

Orderkeeper Calister, 4, Alliance (Betray-147C)  
Ally—Human Warrior, 2 [Melee] / 5 Health  
Protector >>> Opponents pay (2) more to play equipment.

Orderkeeper Henley, 5, Alliance (Betray-148C)  
Ally—Human Mage, 5 [Frost] / 3 Health  
Opponents pay (2) more to play abilities.

Orderkeeper Vesra, 3, Alliance (Betray-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.

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

Orgrimmar, Horde (Gladiators-207R)
Location—City
Orc Hero Required <p> [Activate] >>> Target Orc you control has Ferocity this turn.

Orgrimmar Grunts, 2, Horde (Azeroth-254C)
Ally—Orc Warrior, Unlimited, 1 [Melee] / 1 Health
This ally has +1 ATK for each other ally named Orgrimmar Grunts you control.

Orgrimmar Heartstricker, 3, Horde (Ancients-138C)
Ally—Orc Rogue, 2 [Melee] / 2 Health
Bloodrush: When this ally enters play, if an opposing hero has more damage on it than your hero, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with Ferocity and “This ally can attack only heroes.”

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

Orgrimmar Marksman, 5, Horde (Ancients-140C)
Ally—Orc Hunter, 3 [Fire] / 3 Health
Ferocity (This ally can attack immediately.) <p> When this ally enters play, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with Ferocity and “This ally can attack only heroes.”

Orgrimmar Tabard, 4, Horde, DkDrHuMaPaPrRoShLoWLo (Ancients-216U)
Equipment—Item, Tabard (1) [Basic] [3], [Activate] >>> Your hero deals 4 melee damage to target opposing hero. You pay (1) less to use this power for each Orc ally you control.

Orgrim’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 Orgrimmar, 4, Horde (Worldbreaker-106U)
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.

Orlund, 4, Alliance (Honor-113C)
Ally—Dwarf Priest, 1 [Shadow] / 6 Health
Find Treasure (When this ally enters play, you may draw a card. If you do, discard a card.) <p> When an opponent discards a card, this ally deals 3 shadow damage to that opponent’s hero.

Orra the Great, 4, Alliance (Paladin-16U, Alliance Priest-190, Class-148U, Drums Starter-31U)
Ally—Draenei Shaman, 4 [Melee] / 4 Health
Orox Darkhorn, 2, Horde (Ancients-141U)
Ally—Tauren Priest, 1 [Shadow] / 4 Health
Tribes: When this or another Tauren ally enters play under your control, you may remove the top card of target player’s deck from the game.

Oruk Starstorm, 3, Horde (Horde Druid-20C, Horde Priest-17C, Horde Rogue-19C, Worldbreaker-187C)
Ally—Tauren Druid, 4 [Arcane] / 3 Health
Osha Shadowdrinker, 6, Horde (Legion-197R)
Ally—Undead Warlock, 5 [Shadow] / 5 Health
When a [Shadow] ally you control deals combat damage, ready up to that many resources you control.

Osh’gun Crystal Powder (Drums-248C)
Quest
If you control a location: Pay (1) to complete this quest. <p> Reward: Draw a card.

Ossandran, Crematorium Master, 4, Horde (Legion-198C)
Ally—Undead Rogue, 3 [Nature] / 5 Health
When an opposing ability, ally, equipment, or resource is destroyed, remove it from the game.

Ossus the Ancient, 6, Alliance (Gladiators-114R)
Ally—Draenei Paladin, 5 [Holy] / 5 Health
Draenei Hero Required <p> Inspiring Presence
<p> Prevent all combat damage that would be dealt.

Outbreak, 4, Death Knight (Alliance DK-9R, Elements-29R)
Ability—Unholy
Opposing allies have -X / -X this turn, where X is the cost of a Disease you control.

Outland Sucks! (Drums-249C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card, or two cards if an opponent controls a Blood Elf, Draenei, or Demon.

Outrider Zarg, 4, Horde (Dark Portal-227C)
Ally—Orc Hunter, 4 [Melee] / 2 Health
Ferocity <p> At the end of your turn, if this ally dealt no damage this turn, destroy him.

Ovekk, 5, Rogue (Illidan-81R)
Ability—Assassination
Finishing Move: Finishing Move (To play, remove X finishing move cards in your graveyard from the game, where X is 5 or less.) <p> Each opponent destroys X of his equipment and discards X cards, and your hero deals X melee damage to each opposing hero and ally.

Overload, 2, Mage (Crown-24U)
Instant Ability—Arcane
Interrupt target ally.

Overlord Draakuru, 2 (Icecrown-155R)
Scourge Ally—Troll Death Knight, Unique, 1 [Frost] / 4 Health
Scourge Hero Required <p> This ally has Assault X, where X is the highest cost among Scourge allies you control.

Overlord Or’barokh, 8, Horde (Illidan-163R)
Ally—Orc Warrior, Unique, 8 [Melee] / 1 Health
Ferocity <p> When this ally enters play, you may destroy target damaged ally.

Overpower, 6, Warrior (Honor-79R)
Ability—Arms
Ongoing: Opposing cards can’t exhaust on your turn.

Overpowered Chicken Splitter, 4, HuRo (Tomb-191C)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 4 Strike
When this weapon enters play, you pay (4) less to strike with it this turn.

Overseer Oillist, 2 (Dark Portal-245C)
Ally—Dwarf Warrior, Unique, 1 [Melee] / 2 Health
When this ally enters play, reveal the top four cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.

Overseer Savryn, Rogue (Icecrown-7)
Scourge Hero—Human Rogue (Combat), 27 Health
[Front]: On your turn: Flip Savryn, remove a Rogue in your graveyard from the game >>> This turn, Melee weapons you control have Assault 1, and combat damage your hero would deal is unpreventable. [Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Rogue] cards, [Rogue] Combat Talents, neutral cards, and Scourge cards. You can’t include cards with reputations or other text restrictions.

The Overseer’s Shadow (Scourge-war-262C)
Quest
Pay (4) to complete this quest. <p> Reward: If you control an ability, draw a card. If you control an ally, draw a card. If you control an equipment, draw a card.

Overwhelm, 2, Death Knight, Druid (Crown-60U)
Ability—Unholy Balance
Ongoing: On your turn (2), [Activate] >>> Put a token copy of target token ally you control into play. <p> On your turn (2), [Activate] >>> Token allies you control have +1 ATK this turn.
Owned!, 6 (Drums-109R, Drums Loot-2L)
Ability
Remove target ally from the game. Search its owner's deck, graveyard, hand, and party for all allies with the same name as that ally and remove them from the game.

Ozzati, Alliance (Outland-6)
Hero—Dranei Mage (Fire), Enchanting/Jewelcrafting, 25 Health
On your turn: (4), Flip Ozzati >>> Ozzati deals 1 fire damage to each opposing hero and ally.

Ozumat, 8 (Throne-215E)
Monster Ally—Leviathan, Ozumat (1), 8 [Shadow] / 7 Health
Ferocity, Eternal (When this enters your graveyard from anywhere, you may shuffle it into your deck.)
<pp> When Ozumat becomes targeted by an opposing card or effect, he deals 10 [Shadow] / 7 Health to the owner during its controller's next ready step.

Pack Tactics, 3, Druid (Honor-23U)
Instant Ability—Feral Cat Form Combo, Form (1)
Ongoing: Allies you control have +1 / +1. <pp> Your hero has Cat Form. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

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

Pact of Shadow, 7, Priest (Outland-59R)
Ability—Shadow
Ongoing: When an opponent discards a card, your hero deals 3 shadow damage to target hero or ally.

Pads of the Dread Wolf, 1, DrRo (Dark Portal-260U)
Equipment—Armor—Leather, Feet (1), 1 DEF
Patagha Soulbinder, Horde (Dark Portal-18)
Hero—Undead Warlock (Destruction), Mining/Engineering, 28 Health
(5), Flip Patagha >>> Interrupt target ally.

Pain Suppression, 4, Priest (Outland-60R)
Ability—Discipline
Discipline Talent (You can't put Holy Talents or Shadow Talents in your deck.) <pp> Ongoing: If your hero would be dealt damage, prevent 1 of that damage.

“The Painsaw”, 3, Horde (Illidan-164C)
Ally—Orc Warrior, 3 [Melee] / 2 Health
When this ally enters play, you may destroy target weapon.

Paint Bomb, 1 (Icecrown-97U, Icecrown Loot-1L)
Ability
Attach to target ally. <pp> Ongoing: As this ability enters play, name a class. <pp> Allies in attached ally's party have that class and lose all other classes.

Paladin Training - MotL, 1, Paladin (Legion-62U)
Ability—Holy
Attack to target friendly ally. <pp> Ongoing: When attached ally deals combat damage, it also heals that much from target hero or ally.

Paladin Training - WRG, Paladin (Wrathgate-202U)
Quest
Pay (2) to complete this quest. <pp> Reward: Target hero or ally you control has Protector this turn. Prevent all damage that it would be dealt while protecting this token.

Panax the Unstable, 5, Horde (Azeroth-255R)
Ally—Undead Mage, 3 [Arcane] / 5 Health
(X), Destroy this ally >>> This ally deals X arcane damage to each ally.

Pandemonium!, 7 (Drums-110R)
Ability
Put three 1 [Melee] / 1 [Health] Pandaren ally tokens into play with “[This ally has +1 / +1 for each other Pandaren you control.”

Papa Hummel's Old-Fashioned Pet Biscuit, X (Betrayer-127U, Betrayer Loot-11)
Ability
Attach to target Pet ally you control and add X growth counters. <pp> Ongoing: Attached ally has +1 / +1 for each growth counter.

Paper Airplane, 1 (Legion-130R, Legion Loot-11)
Ability
Put this ability on top of target player’s deck.

(He owns it for the rest of the game.)

Pappy Ironbane, 7, Alliance (Gladiators-115U)
Ally—Dwarf Warrior, 2 [Melee] / 7 Health
Protector <pp> At the end of your turn, you may destroy target ally or equipment.

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

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

Parren Shadowseshot, 2, Alliance (Class-149U, Outland-136U)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
(1), [ Activate] >>> Target hero or ally has Long-Range this turn. (Defenders deal no combat damage to it.)

Parvink, 3, Alliance (Alliance Priest-20C, Alliance Warlock-19C, Azeroth-212C)
Ally—Gnome Warrior, 2 [Melee] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<pp> When this ally enters play, draw a card.

Path of Carnius, 2 (Honor-91U, Honor Loot-1L)
Ability
Attach to target ally. <pp> Ongoing: Attached ally has "(1), [ Activate] >>> Ready another target ally."

The Path of Conquest (Class-228C, Illidan-245C)
Quest
If no opposing allies are in play: Pay (2) to complete this quest. <pp> Reward: Draw a card.

Path of Frost, 0, Death Knight (Alliance DK-10C, Worldbreaker-29C)
Ability—Frost
Put target ally from your graveyard on top of your deck.

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.

The Path to the Dragon Soul (Alliance Rogue-25C, Ancients-237C, Horde DK-24C)
Quest
Pay (1) to complete this quest. <pp> Reward: Draw a card, then choose and discard a card.

Pathaleon the Calculator, 6 (Betrayer-212R)
Ally—Blood Elf Mage Traitor, Unique, 6 [Arcane] / 5 Health
Traitor Hero Required <pp> (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 Farsal, 6, Alliance (Icecrown-112R)
Ally—Night Elf Hunter, 4 [Frost] / 6 Health
Long-Range <pp> At the start of your turn, you may look at the top card of target player’s deck.
You may put it into its owner's graveyard. <pp> Death Rattle: Each player reveals the top card of his deck. You may put any number of those cards into their owners' graveyards.

Patient Shot, 3, Hunter (Illidan-38C)
Ability—Marksmanship
Ongoing: Your hero has "[Activate] >>> This hero deals 1 ranged damage to target hero or ally."

Patricia Potter, 3, Alliance (Alliance DK-18C, Alliance Priest-21C, Alliance Warlock-21C, Alliance Warrior-16C, Elements-122C)
Ally—Human Warlock, 4 [Fire] / 3 Health
Paudrons of Desolation, 4, HusH (Illidan-216R)
Equipment—Armor—Mail, Shoulder (1), 2 DEF
When you strike with a weapon, target ally you control has Long-Range this turn.
PauDrons of the Crimson Flight, 4, PaWa (Outland-202E)
Equipment—Armor—Plate, Shoulder (1), 3 DEF
At the end of your turn, ready a armor you control.

PauDrons of Roaring Flame, 3, DkPaWa (Tomb-172C)
Equipment—Armor—Plate, Shoulder (1), 2 DEF
(2) >>> Your hero has Protector this turn. (It may exhaust to become the defender when an opposing hero or ally attacks.)

Payment of Blood, 4, Warrior (Icecrown-85U)
Ability—Pury
Destroy target equipment. If you do, put X damage on your hero and draw X cards, where X is that equipment's cost.

Peerless Guard, 1, Warrior (Elements-100C)
Instant Ability—Protection
The next time combat damage would be dealt to target defending ally you control this turn, it's dealt to your hero instead. Draw a card.

Penance, 4, Paladin (Drums-47R)
Ability—Retribution
Each ally deals holy damage to itself equal to its ATK.

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. (1) Your hero has Assault 1 for each tactics counter.

Penelope's Rose, 4, DrMaPrLo (Dark Portal-266F)
Equipment—Item, Off-Hand (1)
When you complete a quest, draw a card.

Penetrating Shots, X Hunter (Icecrown-36R)
Instant Ability—Marksmanship
Play only if you control a ranged weapon. (2) Choose X of the following: 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.

Perdition’s Blade, 2, RoShWb (Class-219R, Horde Rogue-24R, Molten Core-25R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
When this weapon enters play, your hero deals 1 fire damage to target hero or ally.

The Perfect Stout, Alliance (Dark Portal-293C)
Quest
Pay (3) to complete this quest. (1) Reward: Choose one: Target ally can't attack this turn; or draw a card. If your hero is a Dwarf, you may choose both.

Perforation Poison, 1, Rogue (Scourgewar-83C)
Instant Ability—Poison
Attach to target hero that was dealt combat damage by your hero this turn. (1) Ongoing: At the start of your turn, your hero deals nature damage to attacked hero equal to 1 plus the number of weapons you control.

The Perforator, 4, RoSh (Elements-200R)
Equipment—IH Weapon—Fist, Melee (1), 0 [Melee], 0 Strike
This weapon has +X ATK, where X is the highest cost among Dragonkin allies you control.

Periwinke 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.

Pernickous 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. (1) Ongoing: At the start of your turn, your hero deals 3 nature damage to attacked character.

Peroth'arn, 5 (Ancients-193R)
Monster Ally—Satyr Demon Warlock,
Peroth’arn (1), 4 [Shadow] / 6 Health
At the start of your turn, an opponent chooses one: He removes the top ten cards of his deck from the game; or he chooses a hero or ally he controls, and Peroth'arn deals 10 shadow damage to it.

Personal Weather Maker, 3 (Betrayer-128R, Betrayer Loot-2L)
Ability
Ongoing: Play with the top card of your deck revealed. (1) Opponents can't target cards in play you control that share a type with the top card of your deck.

Persuasive Resurrection, 7, Priest (Aspects Treasure-18R)
Ability—Holy
Ongoing: At the start of your turn, you may put target ally from an opponent's graveyard into your hand.

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 Hottelet, Alliance (Worldbreaker-8)
Hero—Human Warrior (Arms), 30 Health [Front]: (4) >>> Flip Peter face down. [Back]: When you strike with a Melee weapon, you may add a +1 ATK counter to it.

Ally—Human Paladin, 3 [Holy] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Phadalus the Enlightened, Alliance (Dark Portal-4)
Hero—Draenei Shaman (Restoration).
Engineering/Jewelcrafting, 28 Health
On your turn: (3), Flip Phadalus >>> Put a Totem from your graveyard into your hand.
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
Furry 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.

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

Pierson Vale, Keeper of Secrets, Alliance 32f
Alliance Warlock-11U
Hero—Worgren Warlock, 28 Health [Basic] (3), Flip Pierson >>> Pierson deals 2 shadow damage to target ally and heals 2 damage from himself.

Pilfer, 3, Rogue (Betrayal-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 allies 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 defends, destroy it. If you draw two cards.

Pit Lord's Destroyer, 4, DkPaWa, (Ancients-227C)
Equipment—2H Weapon—Mace, Melee (1), [Melee], 3 Strike
When your hero deals combat damage with this weapon, if you control a Monster hero or ally, you may add a +1 ATK counter to this weapon.

Pithar 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.

Pizog, 1, Warlock (Dark Portal-111C)
Ally—Imp Demon, Pet (1), [Fire] / 2 Health Elusive <p> Other allies you control have +1 [Health].

Plague Demonsoul, Horde (Betrayer-33)
Hero—Undead Warlock (Traitor), Mining/Engineering, 28 Health (2), Flip Plague >>> If a Demon you control would be dealt damage this turn, it's dealt to Plague instead.

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.

Plasma Rat's Hyper-Sythe, 6, PaWa (Betrayal-237U)
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike
Exhaust an armor you control or weapons >>> Ready a resource you control.

Plasma, 2, Alliance (Scourgewar-152C)
Ally—Draenei Hunter, 2 [Ranged] / 2 Health
Shadow Resistance (Prevent all shadow ([Shadow]) damage that this ally would be dealt.) <p> This ally has Assault 2 while an opponent controls a [Shadow] card. (+2 ATK on your turn)

Platinum Disks of Swiftness, 1, DkDrHuMaPaPrRoShLoWa (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 attack's 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 Fang Bracers, 3, DrRo (Tomb-173U)
Equipment—Armor—Leather, Wrist (1), 1 DEF
When this armor enters play, put two [Melee] / 1 [Health] treat ally tokens into play. <p> (2), [Activate] >>> Your hero deals 1 nature damage to target opposing hero for each token ally you control.
Poison Tipped, 2 (Dungeon Treasure-9C)

Ability
Ongoing: When a Rogue ally enters play under your control or a friendly player’s control, your hero deals 2 nature damage to each opposing hero.

“Poison Tongue” McGillicutty, 5, Horde (Legion-1991)
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.

Poison the Well, 2, Rogue (Crown-39U)
Instant Ability—Assassination
Destroy all allies with cost 2 or less. (Tokens allies have a cost of 0.)

Poisonfire Greatsword, 3, DkPaWa (Elements-199R)
Equipment—2H Weapon—Sword, Melee (1), 2 [Nature], 2 Strike
Exhaust an ally you control >> This weapon has +2 ATK this turn.

Polished Breastplate of Valor, 3, DkPaWa (Worldbreaker-222R)
Equipment—Armor—Plate, Chest (1), 3 DEF
If this armor has three or more heirloom counters: [Activate] >>> Allies you control have Assault 3 this turn. <p> > Stash: Add an heirloom counter to target equipment you control.

Polished Belt of Valor, 3, DkPaWa (Elements-184R)
Equipment—Armor—Plate, Shoulder (1), 2 DEF
You pay (1) less to play equipment, and an additional (1) less for each heirloom counter on this armor, to a minimum of (1). <p> > Stash: Add an heirloom counter to target equipment you control.

Polymorph, 2, Mage (Alliance Mage-10C, Azeroth-58C, Class-55C, Horde Mage-11C)
Ability—Arcane
Attach to target ally. <p> > Ongoing: Attached ally can’t attack or protect, loses and can’t have powers, and is also a Shepherd.

Polymorph: Penguin, 3, Mage (Scourgewar-57C)
Instant Ability—Arcane
Attach to target ally. <p> > Ongoing: Attached ally can’t attack or protect, loses and can’t have powers, and is also a Penguin.

Polymorph: Pig, 3, Mage (Tomb-27U)
Ability—Arcane
Attach to target opposing ally. <p> > Ongoing: Attached ally becomes 1 / 1 and is also a Pig.
<p> > When attached ally is destroyed, your hero heals 3 damage from itself.

Poof!, 2, MaRo (Gladiators-98C)
Instant Ability—Arcane Subtle
Target ally’s controller removes it from the game. At the start of the next turn, he puts it into play under his control.

Portal, 2, Mage (Legion-51R)
Ability—Arcane
Search your deck for a nally, reveal it, and put it into your hand.

Portal Stone, 2, DkDrHuMaPaPrRoShLoWa (Icecrown-183R, Icecrown Loot-2L)
Equipment—Item, Hearthstone (1)
On your turn: (1), [Activate] >>> Remove target ally you control from the game. <p> > On your turn: (1), [Activate] >>> Put an ally removed by a card named Portal Stone into play under your control.

Porto, 2, Alliance (Outland-137C)
Ally—Draenei Shaman, 2 [Nature] / 2 Health
Protector cp> Friendly Totems have Untargetable.

Potentate’s Letter Opener, 3, DrMaPrShLo (Throne-251U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike
On your turn: (3), [Activate], Exhaust your hero >>> Your hero deals 2 fire damage to target hero or ally.

Potential Energy Source (Betayer-258U)
Quest
Pay (2) to complete this quest. <p> Reward: You pay (4) less to complete your next quest this turn.

Power, 1 (Tomb-71C)
Ability
Attach to target ally. <p> > Ongoing: Attached ally has +2 ATK.

Power Generator Hood, 2, MaPrLo (Crown-173C)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, Delve. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Power 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 Mend 3. <p> > When attached ally deals damage, you may destroy target ability.

Power Word: Fortitude, 3, Priest (Azeroth-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: Resurrection, 6, Priest (Tomb-39R)
Ability—Discipline
Attach to target ally. <p> > Ongoing: When attached ally attacks, you may put target ally with cost less than attached ally’s cost from your graveyard into play.

Power Word: Sanctuary, 5, Priest (Scourgewar-73U)
Ability—Discipline
Attach to target ally you control. <p> > Ongoing: Prevent all damage that would be dealt to attached ally. <p> > Death Rattle (When this ability enters your graveyard from anywhere): 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: Spirit, 2, Priest (Betrayer-34R)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to a hero, put a 2 [Holy] / 2 [Health] Spirit ally token into play with Absorb.

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

Power Word: Vigor, 2, Priest (Alliance Priest-8C, Horde Priest-9C, Scourgewar-74C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally has +3 [Health].

Prayer of Fortitude, 6, Priest (Horde Priest-10R, Legion-74R)
Ability—Discipline
Ongoing: Heroes and allies you control have +5 [Health].

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 ([Shadow]) damage that they would be dealt.)

Prayer of Spirit, 4, Priest (Icestorm-57U)
Ability—Discipline
Ongoing: [Activate] >>> Ready a resource you control for each ally you control.

Prayer of the Ages, 7, Priest (Betrayal-35R)
Basic Ability—Holy
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <p> Put target ally from your graveyard into play.

Prayer of Vitality, 3, Priest (Icestorm-58C)
Ability—Discipline
Your hero heals all damage from allies you control. <p> Ongoing: Allies you control 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, DrRoo (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 (Icestorm-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 (Alliance Rogue-9C, 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
Evasive (This ally can’t be attacked.)

Priestess of Dementia, 4 (Black Temple Raid-38C)
Ally—Shivon Demon Tracker, 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 (Icestorm-37U)
Ability—Beast Mastery
Ongoing: At the end of your turn, ready up to two resources you control.

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

Primal 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, Alliance Shaman-7C, Twilight-83C)
Instant Ability—Enhancement
Target ally or weapon has +3 ATK this turn.
Primal Taming, 1, HuSh (Icecrown-951)
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.

Primal Totem, 1, Shaman (Drums-721)
Instant Ability Ally—Elemental, Earth Totem (1), [0] [Meele] / 1 Health
Ongoing: When a Totem you control is destroyed, it deals 1 nature damage to each opposing hero and ally. <p> (Totems can’t attack)

Primalist Naseth, 6, Alliance (Dark Portal-186U)
Ally—Draenei Shaman, 3 [Nature] / 3 Health
[Activate] >>> This ally deals 4 nature damage to target hero or ally and heals 4 damage from a second target hero or ally.

Prince Anduin Wrynn, 7, Alliance (Twilight-121E)
Ally—Human Priest, Anduin (1), 2 [Holy] / 5 Health
Other friendly Humans can protect this ally. <p> Other friendly allies have +1 +1 for each different card type you control.

Prince Kael’thas Sunstrider, 9 (Betrayal-213E)
Ally—Blood Elf Mage Traduir, Unique, 8 [Arcane] / 8 Health
Traitor Hero Required <p> At the end of your turn, gain control of all ready opposing resources. (Move them to your resource row.)

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

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

The Princess Trapped (Azeroth-357C)
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 one on the bottom of your deck.

Prized Beastmaster’s Mantle, 4, HuSh
(Worldbreaker-223R)
Equipment—Armor—Mail, Shoulder (1), 1 DEF
Non-[Horde], non-[Alliance] allies you control have +3 [Health]. <p> [Stash] (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Your hero heals 3 damage from target non-[Horde], non-[Alliance] ally you control.

Promenade Sentinel, 7 (Black Temple Raid-39C)
Ally—Mechanical Traitor, 5 [Arcane] / 3 Health
Talent Hero Required <p> When this ally enters play, it deals 2 arcane damage to each of up to three target heroes and/or allies.

Promethea, Alliance (Scourgewar-7)
Hero—Draenei Shaman (Enhancement), Leatherworking/Jewelcrafting, 28 Health
If you control another Shaman: Flip Promethea
>>> Ready target Melee weapon.

The Promises of Darkness, 1, Warlock
(Gladiators-73U)
Instant Ability—Affliction
Your hero deals 1 shadow damage to target hero or ally. For each damage dealt this way, put 1 damage on your hero and draw a card.

A Proper String, Hunter (Icecrown-203U)
Quest
On your turn: Pay 2 (to complete this quest. <p> Reward: Heroes and allies you control have Long-Range this turn.

Prophet Velen, 9, Alliance (Outland-138E)
Ally—Draenei Shaman, Unique, 7 [Nature] / 8 Health
Exhaust a Draenei you control >>> This ally deals 1 nature damage to target opposing hero or ally and heals 1 damage from target friendly hero or ally.

Protect the Master, 1, Hunter (Dark Portal-38U)
Instant Ability—Beast Mastery
Ongoing: Pets you control have Protector.

Protective Barricade of the Light, 4, PaSh
(Wrathgate-176R)
Equipment—Armor—Shield, Off-Hand (1), 4 DEF
[Paladin] Hero: This armor has +2 [DEF]. <p> [Shaman] Hero: You pay (2) less to play this armor.

Proto-Handler’s Gauntlets, 2, HuSh (Twilight-182C)
Equipment—Armor—Mail, Hands (1), 1 DEF
As this armor enters play, choose one of the following: Black, Blue, Bronze, Green, Red, or Twilight. <p> Dragokin you control are also the chosen color.

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

Proving Grounds (Citadel Raid-89C, Honor-196C)
Quest
On your turn: Pay 2 (to complete this quest. <p> Reward: Draw a card.

Provoke, 2, Warrior (Scourgewar-108C)
Ability—Arms
Attach to target hero. <p> Ongoing: At the start of attached hero’s controller’s turn, your hero deals 1 melee damage to it. This turn, a hero dealt damage this way must attack if able and can attack only your hero if able.

Prowl, 1, Druid (Outland-25U)
Ability—Feral
Ongoing: While you control a Cat Form, your hero also has Stealth. <p> When your hero deals damage, put this ability into its owner’s hand.

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

Psychic Melt, 4, Priest (Twilight-68C)
Instant Ability—Shadow
Target opponent chooses and destroys an ally he controls.

Psychic Scream, 6, Priest (Azeroth-85R)
Instant Ability—Shadow
Each opponent puts three allies he controls into their owners’ hands.

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

Psychic Shriek, 4, Priest (Icecrown-59R)
Ability—Shadow
Put each ally into its owner’s hand.

Psychic Wall, 1, Priest (Worldbreaker-80U)
Ability—Shadow
Target player puts an ally he controls into its owner’s hand. <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Exhaust target resource.

Pugg, 1, Horde (Azeroth-256U)
Ability—Orc Warrior, 2 [Meele] / 2 Health
Other allies you control have -1 [Health].

Pugius, Fist of Defiance, 3, RoSh
(Fist of Defiance-109R)
Equipment—1H Weapon—Fist, Melee (1), 1 [Meele], 0 Strike
When your hero is dealt damage for the first time each turn, you may add a +1 ATK counter to this weapon.

Pulverize, 2, Warrior (Gladiators-80U)
Instant Ability—Fury
Choose one: Destroy target damaged ally; or destroy target ability or equipment with one or more counters.

Pummel, 3, Warrior (Illidan-109R)
Instant Ability—Fury
You may exhaust a Melee weapon you control rather than pay this ability’s cost. <p> Interrupt target ability.

Puncture, 3, Warrior (Legion-118C)
Ability—Protection
Destroy target ally or equipment.
Punishing Shot, 3, Hunter (Aspects: Treasure-9C) Ability—Marksmanship
Your hero deals 3 ranged damage to target ally. If that ally is dealt fatal damage this way, your hero deals ranged damage equal to that ally’s cost to its controller’s hero.

Pure Evil (Scourgewar-258C) Quest
Pay (6) to complete this quest. <p> Reward: If an ability is in your graveyard, draw a card. <p> If an ally is in your graveyard, draw a card. <p> If an equipment is in your graveyard, draw a card.

Purge, 1, Shaman (Azeroth-114U, Class-101U) Instant Ability—Elemental
Destroy target ability if it’s not attached to a friendly hero or ally.

Purloin, 1, Rogue (Dark Portal-86C) Ability—Subtlety
Look at target opponent’s hand and choose an ability or equipment. That opponent discards that card.

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

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

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 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

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

Pythiss, Herald of Frost, 5 (Tomb-150U) Monster Ally—Naga Mage, 3 [Frost] / 5 Health Empower Mage: When this ally enters play, if you control another Mage hero or ally, you may draw two cards.

Quagmirran’s Eye, 3, DrMaPaPrShLo (Betrayer-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 (Betrayer-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 on this turn.

Queen Angerboda, Mage (Icecrown-8) Scourge Hero—Yrulk 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 (Timewalkers-27) Monster Hero—Night Elf Mage, 25 [Front]: Whims of Azshara <p> [Basic] (3). Exhaust an ally you control, flip Azshara >>> Draw a card. [Back]: Azshara’s Vanity <p> Once per game: [Basic] (5) >>> Azshara deals 1 arcane damage to target ally for each card in your hand.

Queen Azshara’s Dressing Gown, 2, MaPrLo (Worldbreaker Crafted-7E) Equipment—Armor—Cloth, Chest (1), 1 DEF 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.

Quel’Serrar, 3, Warrior (Betrayal-184C) Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 2 Strike Your hero has +5 [Health].

Quenlan Lifebone, 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 (Crow-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.


Quigley Slipshade, 1, Alliance (Betrayer-150C) Ally—Gnome Rogue, 2 [Melee] / 1 Health (3) >>> This ally has Elusive this turn. <p> (1) >>> This ally has Unforgettable this turn.
WoW TCG OCR – 03 05 2013

**Raja'sul the Relentless, Horde**

**Hero** —Troll Warrior, 30 Health

**Basic** (4), Flip Raja'sul >>> Heroes and allies you control have +1 ATK this turn.

**Rajh, Construct of the Sun, 3**

**DkDrHuMaPaPrRoShLoWa** (Tomb-177R)

**Equipment — Item**

Your hero has **Protector**. <p> At the start of your turn and when you play an ally, add a power counter to this item. <p> At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put a 6 [Fire] / 6 [Health] Construct ally token into play with **Protector**.

**Rakil, Echo, 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 [Frost] / 6 Health

**Protector** <p> When this ally deals damage, target opposing hero or ally can't attack or protect this turn.

**Rake, 1, Druid (Dark Portal-260U)**

**Instant Ability** — Feral Combo

Attach to target hero or ally, and your hero deals 1 melee damage to it. <p> Ongoing: At the start of your turn, if you control a Cat Form, your hero deals 1 melee damage to attached character.

**Rakzi the Earthgraced, 2, Horde (Elements-142R)**

**Ally** — Goblin Shaman, 1 [Nature] / 4 Health

This ally has **Assault 1** for each equipment you control. <p> **Stash**: Target weapon you control has **Assault 1** this turn.

**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. <p> **Ongoing**: Attached ally has +1 / +1.

**Rallying Shout, 2, Warrior (Outland-95U)**

**Instant Ability** — Protection Shout

Ongoing: Allies you control have **Protector**.

**Rallying Swarm, 1, Warrior (Throne-87R)**

**Ability** — Arms

Ongoing: If an equipment entered play under your control this turn [Activate] >>> Search your deck for an Unlimited Murloc and put it into play.
Rampaladni’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 (Betrayor-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)
Ability—Fury
  **Fury Talent (You can’t put Arms Talents or Protection Talents in your deck.)**<p>
  > Ongoing: When your hero deals combat damage with a weapon, add a slaughter counter.  > Your hero has +1 ATK while attacking for each slaughter counter.

Ramping Furboig, 1 (Ancients-194C)
Monster Ally—Furboig Warrior, 1 [Melee] / 3 Health
When this ally enters play, put the top two cards of target player’s deck into his graveyard.

Ramstein’s Lightning Bolts, 3, DrHuMaPaPrRoShLoWa (Dark Portal-267U)
Equipment—Item, Trinket (2)
(2), Destroy this item >>> Your hero deals 1 nature damage to each hero and ally.

Randipan, 3, Alliance (Alliance Rogue-17U, Azeroth-213U, Class-152U)
Ally—Gnome Rogue, 2 [Melee] / 2 Health
When this ally deals combat damage to a defending hero, draw a card.

Randolph Mortimer, Alliance (Knight-1, Naxxramas-5)
Hero—Human Death Knight (Frost), Mining/Jewelcrafting, 29 Health
(3), Flip Randolph >>> This turn, opposing heroes and allies have “This character has -1 ATK for each damage on it.”

Ranged Weapon Specialization, 3, Hunter (Betrayor-53R)
Ability—Marksmanship
  **Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.)**<p>
  > 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 >>> Put target ally into its owner’s hand.

Rantuko Grimtouch, 1, Horde (Horde DK-20C, Knight-18C)
Ally—Tauren Death Knight, 1 [Shadow] / 2 Health
When this ally enters play, 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, Scourgewar-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.  > 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’tari Bloodfrenzy, 6, Horde (Betrayor-172U)
Ally—Troll Warrior, 4 [Melee] / 6 Health
  **Ferocity (This ally can attack immediately.)**<p>
  When this ally attaches for the first time each turn, ready him if he’s damaged.

Raso’jin, 3, Horde (Horde Warrior-14U, Tomb-109U)
Ally—Troll Druid, 0 [Melee] / 2 Health
  **Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)**<p>
  When this ally enters play, put two 1 [Melee] / 1 [Health] Target ally tokens into play.  > This ally has +1 ATK for each token ally you control.

Raul “Fingers” Maldren, 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.

Ravenna, Horde (Class-24, Illidan-14)
Hero—Blood Elf Rogue (Subtlely), Alchemy/Mining, 27 Health
Flip Ravenna >>> Target ally you control has **Steelthis turn. (It can’t be protected against)**

Ravenous Bite, 2, Hunter (Alliance Hunter-10C, Azeroth-44C)
Instant Ability—Beast Mastery
Target ally has +3 ATK this turn.  > Target ally has -3 ATK this turn.

Ravenous Furboig, 2 (Betrayor-152C)
Monster Ally—Furboig Hunter, 3 [Melee] / 2 Health
When this ally enters play, target player puts the top card of his deck into his graveyard.

Ra’waza Stonetusk, 2, Horde (Illidan-165C)
Ally—Troll Shaman, 0 [Nature] / 5 Health
  **Protector**<p>
  At the start of your turn, this ally heals all damage from himself.

Ra’zra Wildstorm, 4, Horde (Class-190U, Drums-99U)
Ally—Troll Shaman, 4 [Melee] / 2 Health

Razak Ironsides, 7, Alliance (Betrayor-152E)
Ally—Gnome Sharpshooter, Unique, 4 [Ranged] / 8 Health
When an opposing hero or ally readies, this ally deals 4 ranged damage to it.

Raze, 2, Rogue (Wrathgate-70R)
Ability—Assassination
  **Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)**<p>
  > Destroy each opposing ally and equipment with cost X.

Razo’jun, 3, Horde (Horde Mage-18U, Elements-143U)
Ally—Troll Shaman, 1 [Fire] / 2 Health
  **Ferocity**<p>
  When this ally enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

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

Razor Hill Spiritseer, 2, Horde (Ancients-143C)
Ally—Orc Shaman, 2 [Frost] / 2 Health
  **Blooddrush:** While an opposing hero has more damage on it than your hero, this ally has **Assault 2. (She has +2 ATK on your turn.)**

Razorsaw, 6 (Legion-250R)
Ally—Demon, Unique, 7 [Ranged] / 4 Health
  **Long-Range (Defenders deal no combat damage to this ally.)**<p>
  When this ally enters play, he deals 4 ranged damage to target ally you control. When this ally leaves play, he deals 4 ranged damage to target ally.

Raztu’jor, 4, Horde (Class-191C, Horde Priest-19C, Scourgewar-187C)
Ally—Troll Warrior, 5 [Melee] / 3 Health
When this ally enters play, you may destroy target weapon.
Recklessness, 2, Warrior (Scourgewar-109R)
Ability—Fury
Ongoing: At the start of your turn, add an abandon counter. If your hero would deal or be dealt damage, that much +X is dealt instead, where X is the number of abandon counters.

Reckoning, 2, Paladin (Icecrown-50R)
Ability—Protection
Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck.)<p>
Ongoing: When your hero is dealt combat damage on an opponent’s turn, you may ready a card you control.

Reclamation Ashkandi, 3, DkPaWa (Crown-188R)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 0 / Strike
Play only if you control three or more equipment. If your hero has Smash.

Reclaiming Holy Grounds (Illidan-246U)
Quest
Pay (1) to complete this quest. If your hero has a Gnome, you may choose both.

Reconstructor, 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.

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

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. Reward: Draw a card for each different [Alliance] race among heroes and allies you control.

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-21U)
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.

Rezilience, 5, Hunter (Outland-33C)
Quest
On your turn: Pay (3) to complete this quest.

Revamp of the Infinities, 6, HuPaWa (Outland-217E)
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee], 0 Strike
Play only if you control three or more equipment. If your hero has Smash.

Reverberation, 5, Druid (Worldbreaker-39R)
Ability—Restoration
Put any number of [Nature] allies from your graveyard into your resource row face down and exhausted.

Rebirth, 5, Druid (Horde Druid-9U, Illidan-31U, Twilight-33U)
Instant Ability—Restoration
Pay 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.

Reckless Fireball, 2, Mage (Ancients-28U)
Basic Ability—Fire
Your hero deals 4 fire damage to target opposing hero or ally. That character’s controller may discard a card from his hand. If he does, his hero deals 4 fire damage to target hero or ally of his choice.
On your turn:

- **Rend** and **Tear**, 4, Druid
  - Monster Talent
  - Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character.

- **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.

- **Rensaresh, Herald of Nature**, 6 (Tomb-158U)
  - Empower Druid: When this ally enters play, if you control another Druid hero or ally, this ally heals 3 damage from target friendly hero or ally. Then put a 1 [Melee] / 1 [Health] Treant ally into play for each damage healed this way.

- **Renou Soulfang**, 3, Alliance (Tomb-91R)
  - Ally—Worgen Warlock, 1 [Shadow] / 6 Health
  - At the start of your turn, if you control fewer resources than each opponent, this ally deals 3 shadow damage to each opposing hero and heals 1 damage from your hero for each damage dealt this way.

- **Reoccupation** (Throne-256U)
  - Quest
  - On your turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

- **Remulos, Son of Cenarius**, 4 (Crown-157R)
  - Monster Ally
  - Attach to target hero or ally.
  - Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character.

- **Remulos (1)**, 4 [Nature] / 4 Health
  - Instant Ability—Retribution
  - Retribution Talent (You can’t put Holy Talents or Protection Talents in your deck.)
  - Destroy target ability, ally, or equipment that damage was dealt with or dealt by this turn.

- **Remba, Abbess of Ash**, Alliance (Betrayer-18)
  - Hero—Dwarf Priest (Traitor)
  - Alchemy/Tailoring, 26 Health
  - On your turn: (4), Flip Remba >>> Gain control of target ally with an attachment.

- **Remulos, Son of Cenarius**
  - 4 (Crown-157R)
  - Monster Ally—Keeper of the Grove Druid
  - Remulos (1), 4 [Nature] / 4 Health
  - Harmonize <p> When Remulos or another ally with cost 4 or more enters play under your control, you may put a 1 [Melee] / 1 [Health] Treant ally into play.

- **Rend**, 1, Warrior (Alliance Warrior-7C, Azeroth-146C, Horde Warrior-7C)
  - Instant Ability—Arms
  - Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character.

- **Rend and Tear**, 4, Druid (Elements-36R)
  - Instant Ability—Feral Cat Form, Form (1)
  - Repurposed Lava Dredger, 3, DrPa
  - Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike (3), [Activate] >>> Reveal the top card of your deck and an additional card for each heilmoon counter on this equipment. Place each revealed card into your resource row exhausted as an additional resource. <p> <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heilmoon counter to target equipment you control.

- **Rewe the Leper Queen**, Alliance (Betrayer-16)
  - Hero—Gnome Rogue (Traitor)
  - Engineering/Leatherworking, 27 Health
  - (2), Flip Rewe >>> Rewe deals melee damage to target ally equal to the ATK of a Weapon you control.

- **Ressa the Leper Queen**, Alliance (Betrayer-7)
  - Hero—Gnome Rogue (Combat), Engineering/Leatherworking, 27 Health
  - (2), Flip Ressa >>> Ressa deals melee damage to target ally equal to the ATK of a Weapon you control.

- **Ressa Shadeshine**, Alliance (Betrayer-7)
  - Hero—Gnome Rogue (Combat), Engineering/Leatherworking, 27 Health
  - (2), Flip Ressa >>> Ressa draws a card from your opponent's deck.

- **Reoccupation** (Throne-256U)
  - Quest
  - On your turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

- **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.

- **Rexxar, Lion of the Clans**, 7C
  - Hero—Tauren Paladin (Retribution), 30 Health
  - 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."

- **Rexwood, Son of Cenarius**, 4 (Crown-157R)
  - Monster Ally
  - Attach to target hero or ally.
  - <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character.

- **Renaissance**, 2, Rover (Drums-95R)
  - Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike (3), [Activate] >>> Reveal the top card of your deck and an additional card for each heilmoon counter on this equipment. Place each revealed card into your resource row exhausted as an additional resource. <p> <p> Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heilmoon counter to target equipment you control.

- **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."

- **Resolute 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.

- **Respire for a Tormented Soul**, 4 (Tomb-259U)
  - Quest
  - Pay (2) to complete this quest. <p> Reward: Put target ally from a graveyard on top of its owner's deck.

- **Ressa Shadeshine**, Alliance (Betrayer-7)
  - Hero—Gnome Rogue (Combat), Engineering/Leatherworking, 27 Health
  - (2), Flip Ressa >>> Ressa deals melee damage to target ally equal to the ATK of a Weapon you control.

- **Ressa the Leper Queen**, Alliance (Betrayer-16)
  - Hero—Gnome Rogue (Traitor), Engineering/Leatherworking, 27 Health
  - (2), Flip Rewe >>> Rewe deals melee damage to target ally equal to the ATK of a Weapon you control.

- **Ressa Shadeshine**, Alliance (Betrayer-7)
  - Hero—Gnome Rogue (Combat), Engineering/Leatherworking, 27 Health
  - (2), Flip Ressa >>> Ressa draws a card from your opponent's deck.

- **Rest and Relaxation**, 4 (Dark Portal-148R, Dark Portal Loot-1L)
  - 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.

- **Restless Blades**, 2, Rogue (Tomb-45R)
  - Ability—Combat
  - Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck.)
  - <p> Ongoing: Weapons you control have +1 ATK. <p> <p> Your hero has **Infinite Wield**. (You can control any number of one-handed Melee weapons and strike with any number of one-handed Melee weapons during the same combat.)
The Restless Dead (Scourgewar-263C)
Quest
On your turn: Pay (3) to complete this quest. <p>Reward: Each player shuffles his graveyard into his deck, and then you draw a card.

Resurrection, 4, Priest (Alliance Priest-9R, Azeroth-86R, Class-78R)
Ability—Holy
Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

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 <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 Jitana, 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 (This ally can’t be protected against) <p>When this ally deals combat damage to an ally, destroy that ally.

Retainer Khobrus, 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>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 Mythras, 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 Nealo, 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 Salar, 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: Poison (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. <p>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. <p>Pay (3) to complete this quest. <p>Reward: Draw a card.

Return to the Aldor (Illidan-233C)
Quest
Aldor Reputation <p> If you control another Aldor, Pay (2) to complete this quest. <p>Reward: Draw a card.

Return to the Scryers (Illidan-234C)
Quest
Scryer Reputation <p> If you control another Scryer, pay (2) to complete this quest. <p>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) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-243C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-244C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-245C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-246C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-247C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-248C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-249C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-250C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-251C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-252C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-253C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-254C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-255C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-256C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.

Revealing Strike, 3, Rogue (Legion-257C)
Ability—Combat
Combat Talent (You can’t put Assassination Talents or Subtlety Talents in your deck) <p>Reward: Draw a card.
The Rewards of Faith, 1, Paladin (Gladiators-45U)
Instant Ability—Holy
Your hero deals 1 unpreventable holy damage to target hero or ally. For each damage dealt this way, prevent the next 1 damage that would be dealt to a second hero or ally this turn.

Rexxar, 7, Horde (Dark Portal-231E)
Ally—Mok’Nathal Beastsmaster, Unique, 4 [Ranged] / 4 Health
When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Bear ally token named Misha into play with Ferocity. <p> This ally has +3 / +3 while you control that ally.

Rhok’delar, Longbow of the Ancient Keepers, 7, Hunter (Class-220R, Molten Core-26R)
Equipment—Weapon—Bow, Ranged (1), 5 [Ranged], 2 Strike
When you strike with this weapon, your hero has Long-Range this combat. (Defenders deal no combat damage to it.)

Rhoin, 3 (Champ Promo-10E, Icecrown-168E)
Ally—Human Mage, Unique, 4 [Frost] / 3 Health (2), Discard a Mage with cost X >>> Interrupt target card with cost X.

Rhoin the Time-Lost, 5, Alliance (Ancients-106E)
Ally—Human Mage, Rhoin (1), 4 [Arcane] / 6 Health
At the start of your turn, Rhoin may deal 1 arcane damage to target opposing hero. <p> If a hero or ally you control would deal non-combat damage, it deals that much +1 for each ally you control instead.

Rhuunom, 1, Warlock (Scourgewar-100C)
Ally—Felhunter Demon, Pet (1), 2 [Shadow] / 2 Health
At the end of your turn, you may destroy target attachment. If you do, draw a card.

Rhyllor of the Glade, 5, Alliance (Icecrown-114C)
Ally—Night Elf Druid, 3 [Arcane] / 5 Health
Protector, Assault 1, Mend 1
The Rider of Frost (Icecrown-216C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card.
You pay (1) less to complete quests this turn.

Riftmaker, 5, Rogue (Betrayal-185R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this weapon for each ally you control of the chosen race.) <p> Dual Wield <p> Allies you control have Assault 1.

Righteous Cleanse, 2, Paladin (Throne-58U)
Instant Ability—Holy
Destroy target ability. <p> Delve (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Righteous Defense, 1, Paladin (Outland-52U)
Instant Ability—Protection
Remove target friendly defending ally from combat, and your hero becomes a defender. Opposing heroes and allies can’t attack that ally this turn.

Righteous Vengeance, 3, Paladin (Class-65C, Dark Portal-62C)
Instant Ability—Retribution
Destroy target attacking ally.

Righteousness Aura, 4, Paladin (Illidan-62C)
Ability—Retribution, Aura (1)
Ongoing: If a hero or ally you control would deal damage, it deals that much +1 instead.

Riley Sizzleswitch, Alliance (Scourgewar-8)
Hero—Gnome Mage (Fire), Tailoring/Engineering, 25 Health
If you control another Mage: Flip Riley >>> Riley deals 2 fire damage to target ally.

Rime and Freezein’, 2 (Crown-72R)
Instant Ability
Empower Mage: If you control a Mage hero or ally, your hero deals 4 frost damage to target opposing ally. <p> Empower Shaman: If you control a Shaman hero or ally, your hero deals 4 frost damage to target opposing hero.

Rimblat Earthshatter, Shaman (Icecrown-4)
Hero—Tauren Shaman (Elemental), 29 Health
[Front]: Argent Crusade Reputation <p> Flip Rimblat, remove a Shaman in your graveyard from the game. <p> Destroy target ability that’s not attached to a friendly card.
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Shaman] cards, [Elemental] Talents, neutral cards, and Argent Crusade cards. You can’t include cards with other restrictions or other text restrictions.

Ring of Binding, 2, DrHuMaPaPrShLoWa
Equipment—Item, Ring (2)
Opponents pay (1) more to play abilities that target your hero.

The Ring of Blood (Gladiators-202U)
Location—Arena
As a cost to place this location face up, reveal an Arena card from your hand. <p> [Activate] >>> You pay (2) less to complete your next quest this turn.

The Ring of Blood: Brokentoe (Gladiators-195C)
Arena Quest
As a cost to place this quest face up, discard a card. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

The Ring of Blood: Rokdar the Sundered Lord (Gladiators-197C)
Arena Quest
As a cost to place this quest face up, remove 2 damage from an opposing hero. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

The Ring of Blood: Skra’gath (Gladiators-198C)
Arena Quest
As a cost to place this quest face up, choose an opponent, and he may draw a card. <p> Pay (5) to complete this quest. <p> Reward: Draw three cards.

The Ring of Blood: The Blue Brothers (Gladiators-194C)
Arena Quest
As a cost to place this quest face up, choose an opponent, and he may put two 1 [Melee] / 1 [Health] Broken Arena ally tokens into play. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

The Ring of Blood: The Final Challenge (Gladiators-196C)
Arena Quest
As a cost to place this quest face up, put 2 damage on your hero. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

Ring of Flowing Light, 1, DrPaPrSh (Legion-272U)
Equipment—Item, Ring (2) [Activate], Exhaust X equipment you control >>> Your hero heals X damage from itself.

Ring of Frost, 3, Mage (Horde Mage-12U, Twilight-52U)
Ability—Frost
Your hero deals 2 frost damage to each ready opposing ally.

Ring of Invincibility, 3, DiHuPaRoShWa (Scourgewar Badge-3E)
Equipment—Item, Ring (2) [Activate], Target ally has Invincible this turn. (It can’t leave play, be targeted, or be dealt damage.)

Ring of the Battle Anthem, 2, DkDrPaWa (Worldbreaker Badge-7E)
Equipment—Item, Ring (2) (2) >>> Allies you control have Assault 1 this turn. <p> Stash: Target ally has Assault 1 this turn.

Ring of the Boy Emperor, 3, DrMaPrShLo (Aftermath Crafted-9E)
Equipment—Item, Ring (2) When this item enters play, name another ability, ally or equipment. <p> At the start of your turn, if you control the named card, put a destiny counter on this item. <p> [Activate], Remove five destiny counters from this item >>> Destroy target hero.

Ring of the Great Whale, 1, DrPaPrSh (Throne-241U)
Equipment—Item, Ring (2) If damage would be healed from a hero or ally you control, that much +2 is healed instead.
Ring of the Recalctrant, 4, DrHuRoWa (Magtheridon-15R)
Equipment—Item, Ring (2)
Friendly heroes have +1 ATK while attacking.

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. <p>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. <p>[Activate], Remove three arena counters >>> Target player chooses an ally he controls, and then you choose an ally you control. Each dealt 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 Gloomtrik, 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.

Ripple 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 <p>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-611U)
Ability—Arcane
Your hero deals 1 arcane damage to each opposing hero and ally. <p>[Activate], Put an ally from your collection into play. Immediately turn it face down.: The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

Riptide, 2, Shaman (Alliance Shaman-11R, Twilight-84R)
Ability—Restoration
Restoration Talent (You can't put Elemental Talents or Enhancement Talents in your deck.)
<p>Your hero heals 5 damage from target hero or ally. Then, this ability enters play with a tide counter for each damage healed this way. <p>[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. <p>[Reward]: Draw two cards.

Rise to the Challenge, 15 (Azeroth-167E)
Ability
Attach to your hero and remove all damage from it. <p>[Activate], Remove from board one damage from target hero or ally. Then, this ability enters play with a spirit counter.

Rite of Souls, 3, Warlock (Betrayer-115U)
Ability—Demonology
Play only if you control two or more allies. <p>[Activate]: This ability enters play with four spirit counters. <p>[Activate], Remove a spirit counter >>> Your hero heals 3 damage from target hero or ally. If no counters remain, destroy this ability.

Rite 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 of the Ages, 4, Warlock (Betrayer-51R)
Basic Ability—Demonology
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <p>[Activate], Search your deck for an ally you control of the chosen race. <p>[Activate], Put an ally from your collection into play. Immediately turn it face down.: The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

Ritual Sacrifice, 2, Warlock (Dark Portal-112C)
Ability—Demonology
Ongoing: Destroy an ally you control >>> Target hero or ally has Assault 1 this turn. If no tide counters remain, destroy this ability.

Rituals of Power, Mage (Icecrown-204U)
Quest
Pay (1) to complete this quest. <p>[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 Conspicuous.

Roanauk Icemist, 4, Horde (Wrathgate-144E)
Ally—Taunka High Chieftain, Unique, 3 [Frost] / 5 Health
At the end of your turn, put a 1 [Frost] / 1 [Health] Taunka ally token into play. <p>[Activate], Taunka you control have Assault 1.

Roar of the Ages, 8, Druid (Betrayer-11R)
Basic Ability—Feral
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <p>[Activate]: Allies you control have +3 +3.

Roar of the Beast, 1, Hunter (Throne-44U)
Instant Ability—Survival
Target Monster ally has +3 ATK this turn. Target non-Monster ally has +3 ATK this turn.

Roaring Blaze, 5, Mage (Honor-38U)
Ability—Fire
Your hero deals 1 fire damage to each opposing ally for each card in your hand.

Roge of the Waking Nightmare, 2, MaPrLo (Worldbreaker-224U)
Equipment—Armor—Cloth, Chest (1), 1 DEF
Dragomir 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 <p>[Activate], 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 Furred 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.

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, DrMaPrShLo (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 (A) Alliance Hunter-20C, Class-154C, Outland-140C
   Ally—Human Paladin, 4 [Melee] / 5 Health
   Roena Trailmaker, 5, Horde (Betrayer-173C)
   Ally—Tauren Shaman, 4 [Nature] / 2 Health

Protector <>p> This ally has +1 [Health] for each quest you control.

Roger 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 Urban, 5, Alliance (Alliance Rogue-18C, Alliance Shaman-18C, Twilight-122C)
   Ally—Worgen Hunter, 6 [Ranged] / 4 Health
   Rogg Dreadnok, 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.

Roke 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 Blackfist, 4, Horde (Drunks-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.

Rollling 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-313C)
   Quest
   On your turn: Pay (1) to complete this quest. <>p> Reward: Turn target quest face down.

Ror Tramplehoof, 7, Horde (Ancients-144U)
   Ally—Tauren Druid, 7 [Melee] / 7 Health
   Smash (If this ally would deal more than 30 total damage to a defending ally, it deals the rest to that ally’s controller’s hero.)

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 Trueheart, 5, Horde (Gladiators-142C)
   Ally—Orc Hunter, 3 [Ranged] / 4 Health
   Ferocity (This ally can attack immediately.) <>p> Hardiness (If this ally would deal damage, prevent 1 of it)

Rosalyne von Erantor, 1, Horde (Worldbreaker-188U)
   Ally—Undead Warlock, 5 [Fire] / 2 Health
   When this ally enters play, she deals 3 fire damage to your hero.

Roshen the Oathsworn, 3, Horde (Wrathgate-145J)
   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.

Rotun Daggehand, Alliance (Outland-7)
   Hero—Dwarf Rogue (Combat), Mining/Jewelcrafting, 27 Health
   (3), Flip Rotun >>> Rotun 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 Crest of Lordaeron, 6, PaWa (Betrayal-172R)
   Equipment—Armor—Shield, Off-Hand (1), 0 DEF
   Your hero has Protector. <>p> At the start of your turn, add +1 [DEF] counter to this armor for each ally you control. <>p> Your hero has Assault 10 while this armor has 10 or more [DEF].

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 Tenuras II, 3, DrPaPrSh (Gitadel-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.

Ruala the Spotter, 3, Horde (Legion-200U)
   Ally—Troll Hunter, 0 [Melee] / 3 Health
   Exhaust your hero >>> Target ally has +3 ATK this turn.

Ruby Blazewing, 6 (Worldbreaker-212U)
   Ally—Red Dragonkin, 5 [Fire] / 4 Health
   When this or another ally enters play under your control, it may deal 1 fire damage to target ally. <>p> Stash (As this enters your resource row, you may have it 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 Gemsplarkle, 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 Unforgettable.

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 (Horde Warrior-6C, Scourgewar-111C)
   Basic 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.

Ruklara 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 Blackfist, 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> Untargetable

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.

Runes of Metamorphosis, 1, Druid (Drums-217U)
Equipment—Item, Trinket (2)
Forms you control aren’t destroyed by abilities you play. (You can have only one card with Form (1) in play.)

Rune of Zeth, 2, MagPrLo (Tomb-180C)
Equipment—Item, Trinket (2)
When this item 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.) <p> (4), [Activate], Destroy this item >>> Draw two cards.

Rune Strike, 3, Death Knight (Icecrown-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.

Runed Soulblade, 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 averse counter. <p> (1), Remove three verse counters >>> Your hero deals 3 arcane damage to target ability.

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.

Ruo Wildhoof, 6, Horde (Horde Paladin-21C, Worldbreaker-199C)
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 (Honour-59U)
Instant Ability—Assassination
Finishing Move (To play, remove X Combos in your graveyard from the game, where X is 5 or less.) <p> Attach to 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.

Ruthless Execution, 2, Warrior (Ancients-69U, Horde Warrior-7U)
Basic Ability—Fury
Destroy target damaged ally. Draw a card.

Ruthless Gladiator’s Decapitator, 7, DkPaWa (Tomb-192R)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 1 Strike
When you strike with this weapon, you may remove target ally in a graveyard from the game. If you do, this weapon has +1 ATK this turn equal to the ATK of that removed ally.

Ruthlessness, 5, Rogue (Honour-60R)
Ability—Assassination
Assassination Talent (You can put Combat Talents or Subtlety Talents in your deck.) <p> Put up to five Combos from your removed from game zone into your hand.

RwiRwlRwlRwll, 1 (Murkdeep-6U, 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, put a 1 [Melee] / 1 [Health] Fe/hunter Demon ally token into play. <p> (1), Destroy a Demon you control >>> Interrupt target ability.

Ryno the Wicked, Alliance (Honour-8)
Hero—Gnome Warlock (Destuction), 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 (Wrathgates-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 (Horde Paladin-7C, Legion-64C)
Basic 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.

Sacificial Poison, 2, Rogue (Betrayer-95U)
Ability—Poison
Traitor
Traitor Hero Required <p> Attach to target hero that your hero dealt combat damage to this turn. <p> Ongoing: At the start of attacked hero’s controller’s turn, he destroys an ally he controls.

Sacificial Vengeance, 2, PaLo (Honour-89C)
Ability—Retribution
Demonology
Attach to target ally you control. <p> Ongoing: When attached ally is destroyed, target opponent destroys an ally he controls.

Saeryn Dusksorrow, Horde (Night-2)
Hero—Blood Elf Death Knight (Blood), Herbalism/Inscription, 29 Health (3), Flip Saeryn >>> 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 Bright born, 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 Grimstarker, 4, Alliance (Outland-141C)  
Ally—Dwarf Rogue, 3 [Melee] / 4 Health

Stealth (This ally can’t be protected against.)  
<>> At the start of your turn, target hero or ally has Stealth this turn.

Saliva 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 Galvengton, 3, Horde (Sylvanas-18C, Throne-168C)  
Ally—Undead Mage, 5 [Arcane] / 1 Health

Samaphlange (Dark Portal-318U)  
Quest  
Exhaust an equipment you control and pay (2) to complete this quest.  
<>> 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.  
<>> 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 (Honour-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.

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

Sanguine Presence, 4, Death Knight (Elements-30R, Horde DK-9R)  
Instant Ability—Blood, Presence (1)  
Ongoing: Your hero has Protector and +10 [Health].  
<>> (1), [Activate] >>> Ready your hero.

Sanva, 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.

Sapphirone Drape, 5, DrMnPPrShLo (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 heal 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 <>> Other allies you control have Elusive this turn.

Saroth, 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, 6 [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.

Saurfang 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.

Saurfang the Younger, Kor’kron 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’kron 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-3L)  
Ally—Raptor, 6 [Melee] / 15 Health  
Ferocity <>> This ally has +1 ATK for each damage on it.

Savage Roar, 1, Druid (Icercrown-31U)  
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.
Savina Gresky, 2, Alliance (Outland-142C)
Ally—Night Elf Druid, 2 [Melee] / 2 Health
Elusive
>>> This ally has +2 ATK while you control a Form.

Savira Skullsmasher, Horde (Gladiators-14)
Hero—Orc Rogue (Subtlety), 1 [Melee] / 5 Health
Blacksmithing/Engineering, 27 Health
At the start of your turn, your hero heals 2 damage from target hero or ally equal to 1 plus the combined ATK of [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.

Scalding Totem, 3, Shaman (Ancients-54U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the end of your turn, play a flame counter to this Totem. <<< When this Totem is destroyed, put a 2 [Fire] / 1 [Health] Fire Elemental flame ally token into play for each flame counter that was on this Totem. <<< [Basic] (6) >>> Destroy this Totem. <<< (Totems can't attack)

Scalped Breastplate of Carnage, 3, HuSh (Drums-214R)
Equipment—Armor—Mail, Chest (1), 1 DEF
When an ally deals damage to another ally, destroy both of them.

Scalp of the Bandit Prince, 1, HuSh (Tomb-174R)
Equipment—Armor—Mail, Head (1), 1 DEF
When you play a card with cost 6 or more, add a scalp counter to this armor. <<< At the start of your turn, if this armor has three or more scalp counters on it, your hero deals 6 melee damage to target opposing hero.

Scarabamanga, 1, Alliance (Alliance DK-20, 1, Alliance Rogue-19C, Alliance Warlock-22C, Class-156C, Dark Portal-189C)
Ally—Human Warlock, 2 [Shadow] / 1 Health
(2)
[Marksmanship Sting, 4, Hunter (Wrathgate-28C, Sword, 1 [Melee]), 3 Strike]

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

Scarlet Kris, 2, HuRoShWa (Alliance Rogue-23U, 5X Alliance Rogue-19U Azeroth-333U, Class-221U, Horde Rogue-25U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike

Scared Monastery (Dungeon Treasure-59R)
Location (1), [Activate] >>> Target hero or ally that was healed this turn has Assault 2 this turn.

Scarecrow, 5, Mage (Elemental, Fire Totem (2), 1 Strike)
Instant Ability—Marksmanship
Marksmanship Talent
You can't put Beast Mastery Talents or Survival Talents in your deck.

Scepter of Power, 2, DrPaPrSh (Tomb-193U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike
Exhaust an ally you control >>> Add a tone counter to this weapon. <<< While this weapon has four or more tone counters on it, it has Harmonize.

Scepter 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.

Scheming Dreadlord, 2 (Ancients-195C)
Monster Ally—Dreadlord Demon, 1 [Shadow] / 2 Health
Elusive
This ally can't be attacked.

Scholar Kroiss, 1, Horde (Betrayer-176C)
Ally—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, HuPaRoWa (Class-222U, Dark Portal-280U)
Instant Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike

Scimitar of the Sirocco, 4, DkPaWa (Worldbreaker Crafted-2E)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
Artifact
You may play this card from your graveyard. <<< When you strike with this weapon, allies you control have Ferocity this turn.

Scorch, 0, Mage (Alliance Mage-11U, Citadel Raid-48U, Class-56U, Dark Portal-53U, 5\2 Horde Mage-10U)
Basic Ability—Fire
Your hero deals 1 fire damage to target hero or ally.

Scorching Totem, 3, Shaman (Aspects Treasure-24C)
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the start of your turn, your hero deals 1 fire damage to target opposing hero for each ally you control. <<< (Totems can't attack)

Scorpid Sting, 2, Hunter (Scourgewar-48C)
Instant Ability—Marksmanship Sting
Attach to target hero. <<< 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. <<< 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. <p> Pay (5) to complete this quest. <p> Reward: Draw a card.

Scourgeborne Battlegear, 7, Death Knight
(Naxxramas-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. <p> 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. <p> Reward: Draw a card. You may shuffle your graveyard into your deck.

Scout Kurgo, 5, Horde (Honor-143C)
Ally—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 Omeratta, 1, Horde (Class-192C, Dark Portal-232C)
Ally—Orc Warrior, 2 [Melee] / 1 Health
Protector
“Scrapper” Ironbane, 5, Alliance (Class-157C, Illidan-139C)
Ally—Dwarf Rogue, 3 [Melee] / 4 Health
At the end of your turn, you may destroy target equipment.

Scraps, 2, Hunter (Legion-39C)
Ally—Garrion 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 Shot, 3, HuWa (Honor-90C)
Ability—Survival Fury Shout
Ongoing: Opposing heroes and allies have -1 ATK while attacking.

Scryer’s Bloodgem, 2, DrHuMaPaPrRoShLoWa (Illidan-221U)
Equipment—Item, Trinket (2)
Scryer Reputation <p> Heroes and allies you control with Sabotage also have Stealth.

Sea Legs (Elements-215U, Jainu-28U)
Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Seadog Nally, Alliance (Betrayer-17)
Hero—Dwarf Hunter (Trait), 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.) <p> As an additional cost to play this ability, put the top five cards of your deck into your graveyard. <p> Your hero deals melee damage to target hero or ally equal to the number of [Rogue] abilities put into your graveyard this way.

Seal of Betrayal, 4, Paladin (Betrayer-74R)
Ability—Traitor, Seal (1)
Traitor Hero Required <p> 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. <p> (2), Destroy this ability >>> 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 <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character and 1 holy damage to itself. <p> (1), Destroy this ability >>> 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.) <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character. <p> (1), Destroy this ability >>> Your hero deals 4 holy damage to target exhausted hero or ally.

The Seal of Danzalar, 3, DrMaPrShLo (Gladiators-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 be dealt to target friendly ally this turn.

Seal of Justice, 2, Paladin (Drums-49U)
Ability—Protection, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, exhaust target hero or ally. It can’t ready during its controller’s next ready step. <p> (1), Destroy this ability >>> Exhaust target hero or ally. It can’t ready during its controller’s next ready step.

Seal of Light, 3, Paladin (Azeroth-73U)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, it heals 2 damage from itself. <p> (1), Destroy this ability >>> Your hero heals 4 damage from itself.

Seal of Purity, 1, Paladin (Icecrown-52U)
Ability—Holy, Seal (1)
Ongoing: Weapons you control have Assault 1. <p> When your hero deals combat damage with a weapon, you may destroy target ability that’s attached to a friendly card.

Seal of Redemption, 3, Paladin (Betrayer-75C)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, put an ally from your graveyard into your hand. <p> (1), Destroy this ability >>> Put an ally from your graveyard into your hand.

Seal of Retribution, 3, Paladin (Illidan-63C)
Instant Ability—Retribution, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, you may destroy target ally that attacked this turn. <p> (1), Destroy this ability >>> Destroy target ally that attacked this turn.

Seal of Righteousness, 1, Paladin (Drums-50C)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, add a purity counter. <p> Your hero has Mend 1 for each purity counter.

Seal of the Crusader, 3, Paladin (Dark Portal-64U)
Ability—Retribution, Seal (1)
Ongoing: Your hero has -1 ATK. <p> When your hero deals combat damage for the first time each turn, you may ready it and a Melee weapon you control. <p> (1), Destroy this ability >>> Your hero has +2 ATK while attacking this turn.

Seal of Vengeance, 2, Paladin (Outland-54R)
Ability—Retribution, Seal (1)
Alliance Hero Required <p> Ongoing: At the end of each turn, your hero deals 1 holy damage to each hero and ally it dealt combat damage to this turn. <p> (1), Destroy this ability >>> Your hero deals 1 holy damage to each hero and ally it dealt combat damage to this turn.

Seal of Wisdom, 3, Paladin (Azeroth-74R)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, draw a card. <p> (1), Destroy this ability >>> Draw a card.

Seal of Wrath, 2, Paladin (Alliance Paladin-7R, Worldbreaker-7R)
Ability—Retribution, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, it may also deal 2 preventable holy damage to target hero or ally.

Seamus Somerset, 2, Horde (Legion-201U)
Ally—Undead Rogue, 2 [Melee] / 1 Health
Ferocity <p> When this ally attacks, you may remove target card in a graveyard from the game.

Seas, 1, Mage (Citadel Raid-49C, Class-57C, Gladiators-38C)
Instant Ability—Fire
Your hero deals 2 fire damage to target ally, or 6 if that ally was dealt damage this turn.
Searing Light, 2, Priest (Honor-49R)
Ability—Holy

**Holy Talent** *(You can't put Discipline Talents or Shadow Talents in your deck.)* (p) Ongoing: (2)
Discard an ability >>> Your hero deals 3 unpreventable holy damage to target hero or ally. (p) Destroy this ability >>> Your hero deals 3 unpreventable holy damage to target hero or ally.

Searing Pain, 2, Warlock (Worldbreaker-111R)
Ability—Destruction
Your hero deals 2 fire damage to target hero or ally, plus an additional 2 for each [Fire] card you control.

Searing Scorching, 3 (Holiday 3R-4R)
[Fire] Ally—Fire Elemental, 2 [Fire] / 1 Health

**Ferocity** (p) When this ally is destroyed, it may deal 2 fire damage to target hero.

Searing Totem, 2, Shaman (Azeroth-116U)
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the start of each turn, this Totem deals 1 fire damage to target hero or ally. (p) (Totems can't attack.)

Sebastian Malak, 2, Alliance (Throne-125C)
This ally has +2 ATK while in combat with a Monster.

The Secret Compromised (Illidan-247C)
Quest
Pay (1) to complete this quest. (p) Reward: Look at the top three cards of target opponent’s deck. Put one on top of his deck and the rest on the bottom in the order of your choice.

Secrets of the Ages, 4, Mage (Betrayal-24R)
Basic Ability—Arcane

**Rift** *(Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.)* (p) Put a token copy of target ally you control into play.

Securing the Rampsarts (Citadel-30U)
Quest
If you control an armor, item, and weapon: Pay (1) to complete this quest. (p) Reward: Draw two cards.

Seed of Corruption, 2, Warlock (Elements-94U)
Instant Ability—Affliction
Attach to target opposing ally. (p) Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached ally. (p) When a attacked ally is destroyed, your hero deals 2 shadow damage to target hero or ally.

Seeds of the Lashers (Wrathgate-215C)
Quest
Exhaust seven cards you control to complete this quest. (p) Reward: Draw two cards.

Seeds of Their Demise (Jaina-29C, Sylvanas-29C, Throne-25BC)
Quest
Pay (0) to complete this quest. (p) Reward: **Deelve** *(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.)*
Servant of Terestian, 6 (Betrayal-153C)
Monster Ally—Imp Demon, 7 [Fire] / 2 Health
Elusive (This ally can't be attacked.)

Set Ablaze, X, Mage (Honor-39R)
Ability—Fire
Ongoing: This ability enters play with X burn counters.

Shadala, 2,
Damage to target opposing ally for each Demon
When this ally enters play, he deals 1 shadow
[Shadow] / 4 Health
Monster Ally

Setesh, Construct of Destruction, 3,
DkDrHuMaPaPrR0ShLoWa (Tomb-178R)
Equipment—Item
Your hero has Assault 1. <p> At the start of your turn and when your hero deals combat damage to an opposing hero, add a power counter to this item. <p> At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put two 0 [Shadow] / 4 [Health] Void Wurm ally tokens into play with Assailt 4.

Seth's Graphite Fishing Pole, 6,
DrHuMaPaPrRoShLoWa (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 (VvP Alliance Priest-18R, Azeroth-216R)
Ally—Night Elf Priest, 2 [Holy] / 1 Health
Elusive <p> (X), [Activate] >>> This ally heals X damage from target hero or ally.

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 targeting ally for each Demon and/or Monster hero and ally you control.

Shadaa, 2, Horde (Legion-202C)
Ally—Blood Elf Priest, 2 [Holy] / 2 Health
When you play an ability, you may destroy target ability.

Shadow Emissary Vaxxod, 7, Horde (Twilight-148U)
Ally—Goblin Priest, 5 [Shadow] / 7 Health
Time is Money <p> [Activate] >>> This ally deals 2 shadow damage to target ally and 2 shadow damage to itself.

Shade of Aran, 5 (Betrayal-154R)
Monster Ally—Spirit Mage, Aran (1), 5 [Arcane] / 5 Health
Monster Hero Required <p> As Aran enters play and as your turn starts, you may choose another ally. If you do, Aran has all powers of the chosen ally until the start of your next turn.

Shade of Arugal, 4 (Icecrown-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 (Betrayerr-116R)
Ability—Destrucon

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

<p> Ability: Destruction
Ongoing: (1), Destroy an ability you control

<p> Ability: Destruction
Your hero deals 2 shadow damage to target hero or ally.

Ability—Destrucon
Your hero deals 3 shadow damage to target hero or ally.

Shadow Burst, 2, Warlock (Scourgewar-101C)
Ability—Destruction
Your hero deals 2 shadow damage to target hero or ally.

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> Ability: Destruction
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 (Betrayerr-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—Assasination
Preparation (On your first turn, you may play this card without paying its cost.)<p> Ability: Demonology
Your hero has Shadow Resistance this turn.
(Prevent all shadow ([Shadow]) damage that it would be dealt.)

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.)

Shadow Weaving, 4, Priest (Legion-76R)
Ability—Shadow
Shadow Talent (You can’t put Discipline Talents or Holy Talents in your deck.)

<p> Ability: Shadow
Attach to target hero.

Shadow Word: Angony, 3, Priest (Illidan-73U)
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: Corruption, 2, Priest (Tomb-40U)
Ability—Shadow
Attach to friendly Monster 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 three cards of that hero’s controller’s deck from the game.

Shadow Word: Devour, 4, Priest (Ancients-41R)
Basic Ability—Shadow Attachment
Attach to target opposing hero.

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Shadow Word: Devour, 4, Priest (Ancients-41R)
Basic Ability—Shadow Attachment
Attach to target opposing hero.
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 attached character.

Shadowburn, 2, Warlock (Dark Portal-113R)  
Instant Ability—Deception  
**Deception 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.)*  
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.

Shadow fury, 5, Warlock (Outland-88R)  
Ability—Deception  
**Deception 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 ready during its controller’s next ready step.

Shadowglenn Stalker, 6, Alliance (Ancients-107C)  
Ally—Night Elf Rogue, 5 [Meelee] / 4 Health  
**Haste 2** *(You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)*

Shadowmeld, 3, Alliance (Dark Portal-131U)  
Ability—Night Elf  
**Night Elf Hero Required** <p> Ongoing: Your hero has **Elusive** and **Untrackable.** <p> At the start of your turn, destroy this ability.

Shadowmistress Jezebel Hawke, 3, Alliance (V Alliance Hunter-21U, Outland-143U)  
Ally—Human Warlock, 2 [Shadow] / 3 Health  
Friendly Pets have +2 [Health].

Shadowmoon Mage, 5 (Betrayal-155C)  
Monster Ally—Ogre Mage, 9 [Arcane] / 1 Health  
**Shadowmourn, 6, DkPaWa (Citadel-25E)**  
Equipment—2H Weapon—Axe, Melee (1), 0 [Meelee], 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.

Shadowprower’s Chestguard, 1, DrRo  
(Gladiators Crafted-3E)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
Your hero has +1 ATK while attacking for each hero and ally you control with **Stealth.**

Shadows of Death, 3, DkLo (Scourgewar-119U)  
Ability—Unholy Destruction  
Ongoing: (1), Destroys 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> **Storm** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Put an ally you control into its owner’s hand.

Shadowseer Thraner, 6, Alliance (Tomb-93U)  
Ally—Dwarf Priest, 4 [Shadow] / 6 Health  
When this ally enters play, reveal the top card of your deck. If it’s an ability, ally, or equipment, target opponent removes cards from the top of his deck from the game equal to that revealed card’s cost.

Shadowwalker’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 (Illidan-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 [Meelee], 3 Strike  
(1), Destroy this weapon >>> If your hero has Enchanting, draw two cards.

Shadowy Apparition, 2, Priest (Tomb-41R)  
Ally—Apparition, 1 [Shadow] / 1 Health  
**Shadow Talent** *(You can’t put Discipline Talents or Holy Talents in your deck.)*  
<p> **Ferocity** <p> This ally has +1 ATK while attacking heroes for each opposing card removed from the game. <p> If this ally would deal damage to a hero, move that many cards from the top of that hero’s controller’s deck from the game instead. <p> At the end of your turn, put this ally into its owner’s hand.

Shaera Strikewing, 5, Horde (Elements-145C)  
Ally—Blood Elf Rogue, 5 [Meelee] / 4 Health  
**Stealth** *(This ally can’t be protected against.)*  
<p> **Storm** *(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.

Shaka Deadmark, 4, Horde (Ancients-145U)  
Ally—Orc Hunter, 3 [Ranged] / 3 Health  
When this ally enters play, target an opposing hero. Orc allies you control have +3 ATK while in combat with that hero this turn.

Sha’kar, 3, Horde (Betrayer-178C)  
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 [Meelee] / 2 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or allies attacks.)*

Sha’lin Nightwind, 3, Alliance (Druid-20C, Azeroth-217C, Class-158C)  
Ally—Night Elf Druid, 4 [Meelee] / 1 Health  
**Elusive** *(This ally can’t be attacked.)*

Shalu 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.

Shalug’doom, the Axe of Unmaking, 0, DkPaWa (Twilight-202E)  
Equipment—2H Weapon—Axe, Melee (1), 0 [Meelee], 0 Strike  
As this weapon enters play, destroy any number of abilities, allies, and/or equipment you control. <p> This weapon enters play with a +1 ATK counter on it for each card destroyed this way.

Shalyssa Groveshaper, 3, Alliance (Crown-92C)  
Ally—Night Elf Druid, 1 [Nature] / 4 Health  
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)*  
<p> **Mend 2** *(At the start of your turn, this ally may heal 2 damage from target hero or ally.)*

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> 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.)
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.

Shandris Feathermoon, 8, Alliance (Ancients-108R)
Ally—Night Elf Hunter, Shandris (1). 8 [Ranged] / 1 Health
Haste 4 <p><-> Ferocity <p><-> At the end of your turn, put Shandris into her owner’s hand from play. <p><-> Discard another card named Shandris Feathermoon >>> Shandris has Long-Range and can attack two opposing heroes and/or allies at the same time this turn.

Shanas Bladefall, 1, Alliance (Alliance Shaman-19C, Alliance Warrior-17C, Worldbreaker-159C)
Ally—Night Elf Death Knight, 0 [Melee] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
Shalan, Herald of Faith, 3, Alliance (Throne-126U)
Ally—Night Elf Priest, 2 [Melee] / 4 Health
Empower Priest: When this ally enters play, if you control another Priest hero or ally, destroy target opposing ability, and all other opposing abilities with the same name as it.

Shard of the Flame, 4, DrHuMaPaPrRoShLoWa (Molten Core-42R)
Equipment—Item, Trinket (2)
When a resource enters play under your control, your hero heals 2 damage from itself.

Shard of the Scale, 2, DrHuMaPaPrShLoLo (Onyxia-27U)
Equipment—Item, Trinket (2)
(2). Destroy this item >>> Put the top card of your deck into your resource row face down and exhausted.

Shard of the Virtuous, 5, DrPaPrSh (Betrayal-186U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Holy] / 3 Strike
At the start of your turn, your hero heals 1 damage from itself for each ally you control. <p><-> This weapon has +3 ATK while your hero is undamaged.

Sharial, 5, Alliance (Legion-164U)
Ally—Night Elf Rogue, 5 [Melee] / 1 Health
Elusive (This ally can’t be attacked.) <p><-> [Activate] >>> Exhaust target equipment.

Sharp Eye, 2, Hunter (Icecrown-38C)
Ability—Survival
Target hero or ally you control has Assault 2 and Long-Range this turn.

Sharpshooter Nally, 3, Alliance (Betrayal-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)
Ally—Orc Rogue, 3 [Melee] / 2 Health
Steelth <p><-> 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 (Ancients-80C, Azeroth-168C)
Basic Ability
Destroy target equipment.

Shattering Throw, 4, Warrior (Elements-101U)
Ability—Arms
Ongoing: When this ability enters play, you may destroy target equipment. <p><-> [Activate] >>> Target weapon you control has Thrown this turn. (When you strike with that weapon, it has Long-Range this combat. At the end of this turn, put that weapon into its owner’s hand.)

Shattrath City Peacekeeper, 3, (Legion-252C)
Ally—Dranei Warrior, Unlimited, 1 [Melee] / 1 Health
Protector <p><-> Allies not named Shattrath City Peacekeeper have -1 ATK.

Shawl of Haunted Memories, 2, MaPrLo (Icecrown-177R)
Equipment—Armor—Cloth, Back (1), 1 DEF (1), [Activate], Destroy this armor >>> Destroy target ability, ally, or equipment that shares a name with a card in its controller’s graveyard.

<p><-> Death Rattle: Target opponent puts the top three cards of his deck into his graveyard.

Shawn of the Dead, 5, Horde (Outland-183R)
Ally—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)
Ally—Night Elf Rogue, 1 [Melee] / 2 Health
Elusive (This ally can’t be attacked.)

Shaytha Lumenira, 3, Alliance (Elements-125U)
Ally—Night Elf Druid, 2 [Arcane] / 4 Health
This ally has Arcane Resistance while you control an ability. (Prevent all arcane [{Arcane}] damage that would be dealt to this ally)

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)
Ally—Turtle, Pet (1), 2 [Melee] / 3 Health
If this ally would deal 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 Reznic, 6, Alliance (Legion-165R)
Ally—Dranei Shaman, 2 [Nature] / 6 Health
[Activate] >>> Target up to three heroes and/or allies. This ally deals 3, 2, and 1 nature 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. <p><-> Your hero deals 1 melee damage to target hero or ally. If you target 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. <p><-> 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-meelee (non-[Melee]) damage that would be dealt to target hero or ally this turn.

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

Shield of the Righteous, 3, Paladin (Elements-61R)
Instant Ability—Protection
Protection Talent (You can’t put Holy Talents or Retribution Talents in your deck.) <p><-> Your hero deals X unpreventable holy damage to target hero or ally and has Assault X this turn, where X is the [DEF] of a Shield you control.

Shield or Wield, 2, Paladin (Illidan-64U)
Instant Ability—Protection Retribution
Choose one: Prevent the next 3 damage that target ally would be dealt this turn; or attack to target hero. <p><-> Ongoing: Attached hero has +1 ATK while attacking.
Shield Slam, 3, Warrior (Betrayal-121R)
Instant Ability—Protection

**Protection Talent (You can’t put Arms Talents or Fury Talents in your deck).** <-p> You may exhaust a Shield you control rather than pay this ability’s cost. <-p> 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 [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.

Shivarrar Deathspeaker, 5 (Betrayal-156C)
Monster Ally—Shivarrar Demon, 6 [Fire] / 3 Health
When this ally enters play, she may deal 3 fire damage to target hero with 15 or more damage on it.

Shiverspine, 4 (Tomb-146U)
Monster Ally—Murloc Priest, 3 [Holy] / 4 Health
When this or another Murloc ally you control deals damage to an opposing hero, this ally heals that much damage from your hero.

Shock and Sootho, 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
When this or another Murloc ally you control deals damage to an opposing hero, this ally heals that much damage from your hero.

Shockwave, 2, Warrior (Alliance Warrior-8R, Twilight-99R)
Ability—Protection

**Protection Talent (You can’t put Arms Talents or Fury Talents in your deck).** <-p> Put target ally on top of its owner’s deck. Your hero deals melee damage equal to that ally’s cost to its controller’s hero.

Shivarrar Deathspeaker, 5 (Betrayal-156C)
Monster Ally—Shivarrar Demon, 6 [Fire] / 3 Health
When this ally enters play, she may deal 3 fire damage to target hero with 15 or more damage on it.

Shock and Sootho, 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
When this or another Murloc ally you control deals damage to an opposing hero, this ally heals that much damage from your hero.

Shockwave, 2, Warrior (Alliance Warrior-8R, Twilight-99R)
Ability—Protection

**Protection Talent (You can’t put Arms Talents or Fury Talents in your deck).** <-p> Put target ally on top of its owner’s deck. Your hero deals melee damage equal to that ally’s cost to its controller’s hero.

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.

Shoulderpads of Fleshwerks, 6, DrRo
(Scourge Warren-224C)
Equipment—Armor—Leather, Shoulder (1), 2 DEF
When this armor enters play, you may destroy target ally with [Mend] or [Protector].

Shroud of the High Priest, 6, Priest (Crown-34R)
Ability—Discipline Holy Shadow
Attach to your hero. <-p> Ongoing: Attached hero has: <-p> [Activate] >>> Draw a card. <-p> [Activate] >>> Your hero deals 4 fire damage to target hero. <-p> [Activate] >>> Target ally can’t attack or protect this turn.

Shroud of the Nethermancer, 6, Warlock (Crown-51R)
Ability—Affliction Demonology Destruction
Attach to your hero. <-p> Ongoing: Attached hero has: <-p> [Activate] >>> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself. <-p> [Activate] >>> Search your deck for a Demon, reveal it, and put it into your hand. <-p> [Activate] >>> Your hero deals 1 fire damage to each ally.

Shu’muzun, 3, Horde (Aspects Treasure-43C)
Ally—Troll Mage, 3 [Arcane] / 1 Health

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. <-p> [Activate] << 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. <-p> Reward: Draw a card.

Si:7 Assassin, 2, Alliance (Alliance Priest-19C, Alliance Shaman-16C, Ancients-109C)
Ally—Human Rogue, 4 [Melee] / 1 Health

Siamat, Lord of the South Wind, 9 (Tomb-159E)

**Monster Hero Required** <-p> When Siamat enters play, exhaust all [Horde] and [Alliance] allies. <-p> [Horde] and [Alliance] allies can’t ready. <-p> At the start of your turn, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play for each exhausted [Horde] and [Alliance] ally.

Sianna 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. <-p> Reward: Draw a card.

Sigil of the Legion, 2 (Betrayal-61C)
Ability—Attachment
Attach to target ally. <-p> Ongoing: Attached ally has +1/+1, or +2/+2 if it’s a Demon.

Sigil of the Vengeful Heart, 2, Death Knight (Icecrown-184R)
Equipment—Item, Relic (1)
(1), [Activate] >>> Ready target Ghoul. <-p> When you play a weapon, ready this item.

Signed in Blood (Crown-197C)
Quest
Pay (1) to complete this quest. <-p> Reward: Turn target resource face down.

Signet of Manifested Pain, 2, DrMaPrShLo
(Naxxramas-25R)
Equipment—Item, Ring (2)
At the start of your turn, you may put 2 damage on your hero. If you do, put a 2 [Melee] / 2 [Health] ally token into play for each of the same class and race as your hero.
Signet of the Impregnable Fortress, 5, DiDrPaWA (Scourgewar Badge-4E)
Equipment—Item, Ring (2)
Heroes and allies you control have **Protector**.

<p>Each opposing hero and ally has -2 ATK on its controller's turn.

Signet of the Timewalker, 1, DrMaPrShLo (Ancients-217U)
Equipment—Item, Ring (2)
At the start of your turn, add a time counter to this item. Then, if it has four or more time counters on it, destroy it. If you do, draw two cards.

Silas Darkmoon, 6 (Darkmoon Faire-3R)
Ally—Gnome Ringleader, Unique, 0 [Melee] / 0 Health
This ally has additional ATK equal to the combined ATK of all other allies you control, and additional [Health] equal to the combined [Health] of all other allies you control.

Silia Dawnwalker, 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—Marksmanship
**Marksmanship Talent** *(You can't put Beast Mastery Talents or Survival Talents in your deck.)*
<p>You may exhaust a Ranged weapon you control rather than pay this ability's cost. <p>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, DiPaRoWoA (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. <p>[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 <p> As this location enters play, choose arcane, fire, frost, nature, or shadow. <p>[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’ozur the Toxifier, 5, Horde (Scourgewar-189U)
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-158E)
Scourge Ally—Frost Wyrm, Unique, 9 [Frost] / 9 Health
Scourge Hero Required <p> At the start of each turn, you may remove five cards in one graveyard from the game. If you do, this ally deals 5 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Sinestra, 6 (Twilight-160R)
Ally—Black Dragonkin Consort, Sinestra (1), 4 [Fire] / 3 Health
**Ferocity** <p> On your turn: Destroy another non-token ally, ally, or equipment you control >>> Put two 1 [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> You pay (1) more to strike with this weapon for each slow counter. <p> When 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 another Melee 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 Squashing, 2 (Holiday-6R)
Monster Ally—Squashing, 0 [Nature] / 2 Health
At the start of your turn, reveal the top card of your deck. If you revealed an ability, ally, or equipment this turn, you may remove five cards in one graveyard from the game. If you do, this ally deals 5 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Sister Colleen Tulley, 2 (Ancients-247)
Instant Ability—Destruction
**Destruction Talent** *(You can't put Destruction Talents in your deck.)*
<p>At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

Siphon Life, 5, Warlock (Alliance Warlock-5R, Horde Warlock-12R, Legion-110R)
Instant Ability—Affliction Attachment
**Affliction Talent** *(You can't put Demonology Talents or Destruction Talents in your deck.)*
<p>Attach to target hero or ally. <p>Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

Siphon of Undeath, 4, Death Knight (Horde DK-9U, Tomb-14U)
Basic Ability—Unholy
Destroy target ally. If you control a Ghoul, your hero heals 5 damage from itself.

Sira`kess Tide Priestess, 3 (Throne-210C)
Monster Ally—Naga Priest, 2 [shadow] / 2 Health
**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, you may put target ally from your graveyard into your hand.

Sironas, 5 (Legion-25R)
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 **Mend** 1 for each Unique ally you control.

Sister of Pain, 1 (Black Temple Raid-40C)
Ally—Demon Traitor, 1 [Shadow] / 2 Health
Demon 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
Demon Traitor Hero Required <p>[Protect] <p>When this ally defends, she heals 1 damage from target hero or ally.

Sister Remba, Alliance (Betrayer-9)
Hero—Dwarf Priest (Discipline).
Alchemy/Tailoring, 26 Health
(1), Flip Remba >>> Target ally you control with an attachment has **Elusive** and **Unforgettable**.

Sister Rot, 5, Horde (Class-193C, DarkPortal-23C)
Ally—Undead Priest, 5 [Shadow] / 2 Health
When this ally enters play, you may destroy target ability.
Six-Hot” Salli Wolfstone, Alliance (Alliance-Hunter-1U)
Hero—Dwarf Hunter, 28 Health [Basic] (2), Flip Salli >>> Pets you control have +2 ATK this turn.

Skaoa 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 (Hon-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, 2 (Gladiators-155R)
Ally—Ogre, Unique, 5 [Melee] / 7 Health
Protector gp: Prevent all damage that Arena allies deal to this ally.

Skeaver, 4, Horde (Azeroth-155C)
Instant Ability
Choose an ally you control. It deals melee damage equal to its ATK to target ally.

Skib’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, Shoulder (1), 1 DEF
Your hero has Assault 2 for each Dragonkin you control.

Skitter, 3, Hunter (Ancients-21R)
Elusive gp: When this ally deals combat damage to a hero, add a demon counter to that hero. gp: At the start of your turn, destroy each opposing hero with three or more demon counters on it.

Skodis the Nethertwister, Alliance (Throne-7)
Hero—Dwarf Warlock, 28 Health (5), Flip Skodis >>> Skodis deals 3 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Skorn, Mistress of Shadow, 5, Horde (Azeroth-259R)
Ally—Orc Warlock, 3 [Shadow] / 2 Health
When an ally is deald damage, this ally deals that much shadow damage to target hero in that ally’s party.

Skronk Skullseeker, 2, Horde (Class-194C, Horde Rogue-20C, Illidan-168C)
Ally—Orc Rogue, 1 [Melee] / 3 Health
This ally has +3 ATK while attacking an exhausted hero or ally.

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 Ghouls, 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-299R)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
When your hero defends, it deals 1 fire damage to each opposing hero and ally.

Skullstealer Greataxe, 4, DkPaShWa (Crown-169C)
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike
This weapon has +1 ATK for each Monster hero and ally you control.

Skumm 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.

Skumm the Pillager, Horde (Hon-17)
Hero—Troll Rogue (Assassination), Mining/Alchemy, 27 Health
On your turn: (3), Flip Skumm >>> Turn target resource face down.

Sky Captain Swayne, 2 (Aspects Treasure-51R)
Ally—Human Sky Captain, Swayne (1), 1 [Ranged] / 1 Health
Elusive gp: [Activate] >>> Ready another target card. gp: (5) >>> Swayne deals 5 ranged damage to target opposing hero.

Sky-Hunter Swift Boots, 3, HuSh (Outland-204U)
Equipment—Armor—Mail, Feet (1), 2 DEF
Unforgettable
The Skybreaker, Alliance (Icecrown-220R)
Location (2)
When a quest you control turns face down, add a cannonball counter. gp: 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.)

Skyler Faye, Daughter of the Light, Alliance (Alliance-Priest-1U)
Hero—Human Priest, 26 Health [Basic] (1), Flip Skyler >>> Skyler heals 3 damage from target ally you control.

Skymistress Taranna, 3, Horde (Betray-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 damage this turn: (2), [Activate] >>> Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. gp: When an Air Elemental ally enters play under your control, you may exhaust target ally.

Skywing (Illidan-248R)
Quest
On your turn: Pay (3) to complete this quest. gp: 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—Subtlety Combo
Ongoing: When this ability enters play, you may destroy target exhausted ally. gp: Your hero has Stealth. (It can’t be protected against.) gp: 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, 4, Rogue (Tomb-46R)
Ability—Assassination
Destroy target ally or weapon with cost 4 or less. If you do, add +1 ATK counters to a weapon you control equal to the ATK of the card destroyed this way.

Slaughter from the Shadows, 4, Rogue (Dark Portal-88R)
Ability—Assassination
Play only if your hero has Stealth. gp: Destroy all exhausted allies.

Sky or Stay, 1, Warrior (Illidan-110U)
Ability—Fury Protection
Choose one: Destroy target damaged ally; or attach to target ally. gp: 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.

Slimefin, 4 (Tomb-147U) Monster Ally—Murloc Rogue, 3 [Melee] / 3 Health
This and other Murloc allies you can’t control can’t be targeted by opponents.

Slippyfist, 1 (Throne-190U) Monster Ally—Murloc Rogue, 1 [Frost] / 1 Health
This and other Murloc allies you control have Elusive while ready. (They can’t be attacked.)

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. You can’t put Fire or Frost abilities on this card until your hero deals one card per turn. (This doesn’t include placing resources.)

Sludgelauncher Krilliz, 8, Horde (Tomb-111R) Ally—Goblin Hunter, 8 [Nature] / 8 Health
When this ally enters play, you may reveal the top card of your deck. If you reveal an ability, ally, or equipment card, this ally deals nature damage equal to that revealed card’s cost to each other hero and ally.

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, 5, Priest (Azeroth-89R) Ability—Holy
Your hero deals 4 preventable holy damage to target hero or ally.

Smite’s Beaver, 4, DkPaRoShWa (Dungeon Treasure-54R) Equipment—1H Weapon—Axe, Melee (1), 4 [Melee] / 2 Strike
When you strike with this weapon, you may exhaust target hero or ally. When you strike with this weapon for the first time each turn, at the end of this combat, you may ready it and your hero.

Smoke Bomb, 4, Rogue (Twilight-74R) Ability—Subtlety
Ongoing: Opposing heroes and allies attack at random. 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. You can’t attach to more than one card per turn. Opponents pay (X) less to complete target quest this turn,

Smoldering Blast, 1, Mage (Scourgewar-58C) Ability—Fire
Ongoing: Destroy this ability >>> Your hero deals 3 fire damage to target ally.

Snappyfin, 5 (Betrayer-157R) Instant Monster Ally—Murloc Mage, 4 [Frost] / 4 Health
Murloc allies in your hand are instant.

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.

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.

Snappypin, 1 (Throne-389U) Monster Ally—Murloc Rogue, 3 [Frost] / 2 Health
Snaggle, 1 (Worldbreaker Crafted-89U) Ability—Fire
This ally has Assist 1 for each other Monster hero and ally you control.

Sneak, 1, Alliance (Azeroth-152C) Instant Ability
Target ally has Elusive this turn. (It can’t be attacked.)

Snig Feralsnout, 2, Horde (Outland-86C) 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.

Snipe, 2, Hunter (Drums-31C) Instant Ability—Marksmanship
When the next ability, ally, or equipment enters play this turn, destroy it.

Sniper Training, 5, Hunter (Crown-19R) Ability—Survival
Survival Talent (You can’t put Beast Mastery Talents or Marksmanship Talents in your deck.)<p>
Attach to target hero. Ongoing: (1) >>>
The next time attacked 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.)

Soggy paw, 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.

Solanan’s Belongings, Horde (Dark Portal-307C) Quest
Pay (4) to complete this quest. Opponents pay: 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. Opponents pay: Reward: Put a 1 [Melee] / 1 [Health] Unique Ethereal ally token named Cryo-Engineer Sha’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

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.

Soothing Brimstone Circle, 4, DrPaPrSh (Aftermath Justice-11E) Equipment—Item, Ring (2)
[Activate], Exhaust an ally you control >>> You pay (X) less to complete target quest this turn, where X is the cost of that exhausted ally.

Soothing 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 Wildbark, 1, Horde (Wrathgate-147C) Ally—Tauren Druid, 1 [Nature] / 2 Health
Mend 1 <p>
When this ally heals damage from a hero or ally, that character has Assault 1 this turn.

Sorga the Swift, 1, Horde (Drums-196C) Ally—Tauren Shaman, 1 [Melee] / 1 Health
Ferocity (This ally can attack immediately.)<p>
War Stomp (When this ally attacks or defends, you may exhaust target 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 Untargetable this turn.

Sorrow’s End, 4, DkPaWa (Throne-252R) Equipment—2H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike
Play with the top card of your deck revealed. Opponents pay: While a card with cost 3 or more is revealed this way, your weapon has +3 ATK. Opponents pay: 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 ([Illidan-169R])
Ally—Orc Warlock, 2 [Shadow] / 2 Health
This ally has +1 / +1 for each soul counter 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 ally, ally and hero readsies, its controller puts the top card of his deck into his graveyard.

Soul Inversion, 1, Warlock (Class-112C, Legion-11C)
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 Affliction 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.”

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

Soul Rend, 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.

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

Soul Eater, 3, DkPrRoWa (Aspects Treasure-72R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
When a Monster hero deals combat damage with this weapon, it also heals that much damage from itself, and then add a +1 ATK counter to this weapon.

Soulrinker Bogmara, Horde (Scourgewar-16)
Hero—Orc Warlock (Affliction), Tailoring/Inscription, 28 Health
If you control another Warlock: Flip Bogmara face down.
Bogmara deals 1 shadow damage to target hero or ally and heals 1 damage from herself.

Soulrender Keldah, 3, Alliance (Twilight-254C)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally attacks, choose and destroy a resource you control.

Soukeeker 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.

Soukhattar, 4, Warlock (Outland-89R)
Ability—Demonology
Ongoing: When your hero defends against an ally, that ally’s controller exhausts all allies he controls.

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

Soukstone, 3, Warlock (Class-113U, 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.

The Sowing of Seeds, 2, Druid (Gladiators-22U)
Instant Ability—Balance
Your hero deals 1 nature damage to target hero or ally. For each damage dealt this way, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Spark, 4, Shaman (Hon-65U)
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 Brilliance, 1, Mage (Tomb-28C)
Ability—Arcane
Draw two cards, then put a card from your hand on top of your deck.

Spark of Life, 5, Shaman (Throne-74R)
Ability—Restoration
Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.) —> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. If you do, attach this ability to it. —> Ongoing: Attached ally has “When this ally attacks for the first time each turn, ready it.” —> When this ability leaves play, destroy attached ally.

Spark of Rage, 2, Shaman (Ancients-55R)
Basic Ability—Enhancement
Ongoing: At the start of your turn, destroy this ability. If you do, allies you control have +3 ATK and Smash this turn. (This also affects allies that enter play later this turn.)

Sparkington the Abrupt, 3, Alliance (Icecrown-115U)
Ally—Gnome Mage, 4 [Arcane] / 2 Health
Mages and [Mage] cards in your hand are instant.

Spaulders of Eternity, 2, DrRo (Ancients-212C)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When this armor enters play, your hero has +1 ATK this turn for each ally you control.

Spaulders of 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, Shoulder (1), 1 DEF
Your hero has Assault 2 for each ally you control with 6 or more ATK.

Spawn of Hyakiss, 3 (Betrayal-158U)
Monster Ally—Spider Beast, 3 [Nature] / 3 Health
Spells shield —> This ally has +1 / +1 for each other Beast ally you control.

Spawn of Rokad, 6 (Betrayal-159U)
Monster Ally—Hound Beast, 2 [Melee] / 6 Health
When this ally enters play, if an opponent controls an ally with cost 6 or more, this ally has +4 ATK and Ferocity this turn.
Spawn of Shadikith, 4 (Betrayal-160U)

Spectral Kitten, 3 (Scourgewar-214R, Scourgewar Loot-3L)
Ally—Tiger, Pet (1), 4 [Melee] / 4 Health [Horde] ally you control have +1 ATK. >>> [Activate] ally you control have +1 ATK. >>> [Horde] Ally: Elusive allies you control have +1 ATK. >>> [Non-Horde, Non-Alliance] ally 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 Ferocity 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, PaSh (Outland-205R)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF (1). [Activate], Discard an equipment >>> Interrupt target ability.

Spellsheal, 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 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 Jiihan would deal damage with an ability this turn, she deals that 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, PaWa (Molten Core-28R)
Equipment—2H Weapon—Axe, 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 his graveyard. This weapon has Assault X, combat where X is the cost of this card.

Spire of Scarlet Pain, 6, DrMaPrLo (Tomb-194U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire], 5 Strike
On your turn: (2), [Activate] >>> Your hero deals 1 fire damage to target hero or ally for each ally you control. <<< When an ally you control exhausts, you may ready this weapon.

Spire of Sunset, 2, DrMaPrShLo (Horde Mage-25R, Wrathgate-196R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Spirit 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 graveyard into play with damage equal to its [Health] - 1.

Spirit Link Totem, 2, Shaman (Ancients-56R)
Ability Ally—Restoration, Air Totem (1), 0 [Nature] / 3 Health
Restoration Talent (You can’t put Elemental Talents or Enhancement Talents in your deck.) <<< Ongoing: When an ally you control deals damage to an opposing hero, this Totem heals that much damage from your hero. <<< [Totems can’t attack.]

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.
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 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.

Spiritual 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 (Grown-153C)
Monster Ally—Murloc Warlock, 2 [Shadow] / 4 Health
When this or another Murloc ally enters play under your control, you may Delve. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

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.

Splintered Brimstone Seal, 6, DrHuSh (Aftermath Justice-12E)
Equipment—Item, Ring (2)
(4), [Activate] >>> Play target non-Ongoing ability in your graveyard immediately without paying its cost. The next time it would enter a graveyard from anywhere this turn, remove it from the game instead.

Spit Greathammer, 4, DkPrRoSh (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-3R)
Ally—Rabbit, 2 [Nature] / 1Health
(1), Exhaust this and another Rabbit ally you control >>> Put a [Melee] / [Health] Bunny Egg ally 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.

Spurious Sarcophagus, 2
DkDrHuMaPrShLoWa (Tomb-181R, Tomb Loot-2L)
Equipment—Item
[Activate] >>> Remove target card in your graveyard from the game. If you do, add a revive counter to this item.  
- **[Activate]** Remove five revive counters from this item >>> Put target card that was removed from the game this way into your hand.

Spymaster Thalodien, 5 (Betrayal-207E)
Ally—Blood Elf Rogue, Unique, 4 [Melee] / 5 Health
Spyrer Reputation, Sabotage: Deck >>> When you play this ally sabotage 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.  
- **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—Subtlely
Look at target opponent’s hand and choose an ally. He discards that card.

Stable Master, 1, Hunter (Alliance Hunter-11U, Illidan-40U)
Basic Ability—Beast Mastery
Ongoing: You can control an additional Pet.

Stacia Markton, 5, Alliance (Twilight-123U)
Ally—Human Hunter, 5 [Nature] / 1 Health
When this ally enters play, target hero or ally you control has Long-Range this turn.

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

Staff of Ammunae, 3, DrMaPrLo (Worldbreaker Crafted-3E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike

**Artifact** *(You may play this card from your graveyard.)*  
- **Ongoing**: 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.  
- **On your turn**: (X), [Activate], Destroy this weapon >>> Gain control of target ally with cost X.

Staff of Infinite Mysteries, 5, DrMaPrShLo (Betrayal-187R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane] / 0 Strike
(4), [Activate], Destroy this weapon >>> Search top opponent’s deck for a card, then that opponent names a card. If you searched for the named card, that opponent puts it into his hand. Otherwise, remove that card from the game, and you may play that card without paying its cost.

Staff of 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.)*  
- **Ongoing**: When this weapon enters play, each opponent may search his deck for a [Fire] ally and put it into play.  
- **On your turn**: [Activate] >>> Your hero deals 2 arcane damage to target ally.

Staff of the Ashsongue Deathsworn, 4, DrPrSh (Illidan-229R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike
Loyal Hero Required  
- **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
(4), [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 Shoulders, 4, DrRo (Elements-185R)
Equipment—Armor—Leather, Shoulders (1), 1 DEF
At the start of your turn, your hero may deal 1 nature damage to target hero or ally, plus an additional 1 for each heirloom counter on this armor. <p>Stash: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Tunic, 2, DrRo (Worldbreaker-226R)
Equipment—Armor—Leather, Chest (1), 2 DEF
[Activate] >>> Target hero or ally has Stealth this turn. <p>Stash [As this enters your resource row, you may have it enter face up. Immediately turn it face down.]: Target hero or ally has Stealth this turn.

Stakethrower, 4, Hunter (Horde Hunter-25U, Worldbreaker-246U)
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike
This equipment enters play with a stale counter. <p>Long-Range: (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker). <p>Stash: Remove a stale counter >>> This weapon has +3 ATK this combat.

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

Stalwart Bear Form, 4, Druid (Elderlimb-9U, Throne-36I)
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 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, 86 Horde Druid-8R)
Basic Ability—Balance
Your hero deals 5 arcane damage to target hero or ally. <p>Draw a card.

Stargaze, 4 (Dungeon Treasure-10C)
Ability
Ongoing: When a Druid ally enters play under your control or a friendly player’s control, target player draws a card.

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.

Starlil, 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.

Statia the Preserver, Alliance (Gladiators-9)
Hero—Draceni Shaman (Restoration), Mining/Blacksmithing, 28 Health
(2), Flip Statia >>> Prevent all damage that would be dealt to target Totem this turn.

Static Shock, 1, Shaman (Betrayal-45R)
Basic Ability—Enhancement Attachment
Enhancement Talent (You can’t put Elemental Talents or Restoration Talents in your deck.) <p>Attach to target ally or weapon you control. <p>Ongoing: When attached card exhausts, add a static counter to this ability. <p>Attached card has +1 ATK for each static counter on this ability. <p>When attached card is destroyed, your hero deals 1 nature damage to target opposing hero for each static counter on this ability.

Statue Generator, 3, DkDrHuMaPaPrRoShLoWa (Wrathgate-185R, Wrathgate Loot-2L)
Equipment—Item
When this item enters play, remove target ally from the game. If you do, add three marble counters, and that ally’s owner puts it into play under his control when this item leaves play. <p>At the start of your turn, remove a marble counter. If none remain, destroy this item.

Staunch Reprisal, 2, DKPa (Scourgewar-121U)
Ability—Frost Protection
Ongoing: Your hero has Protector. <p>When your hero protects, it may deal 2 melee damage to target attacker.

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

Steal Essence, 2, Warlock (Alliance Warlock-12U, Alliance Warlock-7U, Azeroth-134U, Class-114D)
Instant Ability—Affliction
Your hero deals 2 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

Steel Steel, 2, Rogue (Worldbreaker-92R)
Ability—Subtlety Finishing Move
As an additional cost to play this ability, remove up to five [Rogue] abilities in your graveyard from the game. <p>Search target opponent’s deck for an equipment with cost less than or equal to the number of cards removed this way and put it into play under your control.

Stealth, 1, Rogue (Azeroth-103U)
Ability—Subtlety
Ongoing: Your hero has Stealth. (It can’t be protected against.) <p>When your hero deals damage, destroy this ability. <p>When this ability is destroyed, you may play (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

Steelguard Adamson, Alliance (Throne-8)
Hero—Worgen Warrior, 30 Health
(3), Flip Adamson >>> Choose one: Add a +1 ATK counter to target weapon; or add a +1 [DEF] counter to target armor.

Steelhawk Crossbow, 3, Hunter (Honor-179R)
Equipment—Weapon—Crossbow, Ranged (1), 3 [Ranged], 1 Strike
When you strike with this weapon, your hero has Long-Range this combat. <p>At the start of your turn, exhaust this weapon unless you pay (1).

Steelsmith Joseph Carroll, 1, Alliance (Dark Portal-191U)
Ally—Human Warrior, 1 [Melee] / 1 Health
This ally has +1 / +1 for each equipment you control.

Stella Bellamy, 6, Alliance (Ancients-110U)
Ally—Human Warrior, 3 [Melee] / 4 Health
Unity: When this ally enters play, if you control three or more Human allies, allies you control have +2 ATK this turn.

Stella Forgbane, 6, Alliance (Betrayer-156C)
Ally—Dwarf Rogue, 5 [Melee] / 3 Health
At the end of your turn, you may destroy target exhausted equipment.

WoW TCG OCR – 03 05 2013

144 / 175
Stellaris, 2, HuPaShWa (Outland-2211U)
Equiptment—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 [Icelcrown-141C]
Ally—Undead Warrior, 1 [Melee] / 2 Health
On your turn: (3), Destroy another ally you control >>> Destroy target equipment.

Stevrona Forgemender, 3, Alliance [Elements-126R]
Ally—Dwarf Shaman, 2 [Fire] / 5 Health
Token allies you control have +1 [DEF].<p>
[Ongoing: When this ability enters play, put two 1 [Melee] / 1 Health on your turn: (3), Destroy another ally you control >>> Destroy target equipment.]

Stilling 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
Tauren Hero Required <p>[When an opposing ally enters play, exhaust it.]

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

Stoneclaw Totem, 3, Shaman [Legion-100C]
Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 5 Health
Ongoing: Attacking 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.]]

Stonefire, 3, Druid [Illidan-33C]
Ability—Balance
Your hero deals 3 arcane damage to target hero or ally. Draw a card.

Stormfury, Black Blade of the Betrayer, 3, Rogue [Citadel-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.]

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.]

Stormspire Insignia, 2, Alliance, DkDrHuMaPaPrRoShLoWa (Honor-167U)
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, your hero deals 5 frost damage to target hero or ally.]

Stormspire Legguards, 2, 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-6GR)
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 that much from itself.

Stormstrike, 1, Shaman [Dark Portal-101R]
Instant Ability—Enhancement
On your turn: (2), [Activate] >>> You pay 2 to play this ability for each ally you control of the chosen race. <p>[Ongoing: Attached card can't attack.]}

Stoneskin Totem, 1, Shaman [Betrayer-102U]
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: Attacking allies have -1 ATK. <p>[Totems can't attack.]

Stonepines Gargoyle, 2 [Icelcrown-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.]

Stonemother’s Gift, 3 [Elements-105U]
Ability
Ongoing: When this ability enters play, put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p>[On your turn: (2) >>> Attach this ability to target opposing ability, ally, or equipment.]

Stonemother, 3, Shaman [Legion-100C]
Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 5 Health
Ongoing: Attacking 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.]}

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 target player's deck. You may put that card into his graveyard.

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

Stranglevine, 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.
Strangling Roots, 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>
Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Opponents can't play abilities this turn.

Strength of Arms, 7, Warrior (Outland-98R)
Ability—Arms
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—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: Allies you control have +1 ATK. <p>
(Totems can't attack.)

Strength of Will, 3 (Sylvanas-9C, Throne-94C)
Ability
Attach to target ally. <p>
Ongoing: Attached ally has +2 / +2.

Strike, 3, Warrior (Ancients-70R)
Basic Ability—Fury
Ongoing: Heroes have **Assault 3**. <p>
Damage is unpreventable. <p>
Damage can't be healed.

Strike, 1 (Ancients-81C)
Basic Ability
Your hero deals 1 melee damage to target hero or ally.

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)
As this item enters play, choose arcane, fire, frost, or nature. <p>
On your turn: (2) >>> Your hero deals 1 damage of the chosen type to target hero or ally.

Strondak of Ironforge, Alliance (Alliance Warrior-1)
Hero—Dwarf Warrior, 30 Health
On your turn: (5), Flip Strondak >>> Search your deck for an equipment, reveal it, and put it into your hand.

Strong-Handed Ring, 5, DkHuPaRoWa (Naxxramas-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.

Strongroot, Ancient of War, 5 (Ancients-197U)
Monster Ally—Ancient Druid, 1 [Nature] / 9 Health
This ally can protect Monster heroes and allies you control. <p>
When an opposing ally attacks, ready this ally.

Stylean 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.

Subdue, 2, Priest (Aspects Treasure-19C)
Ability—Discipline
Attach to target opposing ally. Draw a card. <p>
Ongoing: Attached ally can attack only heroes.

Sublimate, 4, Priest (Drums-57U)
Ability—Shadow
Put each opposing ability and equipment into its owner's hand.

Sudden Death, 2, Warrior (Betrayer-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. <p>
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 (Crown-190R, Hogger-23R)
Equipment—2H Weapon—Mace, Melee (1), 0 [Fire] / 5 Strike
When an ally you control deals damage on your turn, you may add a +1 ATK counter to this weapon for each damage dealt.

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 (Illidan-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 Warbeck-13R, Worldbreaker-112R)
Ability—Demonology
Search your deck for an ally, reveal it, and put it into your hand.

Sun-Emblazoned Chestplate, 5, DkPaWa (Wrathgate-177B)
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, 7, Druid (Onyxia-7U)
Ability—Balance
Your hero deals arcane damage to target hero or ally equal to the number of friendly heroes and allies. Draw a card.

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.

Sunfury 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 1 ranged damage to target hero.
Sunfury Briefings (Betrayor-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 Gersie, 5, Horde (Wrathgate-149C)
Ally—Blood Elf Paladin, 5 [Holy] / 4 Health
Protector <p> 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 (Betrayor-214C)
Ally—Blood Elf Mage Traitor, Unlimited, 1 [Arcane] / 2 Health
Traitor Hero Required <p> When another ally named Sunseeker Astromage you control is destroyed, draw a card.

Sunstalker Andora, Horde (Wrathgate-19)
Hero—Blood Elf Rogue (Assassination), Inscription/Taunting, 27 Health
On your turn: Flip Andora, discard a Rogue >>> When target ally is dealt damage this turn, destroy it.

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

Sunwalker Nahano, Horde (Elements-16)
Hero—Tauren Paladin, 30 Health
[Front]: (3) >>> Flip Nahano face down.
[Back]: Allies you control with Protector have +1 ATK while defending.

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 (Magtheridon-16R)
Equipment—Item—Potion
(4), Destroy this item >>> Draw four cards.

Super Simian Sphere, 1, HuLo (Icecrown-186R)
Equipment—Item, Trinket (2)

Superior Mana Oil, 1, DrHuMaPaPrShLo (Magtheridon-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 4 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 4 nature damage to target hero or ally.

Surge of Adrenaline, 5, Rogue (Drums-66U)
Instant Ability—Combat
Finishing Move (To play, remove X Combos in your graveyard from the game, 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-79C)
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 (Betrayor-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.

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.

Swook Frozeneye, Horde (Worldbreaker-17)
Hero—Orc Mage (Frost), 25 Health
[Front]: (4) >>> Flip Swook face down.
[Back]: At the start of your turn, Swook 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.

Swarmtooth, 2, 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 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-35R)
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 ally token into play.

Swift Hand of Justice, 1, DrHuPaRoWa (Worldbreaker-232U)
Equipment—Item, Trinket (2)
[2], Put this equipment into its owner’s hand >>> Target ally has Ferocity this turn. <p> Pay (2) to remove attached card from the game.
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 Mechanostrider, 2, Alliance [Wrathgate-127R] 
Ally—Mechanostrider, 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 Nightsharer, 1, Alliance [Scourgewar-156R] 
Ally—Nightsharer, 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—Horse, 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 may draw a card. If you do, discard a card. <p> {Mounts can’t attack or be attacked.}

Swift Ram, 2, Alliance [Scourgewar-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 [Scourgewar-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.}

Swifteye, 6 (Tomb-148R) 
Monster Ally—Murloc Mage, 0 [Frost] / 0 Health

This ally has +3 / +3 for this and each other Murloc hero and ally you control.

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.

Swifthawklstrider, 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.}

Swiftnightsharer, 1, Alliance [Scourgewar-156R] 
Ally—Nightsharer, 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.}

Swifthawklstrider, 2, Alliance [Wrathgate-127R] 
Ally—Mechanostrider, 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.}

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.

Sylvanas Windrunner, Alliance [Timewalkers-8] 
Hero—High Elf Hunter, 28 Health
[Front]: Sight of Sylvanas <p> [Basic] (2), Flip Sylvanas >>> Look at the top three cards of target opponent’s deck. Put one on top of his deck and the rest on the bottom.
[Back]: Aim of Sylvanas <p> Once per game: [Basic] (8) >>> Sylvanas deals 13 ranged damage to target ally.

Syreian the Bonecutter, Hunter [Icecrown-9] 
Scourge Hero—Vrykul Hunter (Beast Mastery), 28 Health
[Front]: Flip Syreian, remove a Hunter in your graveyard from the game >>> Ready target Pet.
[Back]: Deckerbuilding: You can only include either [Alliance] or [Horde] cards, [Hunter] cards, [Hunter] Beast Mastery Talents, neutral cards, and Scourge cards. You can’t include cards with reputations or other text restrictions.

Tabard of the Legion, 1, DKDrHuMaPaPrRoShLoWa [Ancients-219U] 
Equipment—Item, Tabard (1) [3], [Activate] >>> Look at the top card of your deck. You may put that card on the bottom of your deck. You pay (1) less to use this power for each Demon ally you control.

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.

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

Tahunu Brinkrunner, Horde (Illidan-16) 
Hero—Tauren Druid [Restoration], Enchanting/Jewelcrafting, 28 Health
(4), Flip Tahunu >>> Put target ally from your graveyard into your hand.

Tahoe Skyspeaker, Horde [Legion-16] 
Hero—Tauren Druid [Balance], Skinning/Enchanting, 28 Health
On your turn: (4), Flip Tahoe >>> Choose one: Tahoe deals 3 nature damage to target hero or ally. or Tahoe heals 6 damage from target hero or ally.

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

Tainted Earth, 1, Druid [Betrayer-45U] 
Ability—Trader

Trader 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.

Takaan Solaras, 3, Horde [Elements-146C]
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health
Trash (If 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, DruMaPaPrShLo (Crafted-14E)
Equipment—Item—Figurine, Trinket (2)
</p>

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, Ilidan-141C)
Ally—Night Elf Warrior, 2 [Melee] / 4 Health
Opponents can’t strike with weapons.

Taliac Ironjaw, 2, Alliance (Tomb-94R)
Ally—Gnome Warrior, 2 [Melee] / 2 Health
Protector <p> While you control a weapon, double this ally’s ATK. <p> While you control an armor, double this ally’s [Health].

Talisman of Ephemeral 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, DrHuMaPaPrRoShLoW (Gladiators-170U)
Equipment—Item, Trinket (2)
[Activate], Destroy this item >>> Destroys all abilities and equipment that have or share the lowest cost among abilities and equipment in play.

Talisman of the Horde, 3, Horde, DrHuMaPaPrRoShLoW (Gladiators-171U)
Equipment—Item, Trinket (2)
[Activate], Destroy this item >>> Destroys all abilities and equipment that have or share the highest cost among abilities and equipment in play.

Talismans 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.)

Taluret, Herald of Faith, 4 (Tomb-135U)
Monster Ally—Tol’vir Paladin Priest, 3 [Holy] / 5 Health
Empower Priest: When this ally enters play, if you control another Priest hero or ally, you may have target player shuffle all allies from his graveyard into his deck.

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: Attached ally can’t ready during its controller’s ready step.

Tani Bixiix, 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>

Tanka’s 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)

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

Tar’gak the Felcrazed, 9 (Hogger-180U, Throne-161U)
Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health
You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance (Alliance Shaman-7C, Crown-93C)
Ally—Dwarf Rogue, 6 [Melee] / 1 Health
Stealth (This ally can’t be protected against.)

Tarn Darkwalker, 2, Horde (Betrayal-180C, Horde Warlock-19C)
Ally—Orc Warlock, 3 [Shadow] / 1 Health
Demons have Ferocity. (They can attack immediately.)

Tarnished Raging Berserker’s Helm, 3, HuSh (Twilight-184R)
Equipment—Armor—Mail, Head (1), 2 DEF
If this armor has three or more heirloom counters: [Activate] Ready up to three other target cards you control. <p> Stash: Add an heirloom counter to target equipment you control.

Tarren Mill, Horde (Drums-261U)
Location—City
On your turn: (1), [Activate] >>> When target [Horse] ally you control next deals damage to an ally with higher cost this turn, draw a card.

Tarwila Glaidespring, 2, Alliance (Aincurs-112C, Legion-167C)
Ally—Night Elf Druid, 1 [Nature] / 1 Health
Evasive (This ally can’t be attacked.) <p> [Activate] You pay (1) less to play your next card this turn.

Taste for Blood, 2, Warrior (Ilidan-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 Divinity, 1, Priest (Honor-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 Dreadmist Mantle, 3, MaPrLo (Worldbreaker-227R)
Equipment—Armor—Cloth, Shoulder (1) / 1 DEF
If this equipment would prevent magical damage, it prevents that much +5 instead. <p>
Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): The next time target hero or ally would be dealt magical damage this turn, prevent it.

Tattered Dreadmist Mask, 1, MaPrLo (Twilight-185R)
Equipment—Armor—Cloth, Head (1) / 1 DEF
If this armor has three or more heirloom counters: [Activate] >>> Look at the top three cards of your deck. Put one into your hand and the rest on the bottom of your deck. <p>
Stash: Add an heirloom counter to target equipment you control.

Tattered Dreadmist Robe, 4, MaPrLo (Elements-186R)
Equipment—Armor—Cloth, Chest (1) / 1 DEF
If your hero would deal damage with an ability, it deals that much +1, and plus an additional 1 for each heirloom counter on this armor instead. <p>
Stash: Add an heirloom counter to target equipment you control.

Tatulla the Reclaimer, 4, Horde (Betrayal-103U, Drums-192C)
Ally—Tauren Shaman, 5 [Melee] / 5 Health
When this ally enters play, she heals 3 damage from your hero.

Taz'gingo, 3, Horde (Azeroth-260C, Class-195C, Horde Hunter-22C, Horde Warrior-17C)
Ally—Troll Hunter, 2 / 2 Health
When this ally enters play, he deals 1 ranged damage to target hero or ally.

Taz'lo, Horde (Azeroth-15, Class-26)
Hero—Troll Mage (Fire), Enchanting/Tailoring, 24 Health
On your turn: (3), Flip Taz'lo >>> Taz'lo deals 3 fire damage to target hero or ally.

Taz'ruk Crankrust, Horde (Elements-17)
Hero—Goblin Shaman, 28 Health
[Front]: (4) >>> Flip Taz'ruk face down. [Back]: Taz'ruk has Assault 1 for each Elemental ally you control.

Tears of Aessina, 1, Druid (Horde Druid-11C, Twilight-34C)
Instant Ability—Restoration
Your hero heals 2 damage from each of up to two target heroes and/or allies.

Teebu'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.

Teina Cloudstalker, Horde (Scourgewar-17)
Ally—Tauren Druid, 3 [Nature] / 4 Health
Teina has +1 ATK while under your control.

Teldrassil Tracker, 1, Alliance (Ancients-113C)
Ally—Night Elf Hunter, 1 / 2 Health
Elusive (This ally can't be attacked.)

Teldrassil Wieldguard, 3, Alliance (Ancients-114C)
Ally—Night Elf Druid, 2 / 1 Health
Telegonic Sharprifle, 3, Hunter (Outland-2224R)
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.)

Teretha of the Undercity, Horde (Horde Priest-1)
Ally—Undead Priest, 26 Health
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.

Terenas Menethil II, 6 (Citadel-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.

Tessa Voidheart, 3, Horde (Scourgewar-192C)
Ally—Undead Warlock, 2 / 2 Shadow / 3 Health
Shadow Resistance (Prevent all shadow damage that this ally would deal.)
<p> (1), Remove this ally from the game >>> Draw a card.

Tethra 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 his owner's hand.
Tharal Wildbreeze, 2, Alliance (Crown-95C) Ally—Night Elf Druid, 2 [Nature] / 1 Health

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

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

Tharuk Foublade, 4, Horde (Elements-147C) Ally—Orc Rogue, 3 [Nature] / 3 Health

This ally has +3 ATK while attacking an exhausted hero or ally.

Thassarian, 6, Alliance (Icecrown-118R) Ally—Human Death Knight, Unique, 7 [Frost] / 5 Health

Protector <p> Once per turn: Turn a resource you control face down >>> Target ally has -5 ATK this turn.

Thatia Truthbringer, Alliance (Outland-8) Hero—Human Paladin (Holy), Blacksmithing/Jewelcrafting, 29 Health (4), Flip Thatia >>> Choose one: Thatia heals 4 damage from target hero or ally; or prevent the next 4 damage that would be dealt to target hero or ally this turn.

That's Abominable! (Icecrown-218C) Quest <p>

Pay (3) to complete this quest. <p> Reward: Draw two cards. Then, if you have three or more cards in your hand, discard two cards.

The Forgotten (Tomb-2) Monster Hero—Tol'vir Paladin, 29 Health [Front]: [0] >>> Flip The Forgotten face down. <p> Pay (8) less to flip The Forgotten if you control an ability, an ally, and an equipment. [Back]: When The Forgotten deals combat damage to an opposing hero, he heals that much damage from himself. Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Therazane the Stonemother, 7, Elements-171E Ally—Earth Elemental Lord, Therazane (1), 3 [Melee] / 9 Health

Earth Elementals you control have +1 ATK this turn. 

Thames Bloodblade, 2, Horde (Crown-120C, Horde Mage-19C) Ally—Blood Elf Mage, 3 [Fire] / 1 Health

Elusive (This ally can't be attacked.)

Thick as Thieves, 5, Rogue (Legion-88R) Ability—Subtlety Ongoing: Allies with Stealth you control have Elusive and Untargetable.

Thief Catcher Norun, 3 (Illidan-177C) Ally—Draenei Warrior, 1 [Melee] / 4 Health

Aldor Reputation (You can't put cards with other restrictions in your deck.) <p>

Protector <p> This ally can also protect against attackers with Stealth.
Thieving Little Pluckers (Tomb-200C)
Quest
If you control two or more equipment: Pay (2) to complete this quest. <p>
Reward: Draw a card.

Thira Anvish, Alliance (Elements-9)
Hero—Dwarf Warlock, 28 Health
[Front]: (3) >> Flip Thira face down.
[Back]: When you attach an ability to an opposing hero or ally, Thira deals 1 shadow damage to that character and heals 1 damage from herself.

Thoglos, 2, Warlock (Betrayal-52U)
Monster Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health
This ally can protect your hero. <p>
When this ally is dealt fatal damage, he has 5 damage from your hero.

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. <p>
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. <p>
Ongoing: When attacked character is dealt combat damage, it deals 1 nature damage to the source of that combat damage.

Thorns of Nordrassil, 1, Druid (Betrayal-12U)
Basic Ability—Balance
Attach to target hero or ally. <p>
Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character, or 2 if you control another Ongoing ability.

Thoros the Savior, Horde (Gladiators-16)
Hero—Blood Elf Paladin (Holy), Alchemy/Engineering, 29 Health (4), Flip Thoros >>> Thoros heals 2 damage from target hero or ally. Draw a card.

Thrall, Horde (Timewalkers-20)
Hero—Orc Shaman, 28 Health
[Front]: Thrall's Blessing <p> [Basic] (4), Flip Thrall >>> Target up to three heroes and/or allies. Thrall heals 3, 2, and 1 damage from them, respectively.
[Back]: Thrall's Lightning <p> Once per game: [Basic] (8) >>> Target up to three heroes and/or allies. Thrall deals 3, 2, and 1 nature damage to them, respectively.

Thrall the Earth-Warder, 10 (Tomb-9E, Tomb-9 EA)
Master Hero—Orc Shaman, 0 [Nature] / 40 Health
Assault 5, Mend 5 <p> When Thrall deals damage to an opposing hero, put a 5 [Melee] / 5 [Health] Earth Elemental ally token into play with Protector.

Thrall the World-Shaman, 3 [Aspects-Treasure-52E]
Ally—Orc Shaman, Thrall (1), 3 [Nature] / 4 Health
Protector <p> When Thrall readsies, choose one: Thrall heals 3 damage from your hero; or Thrall deals 3 nature damage to target opposing hero. <p> (3) >> Ready Thrall.

Thrall, Guardian of the Elements, 8 (Twilight-17E)
Ally—Orc Shaman, Thrall (1), 6 [Nature] / 6 Health
You pay (8) less to play this ally if you control each of the following: [Fire] card, [Frost] card, [Melee] card, and [Nature] card. <p>
Other abilities, allies, and equipment you control can’t be destroyed.

Thrall, Warchief of the Horde, 6, Horde (Class Promo-10E, Icecrown-142E)
Ally—Orc Shaman, Unique, 6 [Frost] / 6 Health
Protector, Frost Resistance <p> When this ally enters play, you may put target [Horde] card from your graveyard into your hand. <p>
Ongoing: [Horde] allies you control have +2 / +2.

Thrall’s Desire, 3 (Tomb-63R)
Ability—Aspect of Thrall, Desire (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero heals 1 damage from target hero or ally.

Thrall’s Doubt, 4 (Tomb-64R)
Ability—Aspect of Thrall, Doubt (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.

Thrall’s Fury, 2 (Tomb-65R)
Ability—Aspect of Thrall, Fury (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.

Thrall’s Patience, 5 (Tomb-66R)
Ability—Aspect of Thrall, Patience (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.

Thrall’s Pain, 7 (Tomb-67R)
Ability—Aspect of Thrall, Pain (1)

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—1H Weapon—Sword, Melee (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.

Thrill 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.)
<p>
Destroy target ally. If you do, ready up to X resources you control, where X is that ally’s cost.

Throat Slasher, 1, Rogue (Alliance Rogue-20C, Throne-253C)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike
Your hero has Dual Wield. (You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.) <p>
This weapon has +1 ATK while your hero is attacking an exhausted hero or ally.

Throk the Conqueror, 5 (Crown-138C, Hогger-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. <p>
Reward: Remove your deck and graveyard from the game. Build a new ten-card deck using cards from your entire collection.

Throwing Starfish, 1, DkDrHuMaPaPrRoShLoWa (Throne-243R, Throne Loot-2L)
Equipment—Item
At the start of your turn, you may add a starfish counter to this item. <p>
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
Tauren Hero Required <p>
Tauren you control have +1 [Health].
Thunder Bluff Spiritwalker, 6, Horde (Ancients-149C)
Ally—Tauren Shaman, 3 [Nature] / 6 Health
**Tribe:** When this or another Tauren ally enters play under your control, your hero has **Assault 2** this turn. (Your hero has +2 ATK on your turn.)

Thunder Bluff Steelknout, 4, Horde (Ancients-150C)
Ally—Tauren Warrior, 5 [Melee] / 3 Health
**Tribe:** When this or another Tauren ally enters play under your control, you may exhaust target hero or ally.

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

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

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

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.

Thunderfury, Blessed Blade of the Windspeaker, 9, HuPaRoWa (Dark Portal-283E)
Equipment—1H Weapon—Sword, Melee (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 Hypoglyph, 4 (Azeroth-280R, Azeroth Loot-2L)
Ally—Hypoglyph, 3 [Melee] / 3 Health
[Alliance] Hero: **Elusive.** [Horde] Hero: **Ferocity.**

Thundering Footsteps, 8 (Legion-131R)
**Ability**
As an additional cost to play, stomp your feet. [Activate] >> Put a 10 [Melee] / 10 [Health] Mechanical ally token named Fei Reaver into play.

Thundering Greathelm, 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-122U)
**Instant Ability—Protection**
Your hero deals 2 melee damage to each opposing hero and ally. A character dealt damage this way has -2 ATK this turn.

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

Thunderstorm, 4, Shaman (Icecrown-73R)
**Instant Ability—Elemental Talent** *(You can't put Enhancement Talents or Restoration Talents in your deck.)* [Activate] >> Exhaust all opposing heroes and allies. Your hero deals 1 nature damage to each of them. Ready a resource you control for each character dealt damage this way.

Thunderstrike Weapon, 1, Shaman (Worldbreaker-102U)
**Ability—Enhancement**
Attach to target equipment you control. [Activate] >> When attached equipment exhausts, you may pay (1). If you do, your hero deals 1 nature damage to target hero or ally.

Thurgood Steellaw, 4, Horde (Scourgewar-194C)
Ally—Undead Warrior, 3 [Melee] / 5 Health
**Shadow Resistance** *(Prevent all shadow ([Shadow]) damage that this ally would be dealt.)* [Activate] >> (2). Discard a card >> Target hero or ally has **Protector** this turn.

Thwarting Kolkar Aggression, Horde (Dark Portal-309C)
**Quest**
On your turn: Pay (3) to complete this quest. [Activate] >> 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.

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

The Tidehunter’s Gift, 3 (Elements-106U)
**Ability**
Ongoing: When this ability enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. [Activate] >> (1). Destroy this ability >>> Target ally has **Elusive** this turn.

Tidus the Relentless, 5, Alliance (Elements-127R)
Ally—Worgen Hunter, 0 [Arcane] / 1 Health
**Aberration, Ferocity** [Activate] >> This ally has +1 ATK for each exhausted resource you control.

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 Fiddelight, 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.)*

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

Tim, 3, Alliance (Dark Portal-192C)
Ally—Human Mage, 1 [Arcane] / 1 Health
**Elusive** [Activate] >> This ally deals 1 arcane damage to target hero or ally.

Timbermaw Ally (Outland-241U)
**Quest**
Remove three abilities in your graveyard from the game and pay (1) to complete this quest.

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

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

Timeless Aim, 2, Hunter (Betrayal-18U)
**Instant Ability—Marksmanship**
**Echo** *(When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.)* You may choose new targets for the copy. [Activate] >> Your hero deals 2 ranged damage to target hero or ally.
Timeless Arcana, 2, Mage (Betrayal-25U)
Instant Ability—Arcane

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Draw a card.

Timeless Bounty, 3, Druid (Betrayal-13U)
Instant Ability—Balance

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Timeless Deception, 3, Rogue (Betrayal-40U)
Basic Ability—Subtlety

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target opponent chooses and discards a card.

Timeless Light, 1, Paladin (Betrayal-31U)
Instant Ability—Holy

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Your hero heals 3 damage from target hero or ally.

Timeless Resilience, 2, Warrior (Betrayal-58U)
Instant Ability—Protection

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

Timeless Shadow, 3, Warlock (Betrayal-53U)
Instant Ability—Affliction

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target opponent chooses an ally he controls and puts it into its owner’s hand.

Timeless Undead, 4, Shaman (Betrayal-7U)
Basic Ability—Unholy

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Timeless Winds, 2, Shaman (Betrayal-47U)
Instant Ability—Enhancement

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

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

Time-Shifted Dagger, 4, DrMaPrShLo (Betrayal-108C)
Equiptment—IH Weapon—Dagger, Melee (1), 1 [Melee] / 2 Strike
When this weapon enters play, switch the ATK and [Health] of target ally this turn.

Timewalker, 3, HuRoShWa (Outland-225U)
Equipment—IH 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.)

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

Timewalker Guard, 3, Alliance (Ancients-116C)
Ally—Human Warrior, Unlimited, 2 [Melee] / 2 Health
When this ally enters play, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with Protector.

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

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

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

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

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

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

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

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.

Timtrv the Enforcer, 4, Horde (Elements-148U)
Ally—Goblin Warrior, 3 [Melee] / 3 Health
Time is Money (This ally may use [Activate] powers immediately.) <p> [Activate] >>> Destroy all opposing damaged allies.

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

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

Torzak Soulfang, 2, Horde (Ancients-157E)
Ally—Orc Warlock, 2 [Fire] / 1 Health
Spellshield ◀️ When this ally deals combat damage to a hero, you may pay (3). If you do, put a 5 [Fire] / 5 [Health] Infernal Demon Monster ally token named Infernious into play with Infernious (1) and Smash.

Toshe Chaosrender, 4 (Throne-222R)
Ally—Taunka Shaman, Toshe (1), 0 [Nature] / 0 Health
Opponents can't complete quests. ▶️ You can complete opposing quests. (You get the rewards.) ◀️ Toshe has +1 / +1 for each opposing face-down resource.

Totem of Goo, Alliance (Outland-228C)
Quest
Pay (3) to complete this quest. ▶️ Reward: Draw a card, then draw another card for each other quest named Totem of Coo you control.

Totem of Decay, 4, Shaman (Betrayer-105R)
Instant Ability Ally—Traitor, Earth Totem (1), 0 [Melee] / 1 Health
Traitor Hero Required ◀️ Ongoing: At the start of your turn, each opponent destroys an ability, ally, or equipment he controls. ▶️ (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. ▶️ 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.) ◀️ Ongoing: If an ally you control would deal non-combat damage, it deals that much +2 instead. ▶️ (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 Cleanse, 1, Shaman (Aspects Treasure-25C)
Instant Ability—Restoration
Play only if you control a Totem. ▶️ Destroy target ability.

Totemic Focus, 2, Shaman (Legion-102R)
Ability—Restoration
Restoration Talent (You can't put Elemental Talents or Enhancement Talents in your deck.) ◀️ Ongoing: You pay (1) less to play Totems.

Totemic Mastery, 1, Shaman (Illidan-94R)
Instant Ability—Restoration
Restoration Talent (You can't put Elemental Talents or Enhancement Talents in your deck.) ◀️ Ongoing: Totems you control have +3 [Health].

Totemic Recovery, 4, Shaman (Betrayer-104R)
Ability—Elemental
Put an Air, Earth, Fire, and Water Totem from your graveyard into play.

Totemic Vigor, 3, Shaman (Elements-85R)
Ability—Enhancement
Enhancement Talent (You can't put Elemental Talents or Restoration Talents in your deck.) ◀️ Ongoing: Totems you control have +2 [Health].

Touch of Brilliance, 1, Mage (Throne-51U)
Ability—Arcane
Attach to target ally you control. ▶️ Ongoing: When attacked ally deals combat damage to an opposing hero, draw a card.

Touch of Chaos, 6, MaPrLo (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. ▶️ 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 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.

Touched by Light, 1, Paladin (Azeroth-75U)
Ability—Holy
Your hero heals 1 damage from target hero or ally. Draw a card.

Tower of Radiance, 4, Paladin (Tomb-35R)
Ability—Holy
Holy Talent (You can't put Protection Talents or Retribution Talents in your deck.) ◀️ This ability enters play with four radiance counters on it. ▶️ Ongoing: At the start of your turn, remove a radiance counter from this ability. If none remain, destroy this ability. ▶️ Your hero has Assault 1 and Mend 1 for each radiance counter on this ability.

Towers and Bunkers (Honor-199C)
Quest
Pay (3) to complete this quest. ▶️ Reward: If you control a location, draw a card. ▶️ If you control a quest, draw a card.

Towers of Eastern Plaguelands (Drums-267C)
Location—Objective (4)
When an opposing ally is destroyed, add a capture counter. ▶️ [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. ▶️ Reward: Choose up to two players. Each of them draws a card.

Tos'ju'n, 5, Horde (Horde Shaman-19C, Worldbreaker-194C)
Ally—Troll Shaman, 4 [Nature] / 3 Health

Ferocity (This ally can attack immediately.)

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. ▶️ 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)
Ally—Night Elf Hunter, 0 [Ranged] / 2 Health
This ally has +1 ATK for each ally you control.
Instant Ability
When you strike with this weapon, your hero

Ranged

Equipment
becomes equal to its [Strike] this turn.

When this ally reads, you may destroy target hero or ally.

Treasures of Fleeting Joy, 2, DrRo (Aftermath Justice-4E)
Equipment—Armor—Leather, Feet (1), 1 DEF
If your hero would deal 5 or more combat damage while attacking, it deals that much +5 instead.

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 to control. Destroy all other allies.

Treesong, 5, Alliance (Azeroth-220U)
Ally—Night Elf Druid, 4 [Meele] / 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 [Meele] / 1 [Health] Treant ally tokens into play.

Treewarden Tolven, 3, Alliance (Drums-148C)
Ally—Night Elf Druid, 2 [Meele] / 4 Health
Protector <-P> Shadowmold (Elusive and Untargetable while ready.)

Treewatcher Kursha, 4, Horde (Icercrown-144C)
Ally—Tauren Druid, 1 [Nature] / 6 Health
When this ally reads, 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 [Meele] / 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.)

Tribotherm Torra, Horde (Gladiators-17, Naaxramas-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 Teslah, 2, Horde (Tomb-115C)
Ally—Goblin Rogue, 1 [Meele] / 3 Health
Assault (2) (This ally has +2 ATK on your turn.)

Trickster’s Edge, 5, RoSh (Ancients-230R)
Equipment—1H Weapon—Axe, Melee (1), 0 [Meele], 0 Strike
Dual Wield <-P> This weapon enters play with a +1 ATK counter on it. <-P> When your hero deals combat damage to an opposing hero with this weapon, double the number of +1 ATK counters on this weapon.

Trickster’s Gambit, 3, Rogue (Alliance Rogue-11R, Elements-78R)
Instant Ability—Subtlety
The next time damage would be dealt to your hero this turn, it’s dealt to another target hero or ally instead.

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

Trilik the Light’s Spark, Alliance (Twilight-8)
Hero—Gnome Priest, 26 Health
Front: [4] ->> Flip Trilik face down. [Back]: You pay (1) less to play your first ally each turn.

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

Tristan Rapidstrike, 4, Alliance (Azeroth-221C)
Instant Ally—Night Elf Warrior, 3 [Meele] / 3 Health
Protector

Tristani the Sunblade, 4, Horde (Crowns-123R)
Ally—Blood Elf Rogue, 5 [Meele] / 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 preventable this turn.

Triton the Sacrosigious, Horde (Scourgewar-18) Hero—Undead Death Knight (Unholy), Blacksmithing/Jewelcrafting, 29 Health If you control another Death Knight: Flip Triton >>> This turn, opposing heroes and allies must attack if able and can attack only Triton if able.

Trixe Boltclunker, 2, Alliance (Alliance Mage-21C, Alliance Paladin-18C, Alliance Rogue-20C, Alliance Shaman-22C, Class-159C, Scourgewar-158C) Ally—Gnome Warrior, 1 [Melee] / 4 Health **Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)**

Trogg Earthrager, 5 (Ancients-199C) Monster Ally—Trogg Shaman, 4 [Melee] / 4 Health When this ally enters play, target Monster hero or ally has **Assault 1** this turn for this and each other Monster hero and ally you control.

Trogbane, Axe of the Frostborne King, 3, DkPaWa (Worldbreaker-247E) Equipment—1H Weapon—Axe, Melee (1), 0 [Frost], 0 Strike (X) >>> This equipment has +X ATK this turn.

Trogun Smith, 4, Alliance (Outland-146C) Ally—Human Paladin, 4 [Melee] / 4 Health At the start of your turn, you may exhaust target armor.

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

Trollwoven Spaulders, 5, DrRo (Icecrown Crafted-1R) Equipment—Armor—Leather, Shoulder (1), 1 DEF At the start of your turn, your hero has **Berserking** and **Conspicuous** this turn.

Trophy Gatherer, 5, Hunter (Scourgewar-247U) Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 3 Strike You pay (3) less to strike with this weapon while your hero is attacking or defending, 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.

Trophy Kill, 3, Hunter (Alliance Hunter-10C, Class-46C, Dark Portal-40C) Instant Ability—Marksmanship Destroy target ally with cost 4 or more.

Trueshot Aura, 4, Hunter (Illumian-41R) Ability—Marksmanship, Aura (1) **Marksmanship Talent (You can’t put Beast Mastery Talents or Survival Talents in your deck.)** <p> Ongoing: [Ranged] allies you control have +2 ATK while attacking. <p> Ranged weapons you control have +2 ATK while your hero is attacking. <p> If your hero would deal ranged damage with an ability, it deals that much +2 instead.

Truesilver Breastplate, 6, PaWa (Azeroth-301U) Equipment—Armor—Plate, Chest (1), 2 DEF When your hero defends, it heals 1 damage from itself.

Truesilver Champion, 5, HuPaWa (Azeroth-337R) Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike When you strike with this weapon, prevent the next 3 damage that would be dealt to your hero this combat.

Tryth Darksun, 3, Horde (Legion-205U) Ally—Blood Elf Priest, 2 [Shadow] / 1 Health At the start of each player’s turn, he exhausts a resource he controls.

"Tubs" Klankboppel, 7, Alliance (Wrathgate-103C) Ally—Gnome Rogue, 4 [Melee] / 6 Health When this ally enters play, he may deal 4 melee damage to target ally with cost 4 or less.

Tully Fiddlewit, 2, Alliance (Drums-149U) Ally—Gnome Mage, 3 [Arcane] / 3 Health When this ally defends against an ally, discard a card.

Tundra MacGrann’s Stolen Stash, Alliance (Dark Portal-298R) Quest Dwarf Hero Required <p> Pay (3) to complete this quest. <p> Reward: If your hero dealt combat damage to an opposing hero this turn, draw two cards.

Turane Souljact, 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 (Worldbreaker-12C, Citadel Raid-42C, Drums-33C, Horde Hunter-13C, Sylvanas-6C) Basic Ability—Survival Attachment Attach to target ally or weapon. <p> Ongoing: Attached card has -3 ATK.

The Turning Tide, 3, MaPaLo (Naxxarams-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.

Turvo the Risen (Icewearn-11) Scourge Hero—Skeleton, 27 Health [Front]: On your turn: Flip Turvo, remove a Scourge ally in your graveyard from the game >>> Turvo 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 (Illumian-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-2L) Ability Ongoing: [Activate], Exhaust an ally you control >>> Put the card tenth from the top of your deck into your hand.

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

Twilight 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 Frost Evoker, 5 (Aspects Treasure-54C)
Ally—Human Mage, 5 [Frost] / 3 Health
When this ally enters play, she deals 1 frost damage to target opposing hero or ally for this and each other [Frost] card you control.

Twilight Shadowdrake, 3 (Twilight-164U)
Ally—Twilight Dragonkin, 4 [Shadow] / 1 Health
When this ally enters play, if an ability, ally, or equipment was destroyed this turn, this ally may deal 4 shadow damage to target hero.

Twilight Vanquisher Knolan, 3, Horde (Sourgewar-195R)
Ally—Undead Priest, 3 [Shadow] / 2 Health
Shadow Resistance: <p> You may play this ally without paying his cost if a hero or ally you controlled dealt shadow ([Shadow]) damage to an opposing hero this turn.

Twilight Wyrmliller, 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.

Twinkblade 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
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-291U)
Instant Ability—Blood
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Twisted Fire Nova, 5, Shaman (Twilight-85U)
Ability—Elemental
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 7 fire damage divided as you choose to any number of target heroes and/or allies.

Twisted Infernal, 7, Warlock (Twilight-92U)
Ally—Infernal Demon, Pet (1), 8 [Fire] / 8 Health
As an additional cost to play this ally, destroy an ability, ally, or equipment you control. <p> Ferocity (This ally can attack immediately.)

Twisted Light, 2, Paladin (Twilight-60U)
Instant Ability—Holy
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Prevent the next 3 damage that target friendly hero or ally would be dealt this turn. <p> Your hero deals 3 unpreventable holy damage to target opposing hero or ally.

Twisted Massacre, 5, Rogue (Twilight-76U)
Ability—Assassination
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Destroy all exhausted opposing allies.

Twisted Mind Spike, 1, Priest (Twilight-69U)
Ability—Shadow
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 3 shadow damage to target ally. Then, its controller discards a card.

Twisted Rampage, 3, Warrior (Twilight-101U)
Ability—Fury
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Ready your hero and all Melee weapons you control. Melee weapons you control have +2 ATK, and you pay (2) less to strike with them this turn.

Twisted Wrath, 2, Druid (Twilight-35U)
Instant Ability—Balance
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 5 nature damage to target hero.

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.

Tyler 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 (Illidan-341U)
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.

Tyranide, 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.

Tyranide Whisperwind, Alliance (Timewalkers-9)
Hero—Night Elf Priest, 25 Health
Front: Tyrande’s Light <p> [Basic] (3), Flip Tyrande >>> Tyrande heals all damage from target ally you control.

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

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)
Monter Hero—Saray 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 Sheynathren, 4, Horde (Dark Portal-238U)
Ally—Blood Elf Priest, 3 [Arcane] / 4 Health
(3), Destroy this ally >>> Interrupt target ability.

Tyrygosa, 6 (Elements-160R)
Ally—Blue Dragonkin Consort, Tyrygosa (1), 3
[Arcane] / 8 Health
At the start of your turn, reveal the top card of your deck. If it’s an ability, you can play it immediately without paying its cost. (If it has X in its cost, X is 0.)

Tyrgosa the Blue, 7 (Aspects Treasure-55R)
Ally—Blue Dragonkin Consort, Tyrygosa (1), 4
[Arcane] / 10 Health
When Tyrygosa enters play, you may remove a non-Ongoing ability in your hand from the game. >>> At the start of your turn, you may copy that ability. If you do, you may play the copy without paying its cost.

Tysandri Dusklestrike, 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
>>> This ally can protect himself.

Ubserc, 5, Hunter (Tomb-24R)
Monster Ally—Core Hound, Pet (1), 4 [Fire] / 7 Health

Beast Mastery Talent (You can’t put Marksmanship Talents or Survival Talents in your deck.)
>>> This ally can attack two opposing heroes and/or allies at the same time. (This ally deals combat damage to both defenders, and both defenders deal combat damage back to this ally.)

U'gal'li the Elementalist, 2, Horde (Icetown-145U)
Ally—Orc Rogue, 3 [Melee] / 3 Health
Stealth (This ally can’t be protected against.)
>>> When this ally attacks, target hero or ally has Stealth this turn.

Uh’gali the Elementalist, 2, Horde (Icetown-145U)
Ally—Troll Shaman, 1 [Frost] / 4 Health

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
>>> Exhaust a Totem you control >>> Ready this ally.

Udum (Tomb-202R)
Location
(2), [Activate] >>> Choose one: Target weapon has +3 ATK this turn; or target armor has +3 [DEF] this turn.

Ubrac Bloodshadow, 5, Horde (Betrayer-182R)
Ally—Blood Elf Warlock, 3 [Shadow] / 3 Health
Ferocity
>>> 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. <<< Reward: If you control no other quests, draw a card.

Ultimate Triumph, 6 (Outland-109C)
Instant Ability
Destroy target ally.

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

Umbrate, Alliance (Drums-8)
Hero—Night Elf Rogue (Combat), Alchemy/Engineering, 27 Health
(1), Flip Umbrate >>> Remove target attacker from combat.

Unbalance, 2, Rogue (Betrayer-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.

Unhinging (Twilight-218C)
Quest
On your turn: Pay (1) to complete this quest. <<< Reward: Look at the top card of target opponent’s deck. You may remove that card from the game.

Unbridled Wrath, 2, Warrior (Betrayer-125R)
Ability—Fury

Fury Talent (You can’t put Arms Talents or Protection Talents in your deck.)
>>> Ongoing: (1) >>> Target weapon you control has +1 ATK this turn.

Uncatalogued Species (Gladiators-200C)
Quest
Pay (1) to complete this quest. <<< 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.
>>> Prevent all combat damage that would be dealt to your hero while protecting.

The Undeath Carrier, 5, DrHu Na’xoram’s-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. <<< 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 <<< [Activate] >>> You may remove target ally in a graveyard from the game. If you do, an Undead you control heals 2 damage from it.

Underking Talonox, 3 (Icetown-160R)
Scourge Ally—Crypt Lord, Unique, 6 [Melee] / 6 Health

Scourge Hero Required <<< This ally has -1 - 1 while there is an ability in an opposing graveyard. <<< 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 your graveyard, you may pay (1). If you do, put it into your hand.

Uuren 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
>>> 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 (Betrayer-262C, Class-230C)
Quest
Pay (4) to complete this quest. <<< 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.) <<< Target player discards X cards.

Unlift for Death (Scourgewar-265C)
Quest
Pay (3) to complete this quest. <<< 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 ally 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.) <<< Ongoing: Demons you control have +3 / +3.

Unholy Presence, 2, Death Knight (Scourgewar-30C)
Ability—Unholy, Presence (1)
Ongoing: You pay (1) less to play and strike with weapons.
Unholy Rune, 2, Death Knight (Scourgewar-31C) 
Ability—Unholy, Rune (6) 
As an additional cost to play, remove an ally in 
your graveyard from the game. <p> Ongoing: 
[Activate] >>> You pay (1) less to play your 
next card 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 (Alliance 
Shaman-8R, Crown-45R) 
Basic Ability—Enhancement Attachment 
Attach to target ally or weapon you control. <p> Ongoing: (1) >>> Attached card has +2 ATK this 
turn.

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

Unleashed Rage, 2, Shaman (Tomb-52R) 
Ability—Enhancement 
Enhancement Talent (You can’t put Elemental 
Talents or Restoration Talents in your deck.) <p> 
Attach to target ally you control. <p> Ongoing: 
Your hero has Assault X, where X is attached 
ally’s attack.

Unraveled Plans, 3 (Dark Portal-151C) 
Instant Ability 
Target player destroys an ability he controls.

Unrelenting 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> 
Attach to target hero or ally. <p> Ongoing: At 
the start of your turn, your hero deals 2 shadow 
damage to attached character. <p> When this 
ability is destroyed, your hero deals 4 shadow 
damage to attached character.

Unstable Corruption, 3 (Throne-218R) 
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.

Unstoppable Abyssal, 4 (Ancients-200C) 
Monster Ally—Abyssal Demon, [Fire] / 4 
Health 
When this ally enters play, target opposing ally 
can’t protect this turn.

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 (Horde Paladin- 
9R, Wrathgate-57R) 
Instant Ability—Holy 
Holy Talent (You can’t put Protection Talents or 
Retribution Talents in your deck.) <p> Prevent all 
damage that would be dealt this turn.

Uplifting Prayer, 6, Paladin (Honor-46R) 
Ability—Holy 
Ongoing: At the start of your turn, you may put 
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) 
Hero—Orc Shaman (Restoration), 
Herbalism/Alchemy, 28 Health 
(3), Flip Urrth >>> Draw a card for each Totem 
you control.

Ursoc the Mighty, 4 (Ancients-201R) 
Monster Ally—Bear Beast Demigod, Ursoc (1), 5 
[Melee] / 4 Health 
Ursoc can protect allies you control named 
Ursol the Wise. <p> While you control Ursoc the 
Mighty and Ursol the Wise, if they would deal 
combat damage while attacking, they deal 
double that much instead.

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.)

Ursol the Wise, 5 (Ancients-202R) 
Monster Ally—Bear Beast Demigod, Ursol (1), 4 
[Nature] / 7 Health 
Ursol can protect allies you control named 
Ursoc the Mighty. <p> At the end of your turn, if 
you control Ursol the Wise and Ursoc the 
Mighty, Ursol heals all damage from both of 
them.

Uruka the Guthbrot, 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 “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.

Uther the Lightbringer, Alliance (Timewalkers- 
10) 
Hero—Human Paladin, 29 Health 
[Front]: Uther’s Faith <p> [Basic] (3), Flip 
Uther >>> Uther heals 5 damage from himself. 
[Back]: Uther’s Redemption <p> Once per 
game: [Basic] (4) >>> Put target ally from your 
graveyard into your hand.

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’zim, Horde (Elements-18) 
Hero—Troll Warlock, 28 Health 
[Front]: (4) >>> Flip Uzak’zim face down. 
[Back]: At the start of your turn, Uzak’zim deals 
1 shadow damage to each opposing hero and 
alley that has an attachment you control.

Vaekia, 1, Alliance (Alliance Shaman-18C, 
Throne-130C) 
Ally—Draenei Shaman, 2 [Fire] / 1 Health 
When this ally attacks, she deals 1 fire damage 
to target hero.

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

Vad of the Four Winds, Alliance (Twilight-9) 
Hero—Worgen Warrior, 30 Health 
[Front]: (4) >>> Flip Vad face down. 
[Back]: At the end of your turn, you may ready 
Vad.

Vaerik Proudhoof, 4, Horde (Azeroth-262C, 
Class-179C, Horde Warrior-19C, Horde DK- 
18C) 
Ally—Tauren Warrior, 5 [Melee] / 3 Health 
Vagaries of Time, 4, DrPaPrSh (Betrayal-189C) 
Equipment—1H Weapon—Mace, Melee (1), 1 
[Melee] / 3 Health 
[Basic] (3), [Activate] >>> Reveal the top card of 
your deck. You may place it into your resource 
row exhausted as an additional resource.
The Vainglorious (Alliance Warlock-25C, Ancients-238C)

Quest
[Basic] Pay (2) to complete this quest. <p>
Reward: Your hero heals 3 damage from it.

Vakeron, Alliance (Ibidan-8)

Hero—Drained Paladin (Holy), Alchemy/Enchanting, 29 Health (7), Flip Vakeron >>> Vakeron deals 2 unpreventable holy damage to each opposing hero and ally.

Vakus the Inferno, 4, Alliance

Ally—Undead Hunter, 4 [Arcane] / 4 Health

Valanos, 4, Alliance (Throne-15C)

Quest
[Front]: (3) >>> Flip Valanos face down. [Back]: Prevent the first 1 damage that would be dealt to Valanos each turn.

VanCleef’s Boots, 4, Druid (Leather)

Equipment—Boots, 39 Health

You may discard a card rather than / 3 Health

Valkarios the Inferno, 1, Alliance

Ally—Night Elf Death Knight, 0 [Shadow] / 1 Health

Valkyra, 4, Alliance

Ally—Undead Hunter, 4 [Arcane] / 5 Health

Valthak Spiritdrinker, 4, Horde

Ability—Shadow

Ongoing: When an opponent plays a card, your hero deals 1 shadow damage to his hero and heals 1 damage from itself.

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.

Vansensei, 3, Horde

Ally—Undead Death Knight, 3 [Frost] / 3 Health

When this ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul token into play.

Vanessa VanCleef, 5 (Dungeon Treasure-33R)

Ally—Human Rogue, Vanessa VanCleef (1), 4 [Nature] / 5 Health

Stealth, Untargetable
<p>When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

Vanina Vercassine, 5, Horde

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.

Vanu van Lann, 6, Alliance

Ally—Draenei Paladin (Holy), Blood Elf Paladin (Protection), Horde Mage (Archnemesis), 21C, Class-161C, Scourgewar-159C

Ally—Night Elf Druid, 3 [Ranged] / 6 Health

At the start of your turn, target ally has Assault 2 this turn. (It has +2 ATK on your turn.)

Van rotha, 3, Alliance (Iccrown-119C)

Ability

Destroys target ally.

Vanora Moonshot, 6, Alliance

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.

Varah, Fury of the Stars, 6, Alliance (Draenor-21C, Class-161C, Scourgewar-159C)

Ally—Night Elf Druid, 6 [Arcane] / 5 Health

Assault 2 (This ally has +2 ATK on your turn.)

Varandas Silverleaf, 2, Alliance (Worldbreaker-161U)

Ally—Night Elf Druid, 3 [Nature] / 1 Health

When this ally enters play, you may turn a quest you control face down. If you do, this ally deals 3 nature damage to target ally.

Varamis Bitterstar, Horde (BC Promo-2)

Ability—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.

The Drowned (Horde Warlock-22C, Elements-284C)

Quest
[Basic] Pay (2) to complete this quest. <p>
Reward: Your hero heals 3 damage from it.

Valkyrya, 4, Alliance

Ally—Undead Hunter, 4 [Arcane] / 5 Health

Vendris, 4, Horde (Twilight-26R)

Ability—Blood Elf Paladin (Protection), Skinning/Alchemy, 29 Health

(3), Flip Valterus >>> Target friendly hero or ally has Untargetable this turn.

Valthorion, 4, Horde (Azeroth-23R)

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

Vandos, Herald of War, 4, Alliance (Throne-132U)

Ally—Human Warrior, 3 [Melee] / 4 Health

Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, reveal the top five cards of your deck. Put all revealed equipment into your hand and the rest on the bottom of the deck.

Vanessa Fairgraves, 3, Horde (Knight-20C)

Ally—Undead Death Knight, 3 [Frost] / 3 Health

When this ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul token into play.

Vanessa VanCleef, 5 (Dungeon Treasure-33R)

Ally—Human Rogue, Vanessa VanCleef (1), 4 [Nature] / 5 Health

Stealth, Untargetable
<p>When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

Vanina Ravenshorne, Alliance (Elements-10)

Hero—Worgen Druid, 27 Health

[Front]: (5) >>> Flip Vanira face down. [Back]: Vanira has Assault 2 while you control a Form. (She has +2 ATK on your turn.)

Vanish, 1, Rogue (Dark Portal-90U)

Instant Ability—Subtlety

Your hero has Elusive this turn. If it’s defending, remove all attackers from combat. <p>Ongoing: Your hero has Stealth. <p>When your hero deals damage, destroy this ability.

Vanndor Stormpike, 14, Alliance (Honorable-118E)

Ally—Dwarf Warrior, 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 >>> Each player destroys a resource he controls.

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.

Varah, Fury of the Stars, 6, Alliance (Draenor-21C, Class-161C, Scourgewar-159C)

Ally—Night Elf Druid, 6 [Arcane] / 5 Health

Assault 2 (This ally has +2 ATK on your turn.)

Varandas Silverleaf, 2, Alliance (Worldbreaker-161U)

Ally—Night Elf Druid, 3 [Nature] / 1 Health

When this ally enters play, you may turn a quest you control face down. If you do, this ally deals 3 nature damage to target ally.

Varamis Bitterstar, Horde (BC Promo-2)

Ability—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
Scryer Reputation <p>Sabotage: Game <p>When this ally sabotages a game, the winner of this game also wins the next game.

Variable Pulse Lightning Capacitor, 4, DrMaPrShLo (Tomb-182R)
Equipment—Item, Trinket (2)
When you play an ability, you may add an overload counter to this item. <p>On your turn: (2), [Activate], Destroy this item >>> Destroy all allies, abilities, and equipment with costless than or equal to the number of overload counters on this item.

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 (Gtadel-12R)
Ally—Orc Warrior, Varok (1), 6 [Melee] / 4 Health
Ferocity <p>If this ally would be dealt damage, prevent 1 of it for each damage on him.

Vaz'zjin, 5, Horde (Crown-124C, V Horde
Druid-17C, 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. <p>Ongoing: Your hero has Stealth. (It can't be protected against.) <p>When your hero deals damage, destroy this ability.

Velen, Prophet of the Naaru, 7, Alliance (Tomb-95E)
Ally—Draenei Priest, Velen (1), 5 [Holy] / 7 Health
At the end of your turn, Velen deals 5 unpreventable holy damage to target opposing [Horde] or Monster hero or ally. If that character is dealt fatal damage this way, draw a card.

Velliana Felblood, 4, Horde (Tomb-116JU)
Ally—Blood Elf Warrior, 2 [Fire] / 3 Health
At the end of your turn, you may destroy another ally you control. If you do, this ally deals 5 fire damage to target opposing hero.

Velinda Sepulchre, Horde (Drums-18)
Hero—Undead Mage (Arcane), Alchemy/Engineering, 25 Health
(1), Flip Velinda >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Sheep.

Veline Bladestarr, 2, Horde [Worldbreaker-198C]
Ally—Blood Elf Warrior, 0 [Melee] / 6 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

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

Velnoth, 2, Warlock [Illidan-103C]
Ally—Voidwalker Demon, Pet (1), 1 [Melee] / 4 Health
This ally can protect your hero. <p>(2) >>> This ally heals all damage from himself.

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

Venerable Mass of McGowan, 2, DkRoShWa (Workbreaker-248R)
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike
While your hero is attacking an ally, this equipment has +2 ATK for each heirloom counter on it. <p>Stash (As this enters your resource row, you may have it enter face up. Immediately turn it face down.) Add an heirloom counter to target equipment you control.

Vengeance of the Illidari, 5, DrMaPrShLo (Legion-273U)
Equipment—Item, Trinket (2)
When you play an ability, ready your hero.

Vengeance of the Light, 1, Paladin (Scourgewar-66U)
Ability—Holy
Destroy target Death Knight, Ghoul, or Undead ally.

Vengeance Wrap, 3, DkDrHuPaRoShWa (Scourgewar-226U)
Equipment—Armor—Cloth, Back (1), 1 DEF
When this armor enters play, you may remove an ally in a graveyard from the game. <p>Activate >>> Your hero deals 1 melee damage to target hero or ally that shares a class or race with that ally.

Vengeful Crusader Strike, 2, Paladin (Elements-62U)
Instant Ability—Retribution
Your hero deals 4 melee damage to target attacker.

Vengeful Gladiator’s Bonecracker, 2, RoWa (Drums-235R)
Arena Equipment—1H Weapon—Mace, Melee (1), 0 [Melee], 9 Strike
When a resource enters play under your control, add a +1 ATK counter.

Vengeful Gladiator’s Cleaver, 4, DkShWa (Honor-768R)
Arena Equipment—1H Weapon—Axe, Melee (1), 4 [Melee], 2 Strike
Your hero has Dual Wield. <p>Can strike with this weapon while an ally you control is attacking or defending. (If you do, that ally gains this card's ATK and damage type this combat.)

Vengeful Gladiator’s Earthshaker, 7, Shaman (Honor-162E)
Arena Equipment—Armor Set—Mail, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 7 DEF
When combat damage is dealt with one or more weapons you control, ready all weapons you control. <p>Activate >>> Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Vengeful Gladiator’s Felshroud, 7, Warlock (Gladiators-167E)
Arena Equipment—Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF
On your turn, you can play abilities that are removed from the game. <p>Activate >>> Put target opposing ally into its owner's hand.

Vengeful Gladiator’s Piercing Touch, 2, MaPrLo (Gladiators-187R)
Arena 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 Gladiator’s Vestments, 7, Rogue (Drums-215E)
Arena 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 face down and ready.

Venomous Wounds, 2, Rogue (Betrayal-41R)
Basic Ability—Assassination
Assassination Talent (You can't put Combat Talents or Subtlety Talents in your deck.) <p>Ongoing: At the end of your turn, if your hero dealt combat damage to a hero this turn, trigger each Poison you control.

Venomstrike, 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 (Elderrimb-10U, Throne-37U)
Ability—Balance
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.

Verdant Vengeance, 1, Druid (Aspects Treasure-6R)
Ability—Balance
Ongoing: When a Treant you control is destroyed, add a seed counter to this ability. <p>Activate >>> At the start of your turn, if there are 10 or more seed counters on this ability, you may destroy it. If you do, put ten 1 [Melee] / 1 [Health] Treant ally tokens into play.

Verzuk Bloodlist, 6, Horde (Scourgewar-96C)
Ally—Orc Rogue, 3 [Melee] / 6 Health
Assault +3 ATK on your turn <p>When this ally deals damage to an exhausted ally, you may destroy target equipment.
Ferocity (This ally can attack immediately.)
Vesperia Silversong, 1, Alliance (Class-162C, Scourgewar-160C) Ally—Night Elf Hunter, 2 [Ranged] / 3 Health
This ally can’t attack heroes.
Vestia Abiectus, 3, Alliance (Dark Portal-194C) Ally—Night Elf Priest, 2 [Holy] / 3 Health
When this ally deals combat damage, you may put an ability you control into its owner’s hand.
Veteran Crusader Aliocha Segard, 1, Citadel Raider-83C, Wrathgate-165C) Ally—Human Paladin, Unique, 1 [Holy] / 1 Health
Argent Crusade Reputation <p> Protector <p> This ally has +1 / +1 for each other Unique ally you control.
Veteran’s Dreadweave Belt, 3, MaPrLo (Honor-163R) Equipment—Armor—Cloth, Waist (1), 1 DEF
Players pay (2) more to play cards.
Veteran’s Pendant, 1, DrHuMaPaPrRoShLoWa (Drums-218R) Equipment—Item, Neck (1)
If you win this game, you decide who goes first next game.
Vexmaster Nar’jo, 2, Horde (Betrayer-183C) Ally—Troll Mage, 1 [Frost] / 3 Health
Ferocity (This ally can attack immediately.) <p> 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 (Crown-177R) Equipment—Item, Trinket (2)
When this item enters play, search your deck for three cards with different names, reveal them, and remove them from the game face down. <p> [Activate], Name a card >>> Look at a random card removed this way. If that card has that name, you may reveal it and put it into your hand.
Vicious 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 and put it on the field of your choice.
If this ally would be destroyed on an opponent’s turn, you may pay (1). If you do, return him to his owner’s hand instead.
Vicious Strike, 1, Rogue (Twilight-77C) Instant Ability—Combat
Your hero deals 3 melee damage to target ally with cost 4 or less.
Viciousness, 2, Alliance (Worldbreaker-125U) Ability
Ongoing: (1), [Activate] >>> Target Worgen ally you control has Ferocity this turn.
Victimize, 5, RoLo (Gadiators-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 Victory >>> 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, DrHuRoSh (Aftermath Justice-8E) Equipment—Armor—Cloth, Back (1), 1 DEF
Allies you control have Assault 1 for each ally you control.
Vigil of the Light, 6, PaPr (Worldbreaker-124E)
Ability—Holy
Put target ally from your graveyard into play. If you do, attach this ability to it. <p> Ongoing: At the start of each turn, your hero heals all damage from attached ally.
Vigilance, 3, Warrior (Dark Portal-126C)
Ability—Protection
Ongoing: Your hero has Protector. <p> On an opponent’s turn: [Activate] >>> Ready your hero.
Vigilant Guard, 1, DkPaWa (Ancients-75C) Instant Ability
Target opposing ally must attack your hero this turn if able. Draw a card.
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-286D) Equipment—IH Weapon—Mace, Melee (1), 1 [Melee], 1 Strike
Vile Strike, X, Death Knight (Aspects Treasure-4U) Ability—Unholy
Target hero has −X [Health] this turn.
Vile Watcher, 5 (Betrayer-162C) Monster Ally—Floating Eye Demon
When this ally enters play, you may look at the top card of each opponent’s deck.
Vileblade of the Betrayer, 3, Rogue (Betrayer-241R) Equipment—IH 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
Aldor 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 Alumae, 6 (Illidan-178R) Ally—Draenei Warrior, Unique, 6 [Melee] / 6 Health
Aldor Reputation <p> Inspire: All friendly Protectors
Vindicador Bellian, 1 (Legion-220C) Ally—Draenei Paladin, 1 [Holy] / 1 Health
Aldor 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 Borovon, 7, Alliance (Outland-159R) 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
Aldor 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.)
Protector
Vindicador Falaan, 3 (Illidan-179R) Ally—Draenei Warrior, 3 [Holy] / 3 Health
Aldor Reputation <p> Inspire: All friendly heroes and allies with [Activate] powers
Vindicador Javbo, 5 (Illidan-180C) Ally—Draenei Priest, 4 [Melee] / 5 Health
Aldor 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
Aldor 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
Aldor Reputation <p> Destroy this ally >>> Interrupt target card or effect targeting a card in play you control.
Vindicator Khorin, 5 (Legion-223R)
Ally—Draenei Paladin, 3 [Holy] / 4 Health
Aldor 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.

Vindicator Lorin, 4 (Illidan-182U)
Ally—Draenei Paladin, 4 [Holy] / 4 Health
Aldor Reputation <p> Inspire: Armor and item

Vindicator Melina, 4 (Legion-224C)
Ally—Draenei Warrior, 5 [Melee] / 3 Health
Aldor 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.

Vindicator Ostakron, 1 (Betrayer-194C)
Ally—Draenei Warrior, 1 [Melee] / 2 Health
Aldor 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.

Vindicator Saaris, 6, Alliance (Throne-133R)
Ally—Draenei Warrior, 6 [Melee] / 4 Health
When this ally enters play, each opponent destroys an equipment he controls until he controls only one.

Vindicator Trytan, 2 (Legion-225C)
Ally—Draenei Warrior, 2 [Melee] / 2 Health
Aldor 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.

Vindicator Vasha, 1 (Illidan-183U)
Ally—Draenei Paladin, 2 [Holy] / 1 Health
Aldor Reputation <p> Cards in play with reputation other than Aldor lose and can’t have powers.

Vindicator Zalreth, 7 (Legion-226R)
Ally—Draenei Paladin, 5 [Holy] / 5 Health
Aldor 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
Aldor 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.

Vindictive 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—Dragonkin, 5 [Melee], 5 Health
You pay (1) to play this ally for each different color among Dragonkin you control.<p> If another Dragonkin ally you control has +2 / +2

Violet Signet of the Archmage, 3, DrMaPaPrShLo (Timewalkers Justice-5E)
Equipment—Item, Ring (2)
[Activate], Turn a face-up resource you control face down >>> Add a charge counter to this item.<p> <p> [Basic] [Activate] >>> You pay (1) to play this ally for each charge counter on this item.

Violet Signet of the Grand Restorer, 6, DrMaPrSh (Timewalkers Justice-6E)
Equipment—Item, Ring (2)
[Activate] >>> Put target card from your graveyard on the bottom of your deck. Then, your hero heals damage from itself equal to that card’s cost.

Vivid Signet of the Great Protector, 3, DdDrPaPaWa (Timewalkers Justice-7E)
Equipment—Item, Ring (2)
Your hero has Protector.<p> While you control five or more allies, your hero has +12 [Health].

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.

Virendra Moonglow, 7, Alliance (Betrayal-87U)
Ally—Night Elf Priest, 5 [Holy] / 5 Health
Haste 2 (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)<p> When this ally enters play, if you control another Night Elf ally, you may destroy target ability.

Virgil, Timewalker Marshal, 5, Alliance (Ancients-120R)
Ally—Human Warrior, 3 [Melee] / 5 Health
Protector <p> At the start of each opponent’s turn, ready all Human allies you control.

Virkultor, 5, Alliance (Drums-150C)
Ally—Draenei Shaman, 5 [Nature] / 4 Health
(1), Destroy this ally >>> Destroy target ability.

Visage of the Destroyer, 7, DrMaPrLo (Aspects Treasure-74U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
When this weapon enters play, you may remove target from the game. If you do, your hero heals damage from itself equal to that ally’s ATK.<p> When this weapon leaves play, put that removed ally into play under its owner’s control.

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.

Vishanka, Jaws of the Earth, 7, Hunter (Aspects Treasure-75R)
Equipment—Weapon—Bow, Ranged (1), 0 [Ranged], 0 Strike
Long Range <p> This weapon enters play with five +1 ATK counters. <p> At the start of your turn, remove a +1 ATK counter from this weapon. If none remain, destroy it.

Vickag 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 <p> You can’t put Arms Talents or Fury Talents in your deck).

Voice of the Dark (Scourgewar-250C)
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.

Voice of Reason, 3, PaSh (Naxxramas-20R)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
Your hero has Mends 2 for each 5 damage on it.<p> Your hero has Protector while you control no damaged allies.

Void Pact, 2, Warlock (Wrathgate-85C)
Instant Ability—Destruction
Draw a card for each opposing ally that left play this turn.

Void Rip, 4, Warlock (Twilight-93U)
Instant Ability—Destruction
Remove target ally from the game.
Void Terror, 5 (Ancients-203C)
Monster Ally—Void Terror Demon, 5 [Shadow] / 5 Health

Voidbringer Jindal’an, Horde (Throne-20)
Hero—Troll Warlock, 28 Health
(X), Flip Jindal’an >>>>Reveal the top X cards of your deck. Put a revealed Demon into your hand and the rest on the bottom of your deck.

Voidfire Wand, 4, MaPrLo (Betrayer-242R)
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike
When combat damage is dealt with this weapon to a hero, the next time that hero’s controller would draw a card, he skips drawing it instead.

Voidsavant Christie Noone, 3, Alliance
alia—Human Warlock, 1 [Shadow] / 5 Health
On your turn: (3), Exhaust a Demon you control >>> Target player discards a card.

Vokshrieker, 1 (Betrayeral-163C)
Monster Ally—Voidwalker Demon, 1 [Shadow] / 2 Health

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

Vokswalkers Gone Wild (Outland-244U)
Quest
If your hero deals combat damage to an ally this turn: Pay (1) to complete this quest. <> Reward: Draw a card.

Volatile Poison, 3, Rogue (Ancients-49U)
Basic Ability—Assassination Poison Attachment
Attach to target hero that was dealt combat damage by your hero this turn. <> Ongoing: At the start of your turn, your hero deals 4 nature damage to attacked hero.

Volatile Malicious, 4 (Ancients-204U)
Monster Ally—Terrorguard Demon, 3 [Fire] / 4 Health
When an ally you control is destroyed for the first time on each of your turns, this ally has +3 ATK and Smash this turn.

Volatile Thunderstick, 4, Hunter (Twilight-204U)
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 1 Strike

Long-Range <> When you strike with this or another Ranged weapon, your hero deals 1 nature damage to target hero or ally.

Voktorethar, Dark Blade of Oblivion, 6, DkPaWa (Icerrown-202R)
Equipment—2H Weapon—Sword, Melee (1), 8 [Melee], 5 Strike
You pay (5) less to strike with this weapon if you have a card with the same name as this weapon in your graveyard.

Vol’jin, 7, Horde (Gladiators-145E)
Ally—Troll Shadow Hunter, Unique, 0 [Ranged] / 7 Health
This ally has +X ATK, where X is the combined damage on Trolls you control.

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

Volley, 2, Hunter (Gladiators-32R)
Ability—Marksmanship
Ongoing: At the end of your turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <> When your hero is dealt damage, destroy this ability.

Voltronnia, 5, Horde (Gladiators-146U)
Ally—Blood Elf Paladin, 3 [Holy] / 5 Health
Protector <> Arcane Torrent <> At the start of each opponent’s turn, target ally he controls loses and can’t have powers this turn.

Voodoo Figurine, 3, DkDrHuMaPaPrRoShLoWa (Athermatraft-black)
Equipment Ally—Golem, 0 [Melee] / 0 Health
This ally has +ATK equal to the combined ATK of weapons you control. <> This ally has +[Health] equal to the combined [DEF] of armor you control.

Vorden the Shadowbringer, 6, Horde (Outland-191R)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally enters play, destroy any number of allies you control, then destroy an opposing ally for each ally destroyed this way.

Voren’thal the Seer, 8 (Legion-245E)
Ally—Blood Elf Mage, Unique, 5 [Fire] / 8 Health
Scryer Reputation (You can’t put cards with other reputations in your deck) <> If you would draw a card, draw two instead.

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

Vor’na the Disciplined, Horde (Betrayer-26)
Hero—Blood Elf Mage (Frost), Enchanting/Tailoring, 25 Health
(3), Flip Vor’na >>> Allies can’t attack this turn.

Vor’na the Wretched, Horde (Betrayer-35)
Hero—Blood Elf Mage (Traitor), Enchanting/Tailoring, 25 Health
(3), Flip Vor’na >>> At the end of this turn, the player whose turn it is deals each ally he controls that neither attacked nor entered play this turn.

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

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

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

Vukora Netherblade, 3, Horde (Iccrown-146C)
Ally—Orc Warlock, 2 [Fire] / 4 Health
Opoosing allies with Resistance have -1 [Health].

Vurkan, 7, Alliance (Honor-119C)
Ally—Draenei Shaman, 2 [Nature] / 9 Health
Protector <> [Activate] >>> Ready all abilities and equipment you control.

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

Vuz’din, 3, Horde (Wrathgate-154C)
Ally—Troll Mage, 2 [Arcane] / 4 Health
Opoosing abilities lose and can’t have powers.

Vylar Whitepaw, 2, Alliance (Iccrown-121C)
Ally—Night Elf Druid, 0 [Melee] / 5 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <> When this ally defends, it heals 1 damage from itself.

Vylrock, 6, Crown-148R
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health
When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <> Other Demon and Monster allies you control have +2 / +2

Wake of Destruction (Hogger-28U, Throne-260U)
Quest
If you control two or more Monster heroes and/or allies: Pay (2) to complete this quest. <> Reward: Draw a card.

Waking the Beast (Hogger-29C, Throne-261C)
Quest
Pay (1) to complete this quest. <> Reward: Reveal the top card of your deck. If it’s a Monster ally, put it into your hand. Otherwise, leave it on top of your deck.

WoW TCG OCR – 03 05 2013 166 / 175
Waldo the Decoy, 3, Alliance (Legion-169U)
Ally—Gnome Rogue, 2 [Melee] / 3 Health
Exhaust your hero >>> Exhaust target ally.

Wall of Terror, 6, PaShWa (Azeroth-302E)
Equipment—Armor—Shield, Off-Hand (1), 3 DEF
When this armor enters play, put each other ability, ally, and equipment into its owner's hand.

Wall of the Dead, 2, PaShWa (Azeroth-302E)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
Remove an ally in your graveyard from the game >>> Add a bone counter. <p> This armor has +1 [DEF] for each bone counter.

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 can'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 unpreventable.

Wand of Prismatic Focus, 4, MaPrLo (Honor-181U)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When this weapon enters play, your hero deals 1 arcane, 1 fire, 1 frost, 1 nature, and 1 shadow damage to target ally.

Wand of Ruby Claret, 3, MaPrLo (Jaina-23C, Worldbreaker-249C)
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike
When this equipment enters play, you may put target ability from your graveyard on top of your deck.

Wand of the Demonsoul, 3, MaPrLo (Ancients-231C)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When your hero deals combat damage with this weapon, it also heals 1 damage from itself.

Wand of the Forgotten Star, 1, MaPrLo (Alliance Priest-25U, Gladiators-180U)
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 Darlizid, 1, Alliance (Knight-16C)
Ally—Gnome Death Knight, 2 [Shadow] / 1 Health
This ally has Elusive and Untargetable

When your hero deals combat damage with this weapon to a hero, put a 3 [Melee] Demon Monster ally token named Flame of Azzinoth into play. When that ally leaves play, draw two cards.

Warton Wardokr (Wrathgate-217C)
Quest
Exhaust four cards you control to complete this quest. <p> Reward: Draw a card.

War of Attrition, 3, Warrior (Class-231C, Legion-318C)
Quest
If an opposing ally was destroyed this turn: Pay (2) to complete this quest. <p> Reward: Target opponent puts a 2 [Melee] / 2 [Health] Gnoll ally token named Hogger into play. When that ally leaves play, draw two cards.

War Party Hitching Post, 1, DkDrHuMaPaPrRoShLoWa (Elements-189R, Elements Lost-2L)
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 (Icercrown-87R)
Ability—Protection
Protection Talent (You can't put Arms Talents or Fury Talents in your deck.) <p> Ongoing: [Activate] >>> [Warrior] abilities and equipment in your hand are instant this turn until you play a card.

Warbringer Arix'amal, 3, Legion-254U)
Ally—Demon, Unique, 3 [Melee] / 2 Health
Other Demons have +2 ATK.

Warcaller Zin'bawa, 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 Horde 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

Warlord, Unique

When another [Horde] ally enters play under your control, it has Assult 2, Ferocity, and "At the end of your turn, destroy this ally." this turn.

Warden Tonarim, 1, Alliance (Night Elf-222C)
Ally—Night Elf Warrior, 1 [Melee] / 1 Health
Elusive

Warglaive of Azzinoth, 4 DkRoWa (Betrayal-190E)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike
Dual Wield <p> When your hero deals combat damage with this weapon to a hero, put a 3 [Fire] / 3 [Health] Demon Monster ally token into play named Flame of Azzinoth. <p> At the start of your turn, if you control two or more allies named Flame of Azzinoth, this weapon has +10 ATK this turn.

Warglaive of Azzinoth, Left Hand of the Betrayer, 5, RoWa (Black Temple-9R)
Equipment—1H Weapon—Warglaive Sword, Melee (1), Unique, 3 [Melee], 0 Strike
When 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 Grok'ghol (Crown-4)
Monster Hero—Ogre Shaman, 31 Health
[Front]: (8) >>> Flip Grok'ghol face down. <p>
You pay (8) less to flip Grok'ghol if you control at least two allies each with 6 or more ATK. <p>
[Back]: Assault 3, Smash (if Grok'ghol 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 Kalthresh, 6 (Betrayer-215R)
Ally—Naga Trader, Unique, 5 [Melee] / 7 Health
Trait 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).
Alchemy/Alchemycrafting, 30 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] / 5 Health
Orc Hero Required <p>
Ferocity <p>
This ally has +1 ATK this turn.

Warmaul Ogre, 6 (Ancients-205C)
Monster Ally—Ogre Warrior, 6 [Melee] / 5 Health

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, HuRoSpWa (Outland-226U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike
Your hero has Dual Wield <p>
Your hero deals 2 ranged damage to target ally.

Warpwood Binding, 2, Hunter (Outland-207R)
Equipment—Armor—Mail, Waist (1), 1 DEF
You pay (1) less to strike with Ranged weapons.

Warraz, Alliance (Azeroth-8)
Hero—Dwarf Warrior (Protection), Blacksmithing/Mining, 30 Health (1), Flip Warraz >>> Warraz has Protector this turn.

Warrior Training, 1, Warrior (Legion-124U)
Ability—Protection
Attach to target friendly ally. <p>
Ongoing:
Hitting or killing allies can attack only attached ally if able.

Warsong Gulch (Honor-205C)
Location—Batteground (2)
When you play a card, add an honor counter. <p>
[Activate]. Remove two honor counters >>> Target ally has Protector this turn.

Wasteland Tallstrider, 5 (Throne-219E, Throne Loot-3L)
Monster Ally—Tallstrider, 4 [Melee] / 4 Health
Ferocity <p>
When this ally attacks, you may reveal the top card of your deck. If you revealed a quest or location this way, this and other allies you control have +2 ATK and Ferocity this turn.

Wastewalker Helm, 2, DrRo (Betrayer-227U)
Equipment—Armor—Leather, Head (1), 1 DEF
When your hero deals damage to an exhausted ally, destroy it.

Wastewalker Leggings, 4, DrRo (Betrayer-228R)
Equipment—Armor—Leather, Legs (1), 1 DEF
When an opposing hero or ally exhausts, your hero deals 1 melee damage to it.

Wastewalker Shoulderpads, 3, DrRo (Alliance Rogue-14U, Illidan-217U)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When your hero attacks, you may exhaust target hero or ally.

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 Mal'wi, 4, Horde (Azeroth-269C)
Ally—Troll Hunter, 3 [Range] / 3 Health
When an opposing ally enters play, this ally deals 1 ranged damage to it.

Watcher 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 compete 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 (Betrayer-106U)
Ability—Restoration
Ongoing: This ability enters play with three mana counters. <p>
When a 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.

Waylay, 2, Rogue (Azeroth-105U)
Instant Ability—Assassination Combo
Exhaust target ally. If your hero has Stealh, it deals melee damage to that ally equal to that ally’s [Health].

Waziz Blonkstop, 5, Alliance (Worldbreaker-163C)
Ally—Gnome Priest, 5 [Holy] / 4 Health
Unatable
table

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—Unatable

Fury Talent (You can’t put Arms Talents or Protection Talents in your deck) <p>
Ongoing: You can only use 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), [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 1 [Melee] / 1 [Health] Peasant ally tokens into play with **Protector**, At the end of the next turn, destroy them.

The Well of Eternity (Ancients-239C)
Quest
If you control two or more allies that share a [Horde] or [Alliance] race: Pay (2) to complete this quest. <p> Reward: Draw a card.

Wendy Anne, 2, Alliance (Crown-99C, Jaina-19C)
Ally—Human Mage, 2 [Frost] / 3 Health
When this ally enters play, **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 Shadowsworn, 7, Alliance (Icecrown-122C)
Ally—Human Warlock, 8 [Shadow] / 6 Health
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 Ceranior 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. <p> Reward: Target opponent destroys a resource he controls.

Whirlwind, 5, Warrior (Class-123U, Betrayer-126U, Horde Warrior-90U)
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-266D)
Quest
On your turn: Pay (5) to complete this quest. <p> Reward: Your hero deal X 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 Daggers you control have +1 ATK. <p> 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.)*

White Camel, 3 (Tomb-163E, Tomb Loot-3L)
Ally—Camel, 0 [Melee] / 3 Health
When you place a resource face up into your resource row, this ally has +3 ATK and **Sentinel** this turn.

Whitemane’s Chapeau, 4, MaPrLo (Azeroth-303U)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, you may put an ability from your graveyard into your hand.

Whiteout, 6, Mage (Citadel Raid-500U, Icecrown-45U, Jaina-8U)
Ability—Ice
Your hero deals 3 frost damage to each opposing hero and ally. <p> Ongoing: Opposing heroes and allies can’t attack unless their controller pays (1) for each attacker.

Whiteout Staff, 3, Horde, DrMaPrLo (Honor-186D)
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)
Ally—Undead Death Knight, 3 [Shadow] / 5 Health
**Shadow Resistance** *(Prevent all shadow ([Shadow]) damage that this ally would be dealt.)* <p> 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. <p> Ongoing: Attached character can’t be healed. <p> 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.

Wilha, 4, Alliance (Azeroth-223R)
Ally—Dwarf Hunter, 2 [Ranged] / 4 Health
When a Spider you control deals combat damage to an ally, destroy that ally. <p> (3) >>>
Put a 1 [Melee] / 1 [Health] Unique Spider ally token named Charlotte into play.

Wild Attunement, 5, Druid (Ancients-14R)
Basic Ability—Balance
Ongoing: If one or more token allies with the same type would be put into play under your control, put that many +1 to play instead.

Wild Cascade, 6, Druid (Crown-16R)
Ability—Balance
Ongoing: At the start of your turn, put a copy of each token ally you control into play.

Wild Fervor, 2, Hunter (Elements-46U)
Ability—Beast Mastery
Target ally has **Assault 2, Ferocity**, and **Long-Range** this turn.

Wild Growth, 1, Druid (Twilight-36R)
Instant Ability—Restoration

**Restoration Talent** *(You can’t put Balance Talents or Feral Talents in your deck.)* <p> Your hero heals all damage from each ally you control. Then, this ability enters play with a growth counter for each ally healed this way. <p> Ongoing: Your hero has **Mend 1** for each growth counter on this ability.

Wild Hammer, 7, Warrior (Elements-201R)
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 7 Strike
**Fury Talent** *(You can’t put Arms Talents or Protection Talents in your deck.)* <p> Your hero has Two-Handed Dual Wield. <p> While you control no ready resources, you pay (7) less to strike with Two-Handed weapons.

Wild Mushroom, 3, Druid (Twilight-37R)
Ability—Balance
Ongoing: This ability enters play with three fungus counters. <p> At the start of your turn, remove a fungus counter from this ability. If none remain, destroy this ability. If you do, your hero deals 5 nature damage to target hero, plus an additional 5 for each other card named Wild Mushroom you control.

Wild Rejuvenation, 2, Druid (Tomb-18U)
Instant Ability—Restoration
Attach to your hero. <p> Ongoing: At the start of your turn, put a 1 [Melee] / 1 [Health] Treant ally token into play if your hero is un damaged. Otherwise, your hero heals 1 damage from itself.

Wild Roots, 3, Druid (Throne-38U)
Ability—Balance
Attach to target ally and exhaust it, then **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)* <p> Ongoing: Attached ally can’t ready.
Wild Seeds, 3, Druid (Ancients-15U)
Basic Ability—Balance
Your hero deals 1 nature damage to each of up to three target allies. Put a 1 [Melee] / 1 [Health] Treant ally into play for each ally that was dealt fatal damage this way.

Wild Wrath, 2, Druid (Tomb-19C)
Instant Ability—Balance
Your hero deals 2 nature damage to target ally. Put a 1 [Melee] / 1 [Health] Treant ally into play for each target ally that was dealt 1 fire damage to each opposing hero and ally.

Wildhammer Gryphon, 4 (Betrayal-164U) Monster Ally—Gryphon Beast, 3 [Melee] / 3 Health
While an opponent controls a [Horde] hero, this ally has +2 ATK and Elusive.

Wildlink Defender, 2, PaShWa (Elements-187R) Equipment—Armor—Shield, Off-Hand (1), 2 DEF
While you control a Dragonkin, your hero has Protector. ->> Stash: Put target Dragonkin from your graveyard on top of your deck.

Wildseer Varel, Alliance (Throne-10) Hero—Worgen Druid, 27 Health
On your turn: (4). Flip Varel >>> Search your deck for an attachment, reveal it, and put it into your hand.

Wildwatcher Elandra, 3, Alliance (Illidan-142C) Ally—Night Elf Druid, 3 [Arcane] / 3 Health
When this ally enters play, target player shuffles your hand.

Wildweaver Masa’zun, 6, Horde (Twilight-150C) Ally—Troll Druid, 4 [Nature] / 6 Health
When this ally enters play, she deals 3 damage from each hero and ally you control.

Will o’ the Wisp, 3, Hunter (Citadel-27R, Sylvanas-24R) Equipment—Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
When this weapon enters play, your hero deals 3 damage from target hero or ally. ->> (1). Destroy this weapon >>> Your hero heals 3 damage from target hero or ally.

Will of Arlok, 1, DrPrSh (Dark Portal-287U) Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
When this weapon enters play, your hero deals 3 damage from target hero or ally. ->> (1). Destroy this weapon >>> Your hero heals 3 damage from target hero or ally.

Windlepower, 2, Druid (Aspects Treasure-7C) Ability—Restoration
Each player puts the top card of his deck into his resource row face down and exhausted.

Wimbly Tinkerton, 4, Alliance (Illidan-143U) Ally—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), 0 [Nature] / 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.

Windward 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 Windlord’s Gift, 3 (Elements-107U) Ability
Ongoing: When this ability enters play, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. ->> (1). Destroy this ability >>> Target ally has Untargetable this turn.

Windrunner’s Bow, 4, Hunter (Betrayal-191R) Equipment—Weapon—Bow, Ranged (1), 3 [Ranged] / 0 Strike
While your hero has 5 or less remaining health, double the ATK of this weapon, and it has Long-Range.

Windrunner’s Heartseeker, 5, Hunter (Citadel-27R, Sylvanas-24R) Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 0 Strike
Long-Range ->> When this weapon enters play, put two 1 [Melee] / 1 [Health] Indeedly ally tokens into play. ->> This weapon has +1 ATK for each Undead you control.

Windseer Tarus, 4, Horde (Azeroth-271U) Ally—Tauren Shaman, 3 [Melee] / 3 Health
When this ally attacks for the first time each turn, you may pay (1). If you do, ready him.

Windshear Totem, 3, Shaman (Citadel-81U) Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health
Ongoing: When this card enters play, you may interrupt target ability. ->> At the start of your turn, this card deals 1 nature damage to target hero or ally.

Windspeaker Nuu, 1, Alliance (Alliance Shaman-23C, Twilight-127C) Ally—Draenei Shaman, 1 [Nature] / 2 Health
When this ally attacks for the first time each turn, ready him.

Windstrik Larun, 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.

Windtripper, 6, Mage (Tomb-29U)
Instant Ability—Fire
Choose one: Your hero deals 5 fire damage to target hero or ally; or your hero deals 1 fire damage to each opposing hero and ally.

Winston Dusthaven, 6, Horde (Scourgewar-199C) Ally—Undead Rogue, 6 [Melee] / 4 Health
Shadow Resistance (Prevent all shadow ([Shadow!]) damage that this ally would deal.) ->> (2). Discard a card >>> Target hero or ally has Shadow Resistance this turn.

Winter Garb, 7, DkDrHuMaPaPrRoShLoWa (Holiday Fr-1R) Equipment—Armor—Cloth, Head (1), Chest (1), Feet (1), 3 DEF [Activate] ->> Put a 0 [Melee] / 1 [Health] Present ally into play with “This ally can’t attack.” ->> When a Present you control is destroyed, reveal the top card of your deck and put it into your hand.

Winters’ 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 Icy 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 dealt damage this way can’t attack this turn. ->> (Totems can’t attack.)

Winter Veil Disguise Kit, 2, DkDrHuMaPaPrRoShLoWa (Holiday Fr-1R) Equipment—Item
[Activate] ->> Target ally you control is also a Snowman this turn. ->> When a Snowman you control defends against a non-[Fire] hero or ally, remove it from combat.

Wisdom, 4 (Tomb-72C) Ability
Draw two cards.
Wipe or Snipe, 3, Hunter ([I]lidan-44U)
Instant Ability—Marksmanship
Choose one: Your hero deals 1 ranged damage to each to up to three target heroes and/or allies; or attach 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, DkDrHuPaPrRoShLoWa (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> Wisp tokens you control have Harmonize.

Witch Doctor K'a'booma, 2, Horde (Gladiators-18)
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 Ko’ozar, Horde (Gladiators-18)
Hero—Troll Priest (Discipline).
Mining/Engineering, 26 Health
(1), Flip Ko’ozar >>> 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, Death Knight (Worldbreaker-32U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attacked hero. <p> On your turn, allies in attacked 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 ([I]lidan-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].

Wolpertinger, 8 (Holiday 5R)
Monster Ally—Wolpertinger, 10 [Melee] / 10 Health

Elusive, Stealth, Untargetable <p> When this ally is destroyed, destroy your hero.

Woodside Leafsong, 4, Alliance (Drums-152C)
Ally—Night Elf Druid, 4 [Nature] / 3 Health
Shadowmeld (Elusive and Untargetable 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 ([Ice]crown-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-611U)
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 of 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.

Wrath, 2, Druid (Alliance Druid-10C, Class-36C)
Dark Portal-30C, Horde Druid-12C, Witch Doctor Koo’zr
Basic Ability—Balance
Your hero deals 3 nature damage to target hero or ally.

Wrath of the Ages, 5, Hunter (Betrayal-19R)
Basic Ability—Beast Mastery
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <p> This turn, double the ATK of target ally, and it has Smash.

Wrath of Turalyon, 4, Paladin (Alliance Paladin-8R, Betrayer-76R)
Instant Ability—Retribution
Destroy all allies that attacked this turn.

Wrathguard Defender, 3 (Betrayer-165C)
Monster Ally—Wrathguard Demon
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Wrathion, 6 (Aspects Treasure-57R)
Ally—Black Dragonkin, Wrathion (1), 4 [Shadow] / 4 Health
At the start of each player’s turn, that player chooses and destroys a card he controls.

Wrathhide 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.

Wrex, 2, Horde (H Horde Druid-18C, Horde Paladin-20C, Tomb-117C)
Ally—Goblin Death Knight, 1 [Frost] / 4 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
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.)*

- **(X), [Activate] >>> This ally has +1 [Health]*
  - for each resource you control.
- **[Def] 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.

Ymirheim Chosen Warrior, 3 [Iccrown-161C]
Scourge Ally—Vrykul Warrior, Unlimited, 1
[Melee] / 5 Health
Scourge Hero Required

- **[Melee] / 5 Health**
  - Master Hero

Zafira Ragebolt, 3, Horde (Betrayal-114U)
- **[Def] when this ally enters play, you may ready a resource you control for this and each other Orc ally you control.

Zag'zil, Horde (Legion-18)
- **[Health]**
  - Troll Rogue (Combat), Blacksmithing/Leatherworking, 27 Health
  - On your turn: (X), Flip Zag'zil >>> Put a +1 ATK counter on target Melee weapon.

Zakis Trickstab, 3, Horde (Horde Rogue-22C, Horde Shaman-21C, Worldbreaker-199C)
- **[Health]**
  - Goblin Rogue, 3 [Nature] / 1 Health

Zalan Ragewind, 4, Horde (Honour-149C)
- **[Health]**
  - Troll Druid, 3 [Arcane] / 4 Health

Zanrix Steelboot, 6, Horde (Tomb-119C)
- **[Health]**
  - Goblin Warrior, 6 [Meele] / 4 Health
  - Exhaust an equipment you control >>> Exhaust target ally.

Zapped Giants (Azeroth-361C, Class-234C)
- **[Health]**
  - Quest
  - Pay (2) to complete this quest. *- cp* 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.

Zarim Redknoll, 4, Horde (Ancients-160U)
- **[Def]**
  - Orc Rogue, 5 [Meele] / 3 Health

Bloodrush: When this ally enters play, if an opposing hero has more damage than your hero, exhaust target opposing ally. It can't ready during its controller's next ready step.

Zarith, Alliance (Class-17, Illidan-9)
- **[Health]**
  - Hero—Draenei Shaman (Restoration), Alchemy/Enchanting, 28 Health
  - (2), Flip Zaritha >>> Zaritha heals 5 damage from target hero or ally.

Zari'zari, 2, Horde (Class-201C, Drums-198C)
- **[Def]**
  - Troll Priest, 2 [Holy] / 3 Health

Berserking *(This ally has +1 ATK for each damage on it.)*
- **[Def]**
  - Goblin Priest, 2 [Shadow] / 7 Health

Time is Money *(<p>)*
- **[Def]**
  - [Activate] >>> Target player puts the top card of his deck into his graveyard for each Goblin you control.

Zaza'jun, 4, Horde (Crown-128U, Horkhe Warrior-16U)
- **[Def]**
  - Troll Druid, 2 [Nature] / 2 Health

When this ally enters play, put two 1 [Meele] / 1 [Health] Treant ally tokens into play. *- p<><>o Reward: Target player puts the top card of his deck into his graveyard for each Goblin you control.

Zazz'zil, Horde (Legion-18)
- **[Def]**
  - Troll Rogue (Combat), Blacksmithing/Leatherworking, 27 Health
  - On your turn: (X), Flip Zag'zil >>> Destroy target weapon with cost X.

Zaistor the Vigilant, 2
- **[Def]**
  - ogger heroes, 29 Health

Zeherah's Dragonskull Crown, 2, HuSh
- **[Def]**
  - Equipment—Armor—Mail, Head (1), 1 [Def]
  - (2) >>> Target ally has *Ferocity* this turn. *- cp*

Zerarah's Dragonskull Crown, 2, HuSh
- **[Def]**
  - Equipment—Armor—Mail, Head (1), 1 [Def]
  - (2) >>> Target ally has *Ferocity* this turn. *- cp*
Zempre, Grace ofElune, 4, Alliance (Drums-154R)
Ally—Night ElfPriest, 4 [Holy] / 5 Health
Night Elf Hero Required <p> Shadowmeld <p>
Prevent all damage that would be dealt to your hero while this ally is exhausted.

ZenithShadowforce, Alliance (Dark Portal-9)
Hero—Human Warlock (Demonology), Herbalsim/ 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.

Zeru, 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 theDevourer, 3, MacPrLo (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-202C, Drums-199C)
Ally—Troll Mage, 4 [Frost] / 3 Health
berserk (This ally has +1 ATK for each damage on it)

Zi'mo the Empowered, Horde (Honor-18)
Hero—Troll Mage (Frost), Alchemy/Jewelcrafting, 25 Health
(1), Flip Zi'mo >>> Zi'mo has +2 ATK while damaged this turn.

Zimzli the Trickster, Horde (Elements-19)
Hero—Goblin Rogue, 27 Health
[Front]: (2) >>> Flip Zimzli face down.
[Back]: Zimzli and allies you control with Stealth also have Assault 1.

Zin'Azhari (Ancients-240R)
Location
If an opposing hero has 15 or more damage on it: [Basic] [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Zindalar, 6, Horde (Tomb-120R)
Ally—Troll Shaman, 1 [Nature] / 6 Health
Harmonize <p> When this ally enters play, put a 0 [Nature] / 3 [Health] Earth Totem token into play with “Ongoing: Harmonize.”

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'sul, Horde (Elements-20)
Hero—Troll Death Knight, 29 Health
[Front]: (2) >>> Flip Zin'sul face down.
[Back]: You pay (1) less to strike with weapons.

Zintix the Frostbringer, 3, Alliance (Throne-136R)
Ally—Gnome Death Knight, 3 [Frost] / 3 Health
When this ally deals damage to an opposing hero, you may search your deck for an attachment that could target that hero. Play it immediately, targeting that hero, without paying its cost.

Zip, 2, Hunter (Alliance Hunter-14U, Drums-14U, Horde Hunter-14U, Sylvanas-7U)
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health
Ferocity (This ally can attack immediately.)

Zizzlik Drizzledrill, 2, Horde (Throne-175C)
Ally—Goblin Priest, 1 [Shadow] / 5 Health
Opponents can't target this ally.

Zog, Herald ofDeath, 5 (Tomb-140U)
Monster Ally—Totem Death Knight, 6 [Shadow] / 3 Health
Empower Death Knight: When this ally enters play, if you control another Death Knight hero or ally, target opponent puts the top three cards of his deck into his graveyard.

Zoid's Firelit Greatsword, 1, DiPaWa (Tomb-195U)
Equipment—2H Weapon—Sword, Melee (1), 0 [Fire], 3 Strike
Exhaust an ally you control >>> Add a charge counter to this weapon. <p> While this weapon has six or more charge counters on it, it has +6 ATK.

Zomm Hopeslayer, 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 <p> When this ally enters play, play a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Zophos, 7, Alliance (Drums-155C)
Ally—Draenei Paladin, 6 [Holy] / 5 Health
Protector <p> When this ally defends, he deals 3 unpreventable holy damage to target attacking ally.

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.
Zuglisch, 4 (Tomb-142C)
Monster Ally—Ogre Warrior, 6 [Melee] / 2
Health

Zugna, Windseer Apprentice, 2, Horde (Citadel
Raid-75C, Wrathgate-155C)
Ally—Orc Shaman, 2 [Nature] / 2 Health
**Assault 1** <p> When this ally exhausts for the
first time each turn, you may pay (1). If you do,
ready her.

Zulanji, 2, Horde (Horde Hunter-23C, Horde
Warrior-21C, Worldbreaker-201C)
Ally—Troll Priest, 4 [Holy] / 1 Health

Zulbraka, 6, Horde (Horde Priest-23C, Worldbreaker-202C)
Ally—Troll Warrior, 6 [Melee] / 4 Health
**Protector** *(This ally may exhaust to become the
defender when an opposing hero or ally attacks.)*

Zul'jin, 3, Horde (Betrayal-115R)
Ally—Troll Rogue, Zul'jin (1), 1 [Melee] / 5
Health
**Stealth** <p> Zul'jin has +1 ATK for each damage
on him. <p> Once per turn: [Basic] Put 1 damage
on Zul'jin >>> Ready Zul'jin.

Zul'that Steeltusk, 5, Horde (Legion-211R)
Ally—Troll Priest, 5 [Holy] / 5 Health
Damage that [Holy] allies you control would
deal is unpreventable.

Zumbly Fiddlespark, 4, Alliance (Honor-120C)
Ally—Gnome Warrior, 3 [Melee] / 4 Health
**Protector** <p> **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, target ally has **Protector**
this turn.

Zunjo of Sen'jin, Horde (Horde Hunter-1)
Hero—Troll Hunter, 28 Health
On your turn: (2), Flip Zunjo >>> Target ally has
-4 ATK this turn.

Zumix of Kezan, Horde (Horde Mage-1)
Hero—Goblin Mage, 25 Health
On your turn: (4), Flip Zumix >>> Draw two
cards.

Zuur, 4, Alliance (Alliance Shaman-24C,
Worldbreaker-164C)
Ally—Draenei Shaman, 3 [Nature] / 3 Health
When this ally enters play, you may put target
[Nature] card from your graveyard into your
hand.

Zygore Bladebreaker, 6, Horde (Azeroth-275C,
Class-203C, Horde Warrior-22C)
Ally—Orc Warrior, 4 [Melee] / 3 Health
When this ally enters play, you may destroy
target armor or weapon.

Zy'lah Manslayer, 7, Horde (Azeroth-276R)
Ally—Troll Warrior, 5 [Melee] / 6 Health
**Protector** <p> When this ally deals combat
damage to an ally, ready her.