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

*Updated July 23, 2013*     *(All printed versions of these cards are legal for Contemporary format tournaments)*

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

Abasha Windstorm, 2, Horde (Crown-101U, ⍟ Horde Druid-10U, ⍟ Horde Warrior-9U)
Ally—Tauren Shaman, 2 [Nature] / 2 Health
When this ally attacks for the first time each turn, you may ready her.

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

Abomination, 4 (Reign-120U)
Monster Ally—Scourge Abomination, 2 [MELEE] / 5 Health
**Protector** <p> At the start of your turn, you may remove target card in a graveyard from the game. If you do, this ally heals 2 damage from itself.

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

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

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

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

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

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

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

Adonal Brokenhoof, 0, Horde (Reign-94U)
Ally—Tauren Warrior, 0 [Melee] / 1 Health
**Protector**

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

Adrienne the Inspiring, 5, Alliance (Alliance Mage-12U, ⍟ Alliance Shaman-9U, Worldbreaker-127U)
Ally—Draenei Shaman, 4 [Melee] / 4 Health
(4) >>> Target ally has **Assault 4** this turn. *(It has +4 ATK on your turn.)*

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

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

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

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

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

Aessina's Boon, 3, Druid (Caverns Treasure-5R)
Basic Ability—Restoration Attachment
Attach to target ally, then put two 1 [Melee] / 1 [Health] Treant ally tokens into play.<p> Ongoing: Attached ally has +1 / +1 for each ally you control.

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

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

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

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

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

Agile Cat Form, 1, Druid (Reign-9U)
Instant Ability—Feral Cat Form, Form (1)
Ongoing: Your hero has **Assault 1**.

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

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

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

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

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

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

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

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

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

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

Alana the Hopebringer, 6, Alliance (Reign-68E)
Ally—Human Priest, 2 [Holy] / 8 Health
At the start of your turn, you may draw the top half of your deck, rounded up.

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

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

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

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

Alethar the Blightspreader, 5, Alliance (Reign-69R)
Ally—Night Elf Death Knight, 3 [Shadow] / 2 Health
Haste 3 <p> If an ally you controlled dealt damage to an opposing hero this turn, you can play this ally from your graveyard.

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

Alex Iskandar, 5, Alliance (Caverns Treasure-39U)
Ally—Human Warrior, 3 [Melee] / 6 Health
**Unity**: While you control three or more Human allies, opposing allies have -1 ATK.

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

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

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

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

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

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

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

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

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

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

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

Amani Venom-Axe, 2, RoSh (Caverns Treasure-62R)
Equipment—1H Weapon—Axe, Melee (1), 3 [Nature], 0 Strike
You pay (1) more to strike with this weapon for each card in your hand.

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

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

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

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

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.

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

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

Amulet of Spell Shield, 1, MaPrLo (Reign-173U)
Equipment—Item, Neck (1)
Your hero has Spellshield.

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.)

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

Anathel the Eagle-Eye, 2, Alliance (Crown-75R, Jaina-9R)
Ally—Night Elf Hunter, 2 [Melee] / 2 Health
Elusive <p> When an ally with cost 4 or more enters play under your control, this ally deals 4 ranged damage to target hero.

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

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

Ancestral Renewal, 9, Shaman (Reign-44R)
Basic Ability—Restoration
Destroy all opposing cards attached to cards you own. <p> Shuffle your graveyard into your deck. <p> Draw cards until you reach your maximum hand size. <p> Your hero heals all damage from itself.

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

Ancient Amber, 5, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-7E)
Equipment—Item
At the start of your turn, you may destroy this item. If you do, reveal the top card of your deck. If its cost is odd, put a 7 [Melee] / 7 [Health] Devilsaur Beast Monster ally token into play with Ferocity and Smash. Otherwise, put a 1 [Melee] / 1 [Health] Frog Beast Monster ally token into play.

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

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

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

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

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

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

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

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

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

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

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

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

Anti-magic Potion, 1, DkDrHuMaPaPrRoShLoWa (Reign-174C)
Instant Equipment—Item—Potion
(2), Destroy this item >>> Prevent all magical damage that would be dealt to target hero or ally this turn. (Arcane ([Arcane]), Fire ([Fire]), Frost ([Frost]), Holy ([Holy]), Nature ([Nature]), and Shadow ([Shadow]) are the magical damage types.)

Anub'arak, The Traitor King, 6 (Reign-121E)
Monster Ally—Scourge  Crypt Lord, Anub'arak (1), 6 [Melee] / 6 Health
Protector <p>[Basic] (2), Remove six cards in a graveyard from the game >>> Put Anub'arak from your graveyard into play.

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

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

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

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.

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

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

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

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

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

Arcane Breach, Mage, 5 (Reign-21U)
Instant Ability—Arcane
Interrupt target ability, ally, or equipment. Draw a card.

Arcane Enlightenment, 2, Mage (Caverns Treasure—2R)
Basic Ability—Arcane
Ongoing: When you play an ability, add a knowledge counter to this ability. <p> While there are fifteen or more knowledge counters on this ability, you can play abilties from your graveyard.

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

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

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

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

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

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

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

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

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

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

Arcanomage Misti, 3, Alliance (🛡 Alliance Shaman-11R, Throne-96R)
Ally—Gnome Mage, 1 [Arcane] / 3 Health
When this ally deals damage to an opposing hero, draw that many cards.

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

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

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

Archimonde, Hand of Sargeras, 6 (Caverns Treasure-53E)
Monster Ally—Eredar Demon Warlock, Archimonde (1), 7 [Shadow] / 5 Health
**Smash** <p> When Archimonde enters play, he smashes 7 shadow damage to target opposing ally. *(If this would deal more than fatal damage to that ally, the rest is dealt to that ally's controller's hero.)*

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

Archival Purposes (🛡 Alliance Hunter-23C, 🛡 Alliance Priest-20C, 🛡 Alliance Rogue-21C, 🛡 Alliance Shaman-11R, 🛡 Alliance Warlock-21C, 11R Ancients-232C, 🛡 Horde DK-20C, 🛡 Horde Druid-20C, 🛡 Horde Mage-21C, 🛡 Horde Paladin-21C, 🛡 Horde Warrior-22C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card.

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

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

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

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

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

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

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

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

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

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

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. <p> Ghouls you control have **Assault 2**.

Arrival of the Naaru, 4, DkDrHuMaPaPrRoShLoWa (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**.

Arrowstorm, 1, Hunter (Ancients-16C)
Instant Ability—Marksmanship
Your hero deals 4 ranged damage to target opposing ally with cost 4 or more.

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

Arthas Menethil, Alliance (Timewalkers-2)
Hero—Human Death Knight, 29 Health
[Front]: **Minion of Arthas** <p> [Basic] (5), Flip Arthas >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.
[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.

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

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

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

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

Ashenvale, Alliance (Reign-196R)
Location
Night Elf allies in your hand have **Haste 1**.

Ashenvale Acolyte, 7, Alliance (Reign-70C)
Ally—Night Elf Priest, 4 [Holy]/ 2 Health
**Haste 5** *(You pay (5) less to play this ally if an ally you controlled dealt damage to an opposing hero this turn.)*

Ashenvale Archer, 1, Alliance (Reign-71C)
Ally—Night Elf Hunter, 2 [Ranged] / 1 Health
At the start of your turn, if you control an ally with cost 4 or more, this ally deals 2 ranged damage to target hero.

Ashenvale Illusionist, 1, Alliance (Reign-72C)
Ally—Night Elf Mage, 1 [Arcance] / 1 Health
**Elusive** *(This ally can't be attacked.)* <p> **Spellshield** *(This ally can't be targeted by opponents.)*

Ashroot, 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 [Melee] / 1 [Health] Treant ally token into play.

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

Asoren Darksnout, 5, Horde (Sylvanas-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 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 Grace, 2, Rogue (Aspects Treasure-20C)
Ability—Subtlety
Ongoing: [Activate] >>> Target ally has **Stealth** this turn. <p> [Activate] >>> Target ally with **Stealth** has **Assault 2** this turn.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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.

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

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

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

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

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

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

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.

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

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

Bad Seed, 1, Druid (Caverns Treasure-6U)
Basic Ability—Balance  Attachment
Attach to target ally and exhaust it. <p> Ongoing: The first time attached ally would ready during each of its controller's ready steps, it doesn't instead. <p> At the start of attached ally's controller's turn, he may pay (1) for each Ongoing ability you control.  If he does, he readies attached ally.

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

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

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

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

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

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

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

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

Banshee, 5 (Reign-122U)
Monster Ally—Scourge  Banshee, 1 [Shadow] / 5 Health
When this ally deals combat damage to a hero, you may destroy this ally. If you do, gain control of target ally that hero's controller controls.

Baradis Darkstone, 5, Alliance (Tomb-76C)
Ally—Dwarf Warlock, 7 [Shadow] / 3 Health

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

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

Barim's Main Gauche, 5, RoSh (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 ally tokens into play.

Barman Shanker, 2, Rogue (Alliance Rogue-22U, ♛ Alliance Rogue-18U, Azeroth-315U, Class-214U, Horde Rogue-23U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike
This weapon has +2 ATK while your hero is attacking an exhausted hero or ally.

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

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

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

Baru Gravehorn, 6, Horde (Crown-103U, ♛ Horde DK-10U)
Ally—Tauren Death Knight, 3 [Melee] / 4 Health
**Protector** <p> When this ally enters play, if there are three or more allies in your graveyard, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

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

Bastion of Defense, 3, Warrior (Betrayal-54R)
Basic Ability—Protection  Attachment
**Protection Talent** *(You can't put Arms Talents or Fury Talents in your deck.)* <p> Attach to target ally. <p> Ongoing: Attached ally has +4 / +4, **Protector**, and "At the end of your turn, you may ready this ally."

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

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

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

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

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

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

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

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

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

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

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

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

Beast Mastery, 3, Hunter (Ancients-18R)
Basic Ability—Beast Mastery
**Beast Mastery Talent** *(You can't put Marksmanship Talents or Survival Talents in your deck.)* <p> Choose one of the following: <p> Rotund Rhino: Put a 2 [Melee] / 5 [Health] Rhinoceros Beast Monster ally token into play with **Protector**, **Spellshield**, and Pet (1). <lb> Dire Devilsaur: Put a 5 [Melee] / 3 [Health] Devilsaur Beast Monster ally token into play with **Smash**, "When this ally deals damage to an opposing hero, that hero can't be healed for the rest of the game," and Pet (1). <lb> Cruel Chimaera: Put a 4 [Frost] / 2 [Health] Chimaera Beast Monster ally token into play with **Elusive**, "When this ally enters play, it deals 1 frost damage to each opposing hero and ally," and Pet (1).

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

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

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, <glyph> Horde Warrior-18C)
Equipment—Armor—Plate, Waist (1), 2 DEF
Weapons you control have +1 ATK.

Belt of Giant Strength, 4, DkPaWa (Reign-166R)
Equipment—Armor—Plate, Waist (1), 2 DEF
When this armor enters play, choose "Demon," a [Horde] race or an [Alliance] race. <p> Allies you control of the chosen race have +2 [Health]. <p> Your hero can protect allies you control of the chosen race.

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

Benedictus, the Twilight Father, 5 (Aspects Treasure-47E)
Ally—Human Priest, Benedictus (1), 2 [Shadow] / 8 Health
At the start of each player's turn, put a 0 [Shadow] / 1 [Health] Cultist ally token into play. <p> 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.

Benethor Draigo, 3, Horde (Azeroth-228C, Class-168C, Horde DK-13C, Horde Hunter-15C, Horde Warlock-13C, Horde Warrior-10C, <glyph> Horde Mage-12C)
Ally—Undead Mage, 4 [Fire] / 2 Health

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

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

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

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

Bhenn Checks-the-Sky, 2, Horde (Ancients-124C, Dark Portal-199C, <glyph> Horde Paladin-11C)
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 can't have powers, and becomes 0 / 5 until Big Bad leaves play. Big Bad must attack that ally if able. <p> When Big Bad deals fatal combat damage to that ally, he has +5 / +5 and **Invincible**.

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

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

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

A Bird in Hand (Alliance DK-27C, Alliance Druid-22C, Alliance Hunter-23C, Alliance Mage-23C, Alliance Paladin-24C, Alliance Priest-27C, Alliance Rogue-25C, Alliance Shaman-29C, Alliance Warlock-24C, Alliance Warrior-23C, <glyph> Alliance Hunter-22C, Elements-204C, Horde DK-28C, Horde Druid-27C, Horde Hunter-26C, Horde Mage-26C, Horde Paladin-25C, Horde Priest-26C, Horde Rogue-26C, Horde Shaman-25C, Horde Warlock-23C, Horde Warrior-26C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's an ally, put it into your hand.

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.

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

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

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

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

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

Blackcrow, 2, Hunter (Alliance Hunter-22U, Class-215U, Dark Portal-271U, Horde Hunter-24U, Sylvanas-22U)
Equipment—Weapon—Crossbow, Ranged (1), 1 [Ranged], 1 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. *(Defenders deal no combat damage to it.)*

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

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

Blackhorn Fearmonger, 4 (Reign-123C)
Monster Ally—Satyr Demon Warlock, 3 [Shadow] / 4 Health
When this ally enters play, he deals 3 shadow damage to target opposing hero unless its controller puts an ally he controls into its owner's hand.

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

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

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

Blackrock Shooter, 5, Horde (Reign-95C)
Ally—Orc Hunter, 4 [Ranged] / 3 Healh
**Bloodrush**: When this ally enters play, if an opposing hero has more damage on it than your hero, this ally deals 4 ranged damage to target opposing hero.

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

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

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

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

Blade Strike, 2, Warrior (Reign-57U)
Instant Ability—Arms
Your hero deals 2 melee damage to target ally for each equipment 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.)* <p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK. <p> When this ability enters play, your hero deals melee damage to each opposing ally equal to attached weapon's ATK.

Bladewhirl, 6, Warrior (Reign-56R)
Basic Ability—Arms
You pay (1) less to play this ability for each armor you control. <p> Your hero deals melee damage to each opposing ally equal to the ATK of a Melee weapon you control.

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

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

Blaze of Light, 2, Paladin (Reign-27C)
Instant Ability—Holy
Your hero deals 2 unpreventable holy damage to target ally. If that ally is a Demon, remove it from the game instead.

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

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

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

Bleakheart Hellcaller, 4 (Reign-124C)
Monster Ally—Satyr Demon Warlock, 3 [Shadow] / 3 Health
When this ally is destroyed, **Portal**. *(Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.)*

Blessing from Beyond, 4, Paladin (Reign-28U)
Basic Ability—Holy  Blessing  Attachment
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Attach to target ally. <p> Ongoing: Attached ally has +3 / +3.

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

Blessing of Defense, 1, Paladin (Citadel Raid-52C, Worldbreaker-63C)
Instant Ability—Protection Blessing
Attach to target ally. <p> Ongoing: Attached ally has +5 ATK while defending.

Blessing of the Devoted, 4, Paladin (Crown-27C)
Ability—Protection Blessing
Attach to target ally. If that ally's cost is 2 or less, draw a card. <p> Ongoing: Attached ally has +3 / +3.

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

Blessing of Might, 2, Paladin (Alliance Paladin-2U, Azeroth-62U, Horde Paladin-3U, 🏴 Horde Paladin-2U, Twilight-55U)
Instant Ability—Retribution Blessing Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

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

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

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

Blessing of 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 deals damage to an opposing hero, it also heals that much damage from your hero.

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

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

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

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

Blessing of Wisdom, 5, Paladin (Azeroth-64R, Class-59R, 🏴 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 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.

Blinding Word, 2, Paladin (Reign-29R)
Instant Ability—Protection
Exhaust target hero. Its controller can't play cards this turn.

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

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

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

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

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

Blood in the Water, 2, Druid (Reign-10R)
Basic Ability—Feral
**Feral Talent** *(You can't put Balance Talents or Restoration Talents in your deck.)* <p> Ongoing: When your hero deals combat damage to a hero, add a frenzy counter to this ability. <p> Your hero has **Assault 1** for each frenzy counter on this ability.

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 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 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.

Bloodbane's Fall, 3, DkDrHuMaPaPrRoShLoWa (Alliance DK-23C, Alliance Shaman-25C, Alliance Warrior-19C, Class-204C, Elderlimb-23C, Hogger-20C, Horde DK-22C, Jaina-21C, Murkdeep-18C, Scourgewar-216C, Sylvanas-21C)
Equipment—Armor—Cloth, Back (1), 1 DEF
Your hero has **Assault 1**. *(It has +1 ATK on your turn.)*

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

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

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

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

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

Bloodmage Kael'thas, 7 (Reign-162R)
Ally—Blood Elf Mage, Kael'thas (1), 6 [Fire] / 8 Health
(1) >>> You can play cards from your resource row this turn. *(Pay costs as normal)*

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

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

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

Blossoming Branch, 4, DkDrHuMaPaPrRoShLoWa (Holiday [symbol]-3R)
Equipment—Item
(4), [Activate], Destroy this item >>> Destroy target ally, and its controller puts a 0 [Nature] / 1 [Health] Adorable Rabbit ally token into play. <p> (4), [Activate], Destroy this item >>> Destroy target ally, and its controller puts a 5 [Melee] / 5 [Health] Savage Rabbit ally token into play.

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

Blurg Firekin, 5, Horde (Reign-96U)
Ally—Orc Shaman, 3 [Fire] / 2 Health
When this ally enters play, put target ally from your graveyard into your hand. If you put an Orc into your hand this way, this ally has **Ferocity** this turn.

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.)*

Bogspike, 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.

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

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.

Bolster, 1, Paladin (Caverns Treasure-16C)
Instant Ability—Protection
Add two +1 [DEF] counters to target armor.

Boltaar, Shield of Velen, 5, Alliance (Caverns Treasure-40R)
Ally—Draenei Paladin, 5 [Melee] / 5 Health
**Protector** <p> Equipment and Ongoing abilities you control have **Spellshield**.

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

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

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

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

Boots of Quel'Thalas, 4, HuSh (Reign-167U)
Equipment—Armor—Mail, Feet (1), 2 DEF
If an ally you controlled was destroyed this turn: [Activate] >>> Target hero or ally has **Assault 2** this turn.

Boots of Speed, 1, DrRo (Reign-168U)
Equipment—Armor—Leather, Feet (1), 1 DEF
(2) >>> Put this card into your resource row face down and exhausted.

Bor Breakfist, 1, Horde, (Reign-97U)
Ally—Orc Shaman, 1 [Fire] / 1 Health
[Basic] [Activate] >>> Target Orc ally has **Ferocity** this turn.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Boundless Magic, 2, Mage (Tomb-25R)
Ability—Arcane
**Eternal** *(When this enters your graveyard from anywhere, you may shuffle it 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.)* <p> Target ally has +1 ATK this turn for each resource you control.

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

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

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

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

Bounty Hunt, 4, Rogue (Reign-39C)
Instant Ability—Assassination
Destroy target ally with cost less than or equal to the number of allies you control.

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

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

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

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

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

Brazen Theft, 2, Rogue (Caverns Treasure-24U)
Basic Ability—Subtlety
Play only if your hero dealt combat damage to an opposing hero this turn. <p> Look at target player's hand and choose a card. That player discards that card.

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

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

Breastplate of the Queen's Guard, 3, HuSh (Caverns Treasure-55U)
Equipment—Armor—Mail, Chest (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> Target ally or weapon has +2 ATK this turn.

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

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

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

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

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

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

Bristleblitz Striker, 4, Hunter (Caverns Treasure-63U)
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 1 Strike
**Long-Range** <p> When you play an ability, this weapon has +1 ATK this turn.

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

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

Bromor the Shadowblade, 2, Alliance (<img_glyph> 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.

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

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

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

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

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

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

Brood Mother, 5 (Reign-125R)
Monster Ally—Spider Beast, 4 [Nature] / 6 Health
When this or another Beast ally you control deals fatal combat damage while attacking, put two 1 [Nature] / 1 [Health] Spider Beast Monster ally tokens into play.

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

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

Brulu Breaks-the-Land, 7, Horde (Tomb-98U)
Ally—Tauren Druid, 6 [Nature] / 7 Health
**Smash** <p> When this ally deals Smash damage, put a 1 [Melee] / 1 [Health] Treant ally token into play for each Smash damage dealt.

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

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

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

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

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

Bubula del Kissel, 2, Alliance (<img_glyph> Alliance Rogue-13C Dark Portal-158C)
Ally—Gnome Rogue, 2 [Melee] / 2 Health
**Stealth** *(This ally can't be protected against.)* <p> [Activate] >>> Target hero or ally has **Stealth** this turn.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Call of C'Thun, 9 (Reign-62R)
Basic Ability
**Monster Hero Required** <p> Ongoing: [Activate] >>> Cards in your deck have **Warp** this turn until you use a **Warp** power that was granted this way.

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

Call of Yogg-Saron, 8 (Reign-63R)
Basic Ability—Attachment
**Monster Hero Required** <p> Attach to target hero. Its controller searches his hand and deck for four cards, removes them from the game face down, and puts the remaining cards into his graveyard. <p> Ongoing: If attached hero's controller would draw a card, he puts a card removed this way into his hand instead. If he can't, destroy his hero.

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

Cameo of Terrible Memories, 6, DrHuRoSh (Timewalkers Justice-9E)
Equipment—Item, Neck (1)
At the end of each player's turn, he discards his hand and draws seven cards. <p> If a player would draw a card from an empty deck, he shuffles his graveyard into his deck, then draws a card instead.

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

Capital City, Lordaeron, Alliance (Betrayal-201R)
Location
**Unity**: While you control three or more Human allies: [Basic] (1), [Activate] >>> Put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

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

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

Carnage, 5, Rogue (Honor-55U, Horde Rogue-4U)
Ability—Assassination Combo
Destroy each opposing ally with cost 4 or less.

Cataclysm's Edge, 6, DkPaWa (Caverns Treasure-64E)
Equipment—2H Weapon—Sword, Melee (1), 6 [Melee], 2 Strike
When this weapon enters play, each player chooses one ability, ally, weapon, armor and item he controls, then destroys the rest.

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

Celadon Pendant, 2, DrPaPrSh (Worldbreaker Badge-2E)
Equipment—Item, Neck (1)
Your hero has **Mend 1** for each face-up resource you control.

Celestial Moonfire, 3, Druid (Elements-32R, Horde Druid-3R)
Instant Ability—Balance
Attach to target hero or ally, and your hero deals 2 arcane damage to it. <p> Ongoing: At the start of your turn, if this ability is in play, your hero deals 2 arcane damage to attached character. <p> On your turn: Exhaust an [Arcane] ally you control >>> Put this ability into its owner's hand.

Cenarius, Lord of the Forest, 12 (Crown-5E)
Monster Master Hero—Druid Demigod, 2 [Nature] / 35 Health
You pay (4) less to play Cenarius if you control at least two allies each with cost 4 or more. <p> When your hero becomes Cenarius, reveal the top ten cards of your deck. Put all revealed allies into play and the rest on the bottom of your deck.

Censure, 1, Paladin (Alliance Paladin-3C, Worldbreaker-66C)
Instant Ability—Retribution
Put target opposing attacking ally into its owner's hand.

Ceraka, 4, Horde (Worldbreaker-168U)
Ally—Orc Mage, 4 [Fire] / 2 Health
On your turn: (1), Turn a quest you control face down >>> This ally deals 3 fire damage to target hero.

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

Cerwyn, 1, Alliance (Alliance Druid-12C, Alliance Hunter-12C, Alliance Mage-14C, Alliance Priest-11C, ⚌ Alliance Warlock-8C, Class-130C, Dark Portal-159C)
Ally—Night Elf Druid, 1 [Nature] / 2 Health

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Chasten, 3, Priest (Alliance Priest-2C, Horde Priest-2C, Legion-68C)
Instant Ability—Holy
Your hero deals 3 unpreventable holy damage to target hero or ally.

Chelley's Staff of Dark Mending, 2, MaPrLo (Twilight-192R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike
When an ally you control is destroyed, your hero heals damage from itself equal to that ally's cost.

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

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

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

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

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

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

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
[Front]: **Cho'gall's Command** <p> [Basic] (2),
Flip Cho'gall >>> You and target opponent each
reveal the top card of your decks. If your card
has a higher cost, put it into your hand.
[Back]: **Cho'gall's Fury** <p> Once per game:
[Basic] (6) >>> Cho'gall has +4 ATK and **Smash**
this turn.

Choker of Serrated Blades, 1,
DkDrHuMaPaPrRoShLoWa (Caverns Treasure-
60R)
Equipment—Item, Neck (1)
This item enters play with three blade counters.
<p> (1), [Activate], Remove a blade counter >>>
Choose one: Add a +1 ATK counter to target
weapon; or add a +1 [DEF] counter to target
armor.<p>When the last blade counter is
removed from this item, destroy it.

Chompers, 5, Hunter (Throne-40U)
Monster Ally—Shark, Pet (1), 5 [Melee] / 5
Health
Once per turn, on your turn: Destroy a Murloc
you control >>> Ready this ally. It heals all
damage from itself.

Chops, 3, Hunter (Alliance Hunter-4U, Dark
Portal-32U, Horde Hunter-4U)
Ally—Boar, Pet (1), 3 [Melee] / 4 Health
When this ally attacks, you may exhaust target
hero or ally.

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

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

Cinder, 2, Hunter (Twilight-39C)
Ally—Dragonhawk, Pet (1), 4 [Fire] / 2 Health
At the start of your turn, this ally may deal 1 fire
damage to target hero or ally.

Circle of Healing, 3, Priest (Alliance Priest-3R,
Illidan-65R)
Instant Ability—Holy
**Holy Talent** *(You can't put Discipline Talents or
Shadow Talents in your deck.)* <p> Your hero
heals 10 damage from each friendly hero and
ally.

Circlet of Nobility, 4, DkDrHuMaPaPrRoShLoWa
(Reign-169C)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, draw a card. <p>
Your hero has **Assault 1**. *(It has +1 ATK on your
turn.)*

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

Claemora Amberglare, 4, Horde (Citadel Raid-
67C, Horde Hunter-16C, Horde Paladin-12C, 🐾
Horde DK-11C, Scourgewar-166C)
Ally—Blood Elf Hunter, 2 [Ranged] / 4 Health
When this ally enters play, target hero or ally
has **Assault 2** this turn. *(+2 ATK on your turn.)*

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

Claws of Attack, 6, Rogue (Reign-181R)
Equipment—1H Weapon—Fist, Melee (1), 0
[Melee], 0 Strike
**Dual Wield** <p> **Assault 6**

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

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

Cleaning House (Crown-195C, 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 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.

Cloak of Flames, 4, HuMaShLo (Reign-170U)
Equipment—Armor—Cloth, Back (1), 1 DEF
When your hero deals damage to an opposing
hero, it may deal 1 fire damage to target ally.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Corrupted Ashbringer, 4, DkPaWa (Reign-182R)
Equipment—2H Weapon—Sword, Melee (1), 6 [Shadow], 0 Strike
This weapon enters play with three corruption counters. <p> When you strike with this weapon, choose and destroy a card you control for each corruption counter on this weapon, then remove a corruption counter. <p> While this weapon has no corruption counters, its damage type becomes [Holy] and it has **Invincible**.

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

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

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

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

Corvus 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 5** and Moira (1), and a 5 [Nature] / 5 [Health] Dwarf High Thane ally token named Falstad Wildhammer with **Ferocity** and Falstad (1) into play.

Counterattack, 1, Hunter (Reign-15R)
Basic Ability—Survival
**Survival Talent** *(You can't put Beast Mastery Talents or Marksmanship Talents in your deck.)* <p> Play this ability only if your hero has 5 or less remaining health. <p> Take an additional turn after this one.

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.

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

Cover of the Light, 1 (Dungeon Treasure-2C)
Ability
Ongoing: When a Paladin ally enters play under your control or a friendly player's control, it heals 3 damage from target hero or ally.

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

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

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.)*

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

Crawling Claw, 3 (Worldbreaker Crafted-1E)
Ally—Crawling Claw, Claw (1), 5 [Melee] / 1 Health
**Artifact** *(You may play this card from your graveyard.)* <p> When this ally attacks, you and target opponent play "Rock, Parchment, 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.)*

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, Scourgewar-233R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike
When an opposing resource turns face down, you may draw a card.

Crimson Guard, 1, Death Knight (Crown-6C)
Instant Ability—Blood
Your hero has **Protector** this turn. <p> Allies you control with 6 or more ATK have **Protector** this turn. *(They may exhaust to become the defender when an opposing hero or ally attacks.)*

Crimson Shocker, 3, MaPrLo (Alliance Warlock-23U, Class-216U, Horde Priest-24U, Horde Warlock-22U, Legion-278U)
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike
When this weapon enters play, your hero may deal 2 fire damage to target hero or ally.

Crippling Shot, 2, Hunter (Alliance Hunter-6C, Horde Hunter-5C, Legion-35C)
Instant Ability—Survival
Target hero or ally has -5 ATK this turn.

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

Crown of Chelonian Freedom, 4, DkPaWa (Elements-180U)
Equipment—Armor—Plate, Head (1), 1 DEF
When this armor enters play, put X +1 [DEF] counters on it, where X is the cost of a non-[Horde], non-[Alliance] ally you control. <p> This armor can prevent damage to non-[Horde], non-[Alliance] allies you control.

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

The Crucible of Carnage: The Twilight Terror (Twilight-207C)
Quest
On your turn, if an ability, ally, or equipment was destroyed this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

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

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

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

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

Crusher of Bonds, 1, DkPaRoShWa (Elements-193C)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 5 Strike

Crushing Death, 1, Death Knight (Ancients-3U)
Basic Ability—Blood
Destroy target equipment with cost less than or equal to the number of cards in its controller's graveyard.

Crushing Strike, 3, Warrior (Hogger-3C, Horde Warrior-4C, Worldbreaker-114C)
Ability—Arms
Destroy target opposing equipment. If you do, your hero may deal 3 melee damage to its controller's hero.

Crusty, 5, Hunter (Honor-26C, Horde Hunter-6C)
Ally—Crab, Pet (1), 2 [Melee] / 6 Health
**Protector** <p> When this ally deals combat damage to an ally, he may also deal that much melee damage to a second target hero or ally.

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

Crystals of Power (Worldbreaker-257C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Nature] card into your hand and the rest on the bottom of your deck.

The Culmination of Our Efforts (Hogger-26C, Murkdeep-24C, Sylvanas-26C, Throne-254C)
Quest
Pay (4) to complete this quest. <p> Reward: Choose "ability," "ally," "equipment," or "quest" and reveal the top five cards of your deck. Put a revealed card of the chosen type into your hand and the rest on the bottom of your deck.

Cult Master Kel'Thuzad, 4 (Reign-126R)
Monster Ally—Scourge Necromancer, Kel'Thuzad (1), 3 [Shadow] / 5 Health
[Basic] (1) >>> Target player puts the top card of his deck into his graveyard. <p> [Basic] (2) >>> You may play target ally in a graveyard this turn. *(Pay costs as normal.)*

Cunning Crypt Fiend, 5 (Reign-127U)
Monster Ally—Scourge Crypt Fiend, 2 [Melee] / 5 Health
When this ally enters play, you may destroy target ally with ATK 2 or less.

Curse from Beyond, 4, Warlock (Reign-50U)
Ability—Affliction Curse Attachment
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached hero.

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

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

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

Daedak the Graveborne, 4, Horde (Tomb-99R)
Ally—Blood Elf Death Knight, 4 [Shadow] / 3 Health
**Eternal**, **Protector** <p> When this ally is destroyed, your hero deals 1 shadow damage to target opposing hero for each resource you control. Then, your hero heals 1 damage from itself for each damage dealt this way.

Dagax the Butcher, 2, Horde (Twilight-134R)
Ally—Goblin Rogue, 5 [Melee] / 1 Health
**Ferocity**, **Stealth** <p> This ally can attack only heroes. <p> At the end of your turn, destroy this ally.

Dagin Bootzap, 4, Alliance (Alliance Hunter-14C, Alliance Shaman-14C, 🌀 Alliance Hunter-27C, 🌀 Alliance Warlock-10C, Elements-112C)
Ally—Dwarf Hunter, 3 [Arcane] / 2 Health
When this ally enters play, he deals 1 arcane damage to target hero or ally.

Dakota, 5, Hunter (Reign-16R)
Monster Ally—Wolf Beast, Pet (1), 4 [Melee] / 8 Health
Your hero can't be destroyed.

Dakturak, 1, Horde (Tomb-100C)
Ally—Orc Rogue, 2 [Melee] / 1 Health
**Stealth** *(This ally can't be protected against.)*

Danath Trollbane, 5, Alliance (Betrayal-64R)
Ally—Human Warrior, Danath (1), 5 [Melee] / 5 Health
**Protector** <p> When Danath deals damage, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Dancing Rune Weapon, 1, Death Knight (Worldbreaker-26R)
Ability—Blood
**Blood Talent** *(You can't put Frost Talents or Unholy Talents in your deck.)* <p> Put a weapon with cost less than or equal to the number of resources you control from your hand into play. At the end of this turn, put that weapon from play into your hand.

Daniel Darkheart, 4, Alliance (Reign-73U)
Ally—Human Warlock, 4 [Shadow] / 3 Health
(1), Put 1 damage on this ally >>> Put a a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Dar the Beastmaster, 4, Alliance (Crown-79C)
Ally—Worgen Hunter, 2 [Melee] / 7 Health

Dark Cleric Jocasta, 6, Horde (Azeroth-233U, Horde DK-14U, 🌀 Horde Druid-12U)
Ally—Undead Priest, 3 [Holy] / 5 Health
When this ally enters play, you may put target ally from your graveyard into your hand.

Dark Deliverance, 2, Priest (🌀 Alliance Priest-2C, Betrayal-32C)
Basic Ability—Shadow
Your hero deals 3 shadow damage to target ally. If an ally is dealt fatal damage this way, your hero heals 3 damage from itself.

Dark Dissolution, 5, Death Knight (Caverns Treasure-1U)
Instant Ability—Unholy
Remove up to one ability, one ally, and one equipment in target opponent's graveyard from the game. <p> Your hero deals shadow damage to up to one target ally equal to the cost of an ally removed this way, heals damage from itself equal to the cost of an ability removed this way, and deals shadow damage to up to one target hero equal to the cost of an equipment removed this way.

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

Dark Extortion, 5, Priest (Horde Priest-3R, Worldbreaker-73R)
Ability—Shadow
Target player chooses an ally he controls. Gain control of that ally.

Dark Intent, 1, Warlock (Tomb-54U)
Ability—Affliction
As an additional cost to play, put 2 damage on your hero. <p> Attach to target friendly ally. <p> Ongoing: Attached ally has +2 / +2. <p> If attached ally would deal fatal combat damage to an opposing ally, remove that ally from the game instead.

Dark Lady Sylvanas Windrunner, Horde (Sylvanas-1)
Hero—Undead Hunter, 28 Health
[Front]: (5) >>> Flip Sylvanas face down.
[Back]: **Song of Sylvanas**: Sylvanas and allies you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Dark Pharaoh Tekahn (Tomb-1)
Monster Hero—Tol'vir Priest, 26 Health
[Front]: (8) >>> Flip Tekahn face down. <p> You pay (8) less to flip Tekahn if you have seven or more allies in your graveyard.
[Back]: At the start of your turn, put two 1 [Shadow] / 1 [Health] Tol'vir Ritualist Monster ally tokens into play.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

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

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

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

Dark Transformation, 5, Death Knight (Crown-7R, 🌀 Horde DK-3R)
Basic Ability—Unholy Attachment
**Unholy Talent** *(You can't put Blood Talents or Frost Talents in your deck.)* <p> Attach to target Ghoul. <p> Ongoing: Attached Ghoul has +7 / +7. <p> When attached Ghoul deals damage to an opposing hero, destroy target opposing ally.

Darkflame, 2, Warlock (Caverns Treasure-31C)
Basic Ability—Destruction
Your hero deals unpreventable shadowfire damage to target hero or ally equal to the combined ATK of a [Fire] card and a [Shadow] card you control. *(This counts as both shadow and fire damage.)*

Darkflame Dreadlord, 6 (Reign-128C)
Monster Ally—Dreadlord Demon, 6 [Shadow] / 4 Health
When another ally you control is destroyed, this ally may deal 2 shadow damage to target hero.

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

Darkmoon Card: Hurricane, 3, DkDrHuPaRoShWa (Twilight-187R)
Equipment—Item, Trinket (2)
When this item enters or leaves play, your hero deals 1 nature damage to each opposing ally.

Darkmoon Card: Volcano, 7, DrMaPrShLo (Elements-188R)
Equipment—Item, Trinket (2)
At the start of your turn, you win the game if there are no cards in your deck. <p> **Stash**: Target player puts the top two cards of his deck into his graveyard.

Darkshire Deathsworn, 4, Alliance (🔱 Alliance Priest-10C, Ancients-85C)
Ally—Human Death Knight, 4 [Frost] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

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

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

Darnassus Tabard, 2, Alliance, DkDrHuMaPaPrRoShLoWa (Ancients-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.

Daroka Venomfist, 1, Horde (Sylvanas-11C, Throne-144C)
Ally—Orc Rogue, 2 [Nature] / 1 Health
When this ally attacks, exhaust target opposing ally. *(A protector exhausted this way can't protect this combat.)*

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

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

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

Dathrohan's Ceremonial Hammer, 4, DrPaPrSh (Caverns Treasure-65R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Holy], 4 Strike
[Basic] (2), [Activate] >>> Remove target friendly ally from the game, then return it to play under its owner's control.

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

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

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

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

Dawnhoof Brightcaller, 2, Horde (Ancients-126C)
Ally—Tauren Paladin, 3 [Holy] / 2 Health

Dawnstrider Sunward, 4, Horde (Reign-98C)
Instant Ally—Tauren  Paladin, 1 [Holy] / 4 Health
**Protector** <i> *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

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

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

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

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

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

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

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

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, [icon] 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.

Death's Decree, 6, Death Knight (Ancients-4U)
Basic Ability—Unholy
Destroy target ally. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Death's Duo, 4, Death Knight ([icon] Horde DK-5C, Throne-28C)
Basic Ability—Unholy
Remove two target allies in an opposing graveyard from the game. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Deathsmasher Mogdar, 5 (Crown-130C, Elderlimb-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.

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.

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

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

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

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

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

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's Vigil, 1, Warrior ([icon] 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 Nahom (Tomb-196C)
Quest
If there are two or more classes among allies you control: Pay (5) to complete this quest. <p> Reward: Draw two cards.

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

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

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

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

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

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

Demonic 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 Pact, X, Warlock (Caverns Treasure-32R)
Basic Ability—Demonology
This ability enters play with X pact counters on it. <p> Ongoing:At the start of your turn, put 1 damage on your hero, draw a card, and remove a pact counter from this ability. Then, if none remain, destroy this ability.

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

Demonic Rebirth, 2, Warlock (Betrayal-49R)
Basic Ability—Demonology
**Demonology Talent** *(You can't put AfflictionTalents 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 Reclamation, 1, Warlock (Worldbreaker-103U)
Ability—Demonology
As an additional cost to play this ability, destroy an ally you control. <p> Draw two cards. <p> **Stash** *(If this enters your resource row, it enters face up. Immediately turn it face down.)*: Shuffle target ally in your graveyard into your deck.

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

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

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

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

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

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

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

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

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.

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

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

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

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

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

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

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

Dirty Distraction, 4, Rogue (Caverns Treasure-25C)
Basic Ability—Combat
Exhaust each opposing ally and equipment with cost 4 or less. Those cards can't ready during their controller's next ready step.

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

Disciple of the Light, 6, Alliance (Reign-74C)
Ally—Human  Paladin, 5 [Holy] / 5 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

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

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

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

Disrupting Shot, 3, Hunter (Reign-17U)
Instant Ability—Marksmanship
Your hero deals 1 ranged damage to target hero or ally. If your hero dealt damage to a hero this way, you may interrupt an ability played by its controller.

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

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

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

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

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

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

Divine Redemption, 9, Paladin (Tomb-31R)
Ability—Holy
Put target ally from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +5 / +5, **Protector**, and **Invincible**. *(It can't leave play, be targeted, or be dealt damage.)*

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

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

Dodge, 1 (Reign-64C)
Instant Ability
Prevent the next 1 damage that would be dealt to target hero or ally this turn.

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

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

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

Don Carlos' Famous Hat, 5, DkDrHuMaPaPrRoShLoWa (Betrayal-167U)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, put a 4 [Melee] / 4 [Health] Coyote Spirit Monster ally token into play. <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 [Melee] / 5 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

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

Doomguard Invader, 1 (Reign-129C)
Monster Ally—Doomguard Demon, 4 [Melee] / 3 Health
As an additional cost to play, choose and destroy an ally you control.

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

Doomhammer, 4, DrPaPrShWa (Reign-183E)
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee] / 4 Health
Allies you control with restriction tags have +3 / +3. *(Examples of restriction tags on allies include Pet (1), Thrall (1), Totem (1), and Unique.)*

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

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

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

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

Dradam Chillblade, 2, Alliance (Jaina-12C, Throne-104C)
Ally—Dwarf Death Knight, 2 [Frost] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

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

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

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

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

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

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

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

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

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

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

Drandus the Deathcaller, 2, Horde (Horde DK-15U, [Alliance icon] Horde DK-13U, Scourgewar-171U)
Ally—Blood Elf Death Knight, 2 [Shadow] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> Ghouls you control have **Assault 2**.

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

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

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

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

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

Dreadhound, 2 (Reign-130C)
Monster Ally—Felhunter Demon, 2 [Shadow] / 1 Health
When this ally enters play, you may destroy another ally you control. If you do, destroy target ability.

Drek'Thar, Frostwolf General, 7, Horde (Reign-99R)
Ally—Orc Shaman, Drek'Thar (1), 6 [Melee] / 7 Health
**Bloodrush**: At the start of your turn, if an opposing hero has more damage on it than your hero, put X 1 [Melee] / 1 [Health] Wolf Beast Monster ally tokens into play with **Ferocity**, where X is the difference in damage between your hero and the opposing hero with the most damage.

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

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

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

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

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

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

Druid of the Talon, 1, Alliance (Reign-75U)
Ally—Night Elf Druid, 0 [Nature] / 1 Health
**Elusive** <p> [Basic] [Activate] >>> If target hero or ally would be dealt damage this turn, it's dealt that much +1 instead.

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

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

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

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

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

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

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

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

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

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

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

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

Earthen Burst, 2, Shaman (Caverns Treasure-27C)
Instant Ability—Elemental
Your hero deals 2 nature damage to target ally.<p>Target ally has +2 ATK this turn.

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

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

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

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

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

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

Earthseer Dambrak, 5, Alliance (Tomb-80R)
Ally—Dwarf Shaman, 3 [Nature] / 5 [Health]
**Harmonize** <p> When you play another ally with cost 4 or more, you may pay (1). If you do, draw a card.

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

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.)* <p> Attach to target 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 ability, ally, or equipment, put a number of additional cards from the top of his deck into his graveyard equal to that card's cost.

Echo of Baine, 7 (Aspects Treasure-44R)
Monster Ally—Tauren Echo, 9 [Fire] / 1 Health
While there is an Echo of Baine in your graveyard, prevent all damage that would be dealt to this ally, and he has **Ferocity**.

Echo of Jaina, 3 (Aspects Treasure-45R)
Monster Ally—Human Echo, 3 [Frost] / 1 Health
**Elusive** <p> If there is an Echo of Jaina in your graveyard: [Activate] >>> You pay (2) less to play your next ability, ally, or equipment this turn.

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

Edge of Oblivion, 4, DkShWa (🛡 Horde Warrior-17R, Scourgewar-235R)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
This weapon enters play with five +1 ATK counters. <p> At the start of your turn, remove a +1 ATK counter. If none remain, destroy this weapon.

Edgemaster's Handguards, 3, HuPaShWa (Alliance Paladin-20U, Azeroth-286U, Horde Paladin-22U, 🛡 Horde Warrior-19U)
Equipment—Armor—Mail, Hands (1), 1 DEF
You pay (1) less to strike with weapons.

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

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

Edwin VanCleef, Alliance (Timewalkers-4)
Hero—Human Rogue, 27 Health
[Front]: **VanCleef's Revenge** <p> [Basic] (2), Flip Edwin >>> Edwin has +1 ATK and **Stealth** this turn.
[Back]: **VanCleef's Thugs** <p> Once per game: [Basic] (5) >>> Put two 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.)*

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**: At the start of your turn, Elderlimb heals 4 damage from himself if you control a Treant.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Eldre'Thalas Sorceress, 6, Alliance (Ancients-91C)
Ally—Night Elf Mage, 3 [Arcane] / 3 Health
**Haste 3** *(You pay (3) less to play this ally if an ally you controlled dealt damage to an opposing hero this turn.)* <p> When this ally enters play, draw a card.

Elemental Balance, 3, Shaman (Aspects Treasure-23)
Ability—Elemental
Choose one: Your hero deals 5 nature damage to each hero; or hero heals 5 damage from each hero.

Elemental Echo, 6, Shaman (Ancients-50R)
Basic Ability—Elemental Attachment
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to a defending hero, put a token copy of that ally into play exhausted.

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

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

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

Elemental Purge, 2, Shaman (🛡 Alliance Shaman-4U, Ancients-51U)
Instant Ability—Restoration
Destroy target ability. If you do, your hero deals 3 nature damage to that ability's controller's hero.

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

Elementalist Arax, 5, Alliance (Tomb-81U)
Ally—Draenei Shaman, 3 [Frost] / 5 Health
This ally has **Assault 1** and **Mend 1** for each equipment you control.

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

Elements' Fury, 3, Shaman (Alliance Shaman-5C, Legion-95C, Murkdeep-2C)
Ability—Elemental
Your hero deals 3 nature damage to target hero and 3 nature damage to target ally.

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

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

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

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

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

Elwynn Burglar, 3, Alliance (Reign-76C)
Ally—Human Rogue, 1 [Melee] / 4 Health
**Unity**: When this ally deals combat damage to a hero, if you control three or more Human allies, that hero's controller chooses and discards a card.

Elwynn Huntsman, 5, Alliance (Reign-77C)
Ally—Human Hunter, 3 [Ranged] / 5 Health
**Unity**: While you control three or more Human allies, this ally has **Assault 2** and **Sentinel**. *(When it exhausts for the first time each turn, ready it.)*

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

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

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

Emelia Darkhand, 1, Horde (Horde DK-16C, 🔱 Horde DK-14C, Scourgewar-172C)
Ally—Undead Death Knight, 3 [Shadow] / 1 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> This ally can't attack unless an opponent controls more allies than you.

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

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

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

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

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

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

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

Emora Delwin, 2, Alliance (Reign-78U)
Ally—Human Mage, 1 [Arcane] / 2 Health
[Activate] >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Sheep.

Emree, 3, Alliance (🔱 Alliance Shaman-13U, Crown-80U)
Ally—Draenei Shaman, 2 [Nature] / 4 Health
(2), [Activate] >>> Ready another target ally.

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

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

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

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

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

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

Energized, 2, Shaman (Alliance Shaman-6C, 🔱 Alliance Shaman-5C, Class-95C, Drums-67C)
Instant Ability—Enhancement
Ready target ally.

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

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

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

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

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

Entrenched (Alliance DK-28C, Alliance Druid-24C, Alliance Hunter-25C, Alliance Mage-25C, Alliance Paladin-26C, Alliance Priest-28C, Alliance Rogue-27C, Alliance Shaman-31C, Alliance Warlock-26C, Alliance Warrior-25C, 🔱 Alliance Hunter-24C, 🔱 Alliance Priest-21C, 🔱 Alliance Rogue-22C, 🔱 Alliance Shaman-21C, 🔱 Alliance Warlock-22C, Elderlimb-26C, Elements-210C, Horde DK-30C, Horde Druid-29C, Horde Hunter-28C, Horde Mage-28C, Horde Paladin-27C, Horde Priest-27C, Horde Rogue-28C, Horde Shaman-26C, Horde Warlock-25C, Horde Warrior-28C, 🔱 Horde DK-21C, 🔱 Horde Druid-21C, 🔱 Horde Mage-23C, 🔱 Horde Paladin-23C, 🔱 Horde Warrior-23C, Jaina-25C, Murkdeep-25C, Sylvanas-27C)
Quest
If you control an ally: Pay (3) to complete this quest. <p> Reward: Draw a card.

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

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

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

Eredar Chaosbringer, 7 (Reign-131U)
Monster Ally—Eredar Demon Warlock, 5 [Fire] / 5 Health
When this ally enters play, **Portal**. *(Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.)*

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 Strategist, 2 (Reign-132U)
Monster Ally—Eredar Demon Warlock, 3 [Shadow] / 2 Health
Once per turn: [Basic] Destroy another ally you control >>> Demon allies you control have +2 ATK this turn.

Eris Havenfire, 3 (Champ Promo-3E, Wrathgate-168E)
Ally—Human Spirit Priest, Unique, 2 [Holy] / 5 Health
When this or another Priest ally enters play under your control, the next time target hero or ally would be dealt damage this turn, prevent it.

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

Eruption Trap, 4, Hunter (Caverns Treasure-9C)
Instant Ability—Survival
**Trap** *(You may exhaust your defending hero rather than pay this card's cost.)* <p> Remove your defending hero from combat. If you do, your hero deals 4 fire damage to target hero.

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

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

Escape from Durnholde ([W] Alliance Hunter-25C, [W] Alliance Priest-22C, [W] Alliance Rogue-23C, [W] Alliance Shaman-22C, [W] Alliance Warlock-23C, Betrayal-196C, [W] Horde DK-22C, [W] Horde Druid-22C, [W] Horde Paladin-24C)
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.

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

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

The Essence of Enmity (Alliance DK-29C, Alliance Druid-25C, Alliance Hunter-26C, Alliance Mage-26C, Alliance Paladin-27C, Alliance Priest-29C, Alliance Rogue-28C, Alliance Shaman-32C, Alliance Warlock-27C, [W] Alliance Hunter-26C, [W] Alliance Priest-23C, [W] Alliance Rogue-24C, [W] Alliance Shaman-23C, [W] Alliance Warlock-24C, Horde DK-31C, Horde Druid-30C, Horde Hunter-29C, Horde Mage-29C, Horde Paladin-28C, Horde Priest-28C, Horde Rogue-29C, Horde Shaman-27C, Horde Warlock-26C, Horde Warrior-29C, [W] Horde DK-23C, [W] Horde Druid-23C, [W] Horde Mage-24C, [W] Horde Paladin-25C, [W] Horde Warrior-24C, Worldbreaker-258C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ally into your hand and the rest on the bottom of your deck.

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

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

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

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

Eternity's End, Alliance (Reign-189U)
Quest
Pay (2) to complete this quest. <p> Reward: Put any number of cards from your hand on the bottom of your deck, then draw that many cards.

Ethereal Spellfilcher, 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.

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

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

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

Execute, 1, Warrior (Alliance Warrior-5C, Azeroth-141C, Class-117C, Hogger-4C, Horde Warrior-5C, Worldbreaker-116C)
Instant Ability—Fury
Destroy target damaged ally.

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

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

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

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

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

Extinct Turtle Shell, 4, PaShWa (Timewalkers Crafted-8E)
When this armor enters play, put a 1 [MELEE] / 1 [HEALTH] Turtle Beast Monster ally token named Tooga into play with Tooga (1). <p> At the start of your turn, remove a Tooga you control from the game. If you do, draw two cards.

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

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

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

Eye of the Legion, 4 (Ancients-173C, Ancients Loot-1L)
Monster Ally—Demon, 3 [Fire] / 4 Health
(1) >>> Look at a random card in target opponent's hand.

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

Face of Fear, 3 (Elderlimb-3C, Hogger-5C, Throne-92C)
Ability
Put target ally into its owner's hand.

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

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

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

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

Faithful Dispel, 2, Priest (Tomb-36U)
Ability—Holy
Destroy target ability. Draw a card.

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

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

Faithseer Jasmina, 2, Alliance (🛡 Alliance Priest-12R, Throne-108R)
Ally—Worgen Priest, 1 [Holy] / 1 Health
If this ally would be dealt non-fatal damage, prevent it. <p> When you play an ability, ally, or equipment, you may put a +1 / +1 counter on this ally.

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

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 Neferset City (Tomb-197C)
Quest
On your turn: Pay (2) to complete this quest. <p> Reward: Reveal 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.)*

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

Fan of Knives, 3, Rogue (🛡 Alliance Rogue-6R, Horde Rogue-8R, Icecrown-63R)
Basic Ability—Combat
Your hero deals 2 ranged damage to each opposing hero and ally. <p> On your turn: Discard a weapon >>> Put this ability from your graveyard into your hand.

Fandral's Flamescythe, 3, DrHu (Tomb-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.

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.

Farseer Horgath, 3, Horde (Betrayal-94R)
Ally—Orc Shaman, 3 [Nature] / 1 Health
**Bloodrush**: At the start of your turn, if an opposing hero has more damage on it than your hero, you may put this ally from your graveyard into your hand.

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

Fast-Acting Poison, 0, Rogue (Betrayal-38U)
Instant Ability—Assassination Poison Attachment
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character.

Father Charles, 5, Alliance (🛡 Alliance Priest-13C, Crown-82C)
Ally—Human Priest, 5 [Holy] / 4 Health
When this ally enters play, he heals all damage from target ally you control.

Father Winter's Helper, 1 (Winter Veil-5R)
Ally—Helper, 1 [Melee] / 1 Health
When this ally enters play, each player removes the top card of his deck from the game. Players may play their opponents' cards removed this way this game. *(Pay costs as normal.)*

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

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

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

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

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

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

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

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

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

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

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

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

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

Feedback, 1, Shaman (Reign-45R)
Basic Ability—Elemental
**Elemental Talent** *(You can't put Enhancement
Talents or Restoration Talents in your deck.)* <p>
Ongoing: When you play an ability, you may
reveal the top card of your deck. If it has the
same cost as that ability, you may put it into
your hand.

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.

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

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

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

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

Fel Imp, 1 (Reign-133U)
Monster Ally—Imp Demon, 2 [Fire] / 1 Health
When this ally is destroyed, you may put it into
its owner's deck third from the top.

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

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

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

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

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

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

Felguard Basher, 1 (Reign-134C)
Monster Ally—Felguard  Demon, 1 [Melee] / 2
Health
**Ferocity** *(This ally can attack immediately.)*

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

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

Felwood Grovestalker, 5, Alliance (Reign-79C)
Ally—Night Elf  Druid, 3 [Melee] / 4 Health
**Elusive** *(This ally can't be attacked.)* <p> **Stealth**
*(This ally can't be protected against.)*

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

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

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

Festering Disease, 1, Death Knight (🏴 Horde DK-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.

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

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

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

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

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

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

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

Fire the Cannon (Twilight-211C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Fire] card into your hand and the rest on the bottom of your deck. *(A [Fire] card is a card with [Fire] in its lower-left corner.)*

Fire-Etched Dagger, 3, DrMaPrShLo (Elements-194U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike
When this weapon enters play, you may put target Dragonkin ally from your graveyard into your hand. <p> (2), Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragonkin you control.

Fireball, 4, Mage (Alliance Mage-6U, Azeroth-53U, Citadel Raid-45U, Class-50U, Horde Mage-7U, 🏴 Horde Mage-6U, Twilight-48U)
Basic Ability—Fire Attachment
Attach to target hero or ally, and your hero deals 4 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Firelands (Elements-219R)
Location
On your turn, if a hero or ally you controlled dealt fire ([Fire]) damage this turn: (2), [Activate] >>> Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> When a Fire Elemental enters play under your control, remove the top two cards of target player's deck from the game.

The Firelord's Gift, 3 (Elements-104U)
Ability
Ongoing: When this ability enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Ferocity** this turn.

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

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

Firewarden Wyland Kaslinth, 1, Horde (Citadel Raid-68C, Class-177C, Horde Mage-13C, Horde Paladin-15C, Horde Rogue-16C, 🏴 Horde Mage-13C, Scourgewar-174C)
Ally—Blood Elf Mage, 1 [Fire] / 2 Health
**Assault 1** *(This ally has +1 ATK on your turn.)*

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

Flame Keeper Rizzli, Horde (Twilight-16)
Hero—Goblin Mage, 25 Health
[Front]: (5) >>> Flip Rizzli face down.
[Back]: At the start of your turn, Rizzli may deal fire damage to target hero or ally equal to the ATK of a [Fire] ally you control.

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

Flame Orb, 2, Mage (Twilight-49R)
Ability—Fire
Attach to target opposing hero. <p> Ongoing: At the start of your turn, add an ember counter to this ability, and your hero deals 1 fire damage to attached hero. Then, you may destroy this ability. If you do, your hero deals 1 fire damage to target hero or ally for each ember counter that was on this ability.

Flame Pillar Leggings, 2, MaPrLo (Twilight-180C)
Equipment—Armor—Cloth, Legs (1), 1 DEF
At the start of your turn, your hero may deal 1 fire damage to target hero.

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

Flamebringer Gaxix, 6, Horde (Twilight-136U)
Ally—Goblin Mage, 6 [Fire] / 5 Health
This ally has +2 / +2 while you control another [Fire] card.

Flames from Beyond, 4, Mage (Reign-22U)
Instant Ability—Fire
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Your hero deals 5 fire damage to target hero.

Flamesinger Zara, 3, Alliance (Crown-83C)
Ally—Draenei Mage, 2 [Fire] / 4 Health
**Elusive** *(This ally can't be attacked.)*

Flamesoul Weapon, 3, Shaman (Caverns Treasure-28C)
Basic Ability—Enhancement Attachment
Attach to target weapon. <p> Ongoing: Attached weapon has +ATK equal to the highest ATK among allies you control.

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

Flametongue Weapon, 2, Shaman (Dark Portal-95U, Twilight-81U)
Instant Ability—Enhancement
Attach to target Melee weapon you control. <p> Ongoing: When you strike with attached weapon, your hero deals 1 fire damage to target hero or ally.

Flare, 0, Hunter (Worldbreaker-47C)
Instant Ability—Marksmanship
Opposing heroes and allies lose and can't have **Elusive**, **Stealth**, and **Untargetable** this turn.

Flash Freeze, 3, Mage (Elements-52C)
Instant Ability—Frost
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust.

Flash Heal, 1, Priest (Alliance Priest-6C, Azeroth-78C, Class-71C, Horde Priest-6C, Worldbreaker-76C)
Instant Ability—Holy
Your hero heals 4 damage from target hero or ally.

Flash of Light, 1, Paladin (Betrayer-73C, Elements-56C)
Instant Ability—Holy
Your hero heals all damage from target ally. Draw a card.

Flesh Eating Poison, 4, Rogue (Alliance Rogue-5U, Wrathgate-66U)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 5 nature damage to attached character.

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

Flickering Shoulders, 3, HuSh (Tomb-167C)
Equipment—Armor—Mail, Shoulder (1), 1 DEF
On your turn: [Activate] >>> Target ally has **Smash** this turn. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Floating Spellbook, 1 (Betrayal-166C, Betrayal Loot-1L)
Ally—Spellbook, 0 [Arcane] / 1 Health
**Elusive**, **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 depth counter to this item. <p> Your hero has **Assault 1** for each depth counter on this item.

Focus Magic, 4, Mage (Throne-47R)
Ability—Arcane
**Arcane Talent** *(You can't put Fire Talents or Frost Talents in your deck.)* <p> Reveal the top card of your deck and put it into your hand. Then, search your deck for up to three cards with the same name as the revealed card, reveal them, and put them into your hand.

Focused Dispel, 3, Priest (Elements-65C)
Instant Ability—Discipline
Destroy up to two target abilities.

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

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

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

Fool's Gold, 3 (Twilight-104R, Twilight Loot-2L)
Ability
Ongoing: At the end of your turn, each opponent draws a card. <p> On your turn: Destroy another ability, ally, or equipment you control >>> Target player gains control of this ability.

Forager Cloudbloom, 1, Horde (Horde Druid-15U, 🛡 Horde Paladin-14U, Illidan-155U)
Ally—Tauren Druid, 1 [Arcane] / 1 Health
When this ally readies, draw a card.

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

Fordragon Hold, Alliance (Class Promo-12R, Wrathgate-218R)
Location
[Activate] >>> Target [Alliance] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Bolvar in its name: [Activate] >>> [Alliance] heroes and allies you control have **Assault 1** this turn.

Forged of Shadow and Flame (Alliance Warrior-26C, 🛡 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.

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.

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.)*

The Founding of Durotar, Horde (Reign-190U)
Quest
Pay (2) to complete this quest. <p> Reward: Draw two cards, then discard a card at random.

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 Out, 3, Death Knight (Caverns Treasure-2C)
Basic Ability—Frost
Up to three target resources can't ready during their controller's next ready step.

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

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

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

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

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

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

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

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

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

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

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

Frizzlight, 2 (Tomb-143C)
Monster Ally—Murloc Priest, 3 [Holy] / 2 Health
Damage that this and other Murloc allies you control would deal is unpreventable.

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

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

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

Frost Nova, 4, Mage (Azeroth-55R, Citadel Raid-46R, Class-52R, Horde Mage-8R, Jaina-3R)
Instant Ability—Frost
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

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

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

Frost Wyrm, 6 (Reign-135R)
Monster Ally—Scourge  Dragonkin, 6 [Frost] / 4 Health
At the start of each opponent's turn, you may remove three cards in a graveyard from the game. If you do, this ally deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Frostbolt, 3, Mage (Alliance Mage-7U, Azeroth-56U, Citadel Raid-47U, Class-51U, Horde Mage-9U, Jaina-4U)
Instant Ability—Frost
Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

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

Frostmourne, 5, DkPaWa (Reign-184E)
Equipment—2H Weapon—Sword, Melee (1), 4 [Frost], 2 Strike
When an ally you control is destroyed, add a +1 ATK counter to this weapon and your hero heals 3 damage from itself. <p> When your hero deals combat damage to an opposing hero while undamaged, you may put target ally from your graveyard into play.

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

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

Frozen Core, 1, Death Knight (Twilight-25C)
Ability—Frost
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 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.

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 Fusemissile, 3, Alliance (Throne-110C)
Instant Ally—Gnome Mage, 2 [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 Champion, 4 (Reign-136U)
Monster Ally—Furbolg  Warrior, 4 [Melee] / 4 Health
At the start of your turn, you may put the top two cards of target player's deck into his graveyard.

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.

Furbolg Spiritbinder, 6 (Reign-137C)
Monster Ally—Furbolg Shaman, 3 [Nature] / 6 Health
When this ally enters play, if you have eight or more cards in your graveyard, this ally heals 8 damage from your hero.

Furious George, 1, Hunter (Ancients-20U)
Ally—Monkey Beast, Pet (1), 0 [Melee] / 3 Health
When this ally defends, reveal the top card of your deck. If it's an ability, ally, or equipment with an even cost, remove this ally from combat. Put that revealed card on the bottom of your deck. <p> [Activate] >>> This ally deals 3 fire damage to target hero.

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

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

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

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

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

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

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

Galabak Barrelmark, 3, Alliance (Aspects Treasure-34C)
Ally—Dwarf Hunter, 2 [Melee] / 4 Health
Allies you control have +1 ATK while attacking heroes.

Gale Force, 1, Shaman (🛡 Alliance Shaman-6C, Ancients-52C)
Basic Ability—Enhancement
Target ally has **Ferocity** this turn. *(It can attack immediately.)*

Galvano the Beast Lord, 5, Horde (Tomb-102E)
Ally—Undead Hunter, 8 [Ranged] / 3 Health
When this ally enters play, choose Loyal Spider, Angry Wolf, or Cunning Monkey. <p> If you chose: <lb>Loyal Spider: Put a 1 [Melee] / 6 [Health] Spider ally token into play with **Protector**. <lb> Angry Wolf: Put a 2 [Melee] / 1 [Health] Wolf ally token into play with **Ferocity** and **Sentinel**. <lb> Cunning Monkey: Put a 2 [Melee] / 2 [Health] Monkey ally token into play with "When this ally deals damage to an opposing hero, draw a card."

Ganvar Singebeard, 2, Alliance (Aspects Treasure-35U)
Ally—Dwarf Mage, 3 [Fire] / 1 Health
At the start of your turn, this ally deals fire damage equal to his ATK to each opposing hero.

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

Garell Strout, 4, Horde (Horde Warlock-15U, 🛡 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.)*

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

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."

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.)*

Gauntlets of the Ancient Frostwolf, 5, HuSh (Betrayal-169U)
Equipment—Armor—Mail, Hands (1), 2 DEF
[Basic] (2), [Activate] >>> Target ally you control has +2 ATK and **Smash** this turn.

Gavel of Peroth'arn, 3, DkPaWa (Ancients-225R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 3 Strike
When you play an ally with cost equal to the number of resources you control, you pay (3) less to strike with this weapon this turn.

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

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

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

General Husam, 5 (Tomb-121E)
Monster Ally—Tol'vir 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 Turalyon, 8, Alliance (Betrayal-68E)
Ally—Human Paladin, Turalyon (1), 7 [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.

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

Gerrunge the Sadist, 3, Alliance (🌀 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.

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.

Get Down!, 1, Warrior (Caverns Treasure-35U)
Instant Ability—Protection
Target armor you control can prevent damage
that would be dealt to allies you control this
turn.

Ghostly Charger, 2 (Betrayal-144R, Betrayal
Loot-3L)
Monster Ally—Spirit Horse, Mount (1), 0
[Melee] / 3 Health
If you placed a resource face up into your
resource row this turn: [Basic] [Activate] >>>
Target ally has **Ferocity** and **Stealth** this turn.
<p> (Mounts can't attack or be attacked.)

Ghoulish Epidemic, 2, Death Knight (Caverns
Treasure-3R)
Basic Ability—Unholy
When a non-token ally is destroyed this turn,
put a 3 [Melee] / 3 [Health] Ghoul ally token
into play.

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

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

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

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.

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

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

Gilblin Plunderer, 5 (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.

Girdle of the Queen's Champion, 1, DkPaWa
(Ancients-208C)
Equipment—Armor—Plate, Waist (1), 2 DEF
This armor enters play exhausted.

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

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

Glacial Tomb, 1, Mage (Jaina-5C, Throne-48C)
Ability—Frost
Attach to target ally. <p> Ongoing: Attached ally
can't attack or exhaust.

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

Glory to the Alliance!, 2, Alliance (Ancients-76C)
Basic Ability
Put two 1 [Melee] / 1 [Health] [Alliance] Human
Warrior ally tokens into play with **Protector**.

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.

Glyph of Omniscience, 1,
DkDrHuMaPaPrRoShLoWa (Reign-175C)
Equipment—Item
[Activate] >>> Reveal the top card of your deck.
You may draw that card. If you do, destroy this
item.

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

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

Gnomebliteration (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.

Gnomish Flying Machine, 1, Alliance (Betrayal-
69U)
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.

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 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.

Goblin Tinker, 4 (Reign-163R)
Ally—Goblin, 0 [Fire] / 6 Health
**Time is Money** *(This ally may use [Activate] powers immediately.)* <p> [Basic] (1), [Activate] >>> This ally deals 1 fire damage to target hero or ally. <p> [Basic] (1), [Activate] >>> Draw a card, then choose and discard a card. <p> [Basic] (1), [Activate] >>> Ready another target card. <p> [Basic] (1) >>> Ready this ally.

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—Draenei Mage, 2 [Fire] / 2 Health
You pay (3) less to play this ally if you played an ability this turn.

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, Class-207U, Horde Warrior-23U)
Equipment—Armor—Plate, Head (1), 3 DEF

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

Goran, Timewalker Lavacaller, 4, Alliance (Reign-80U)
Ally—Dwarf Shaman, 2 [Fire] / 3 Health
When this ally enters play and when he is revealed from your deck, you may destroy target ability.

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

Gor'la Wrathbolt, 3, Horde (Caverns Treasure-46U)
Ally—Orc Shaman, 4 [Nature] / 1 Health
This ally can attack only heroes. <p>
**Bloodrush**: While an opposing hero has more damage on it than your hero, this ally has **Ferocity**.

Gorlash, Herald of the Elements, 6 (Tomb-137U)
Monster Ally—Ogre Shaman, 6 [Nature] / 5 Health
**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.

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

Gouge, 1, Rogue (Alliance Rogue-6C, [Worldbreaker icon] Alliance Rogue-7C, Azeroth-99C, Class-86C, Horde Rogue-9C, Worldbreaker-89C)
Instant Ability—Combat Combo
Exhaust target hero or ally. It can't ready during its controller's next ready step.

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

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

Grak Foulblade, 4, Horde (Crown-106C, Sylvanas-13C)
Ally—Orc Death Knight, 6 [Melee] / 2 Health

Grand Admiral Daelin Proudmoore, 4, Alliance (Reign-81R)
Ally—Human Warrior, Daelin (1), 2 [Melee] / 6 Health
**Protector** <p> While you control a Jaina ally, allies you control have **Assault 1** for each exhausted opposing resource.

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

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

Grandma Deadsie, 3, Horde ([Worldbreaker icon] Horde Priest-10R, Legion-185R)
Ally—Undead Priest, 1 [Holy] / 1 Health
Prevent all damage that would be dealt to this ally.

Gravebound, 3, Death Knight (Reign-3C)
Ability—Unholy Attachment
Attach to target ally you control. <p> Ongoing: Attached ally has **Assault 3**. <p> When attached ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

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

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

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

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

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

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

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.

Greaves of the Martyr, 2, DkPaWa (Caverns Treasure-56U)
Equipment—Armor—Plate, Legs (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> You pay (2) less to strike with melee weapons this turn.

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

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

Grievous Wounds, 3, Warrior (Caverns Treasure-36C)
Basic Ability—Fury
Double the damage on each opposing ally.

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 Treasure-3C)
Ability—Unholy
Each player puts the top card of his deck into his graveyard. Put a 3 [Melee] / 3 [Health] Ghoul ally token into play for each ally put into a graveyard this way.

Grim 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 Touch, 5, Death Knight (Betrayal-4R)
Basic Ability—Frost Attachment
Attach to target ally you control. <p> Ongoing: Attached ally has **Assault 1** for each card in opposing graveyards. <p> When attached ally attacks, target opponent puts the top three cards of his deck into his graveyard.

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

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

The Grimtotem Weapon (Alliance DK-30C, Alliance Paladin-28C, Alliance Warrior-27C, Horde Rogue-30C, Horde Warrior-30C, 🐾 Horde Warrior-26C, Worldbreaker-260C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.

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

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

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

Grom Hellscream, 6, Horde (Reign-100R)
Ally—Orc Warrior, Grom (1), 4 [Melee] / 8 Health
**Smash** <p> Grom has +X ATK while attacking, where X is the cost of a defender.

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

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

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

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

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

Guardian 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)
Instant 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'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 Shield, 5, Paladin (Caverns Treasure-17R)
Basic Ability—Protection
Ongoing: If an ally you control would be dealt non-fatal damage, prevent it.

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

Gul'dan, Horde (Timewalkers-15)
Hero—Orc Warlock, 28 Health
[Front]: **Gul'dan's Darkness** <p> [Basic] (5), Put 2 damage on Gul'dan, flip Gul'dan >>> Draw two cards.
[Back]: **Gul'dan'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 Rustinax, 2, Alliance (Alliance Druid-16C, Alliance Priest-14C, Elements-116C, 🐾 Alliance Warlock-12C)
Ally—Gnome Warrior, 2 [Melee] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> **Elusive** *(This ally can't be attacked.)*

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

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

Gurubashi Punisher, 3, DkPaRoShWa (Crown-181U, Hogger-22U)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee] / 6 Strike
You pay (6) less to strike with this weapon while you control an ally with 6 or more ATK.

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

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

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

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

Gutfin, 1 (Crown-151C, Hogger-13C, Murkdeep-15C)
Monster Ally—Murloc Priest, 1 [Holy] / 1 Health
This and other Murloc allies you control have +1 [Health].

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

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

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

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

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

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

Hammer of Atonement, 3, DrPaPrSh (Caverns Treasure-66E)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike
If your hero would heal damage, it heals double that much instead. <p> While your hero is undamaged: (4), [Activate] >>> Put a 4 [Holy] / 4 [Health] Guardian Spirit ally token into play with Protector.

Hammer of Justice, 2, Paladin (Alliance Paladin-4C, Azeroth-68C, Citadel Raid-54C, Class-62C, Horde Paladin-6C,  Horde Paladin-4C)
Instant Ability—Protection
Exhaust target hero or ally. It can't ready during its controller's next ready step. <p> 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, DkPaRoShWa (Tomb-187U)
Equipment—1H Weapon—Mace, Melee (1), 2 [Fire], 2 Strike
At the end of your turn, your hero deals 2 fire damage to target hero for each ally you control with 6 or more ATK.

Hammer of Vengeance, 3, Paladin (Tomb-32U)
Instant Ability—Retribution
Exhaust target ready opposing ally. Your hero may deal unpreventable holy damage equal to that ally's ATK to another target ally. <p> Delve *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

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

Hamuul Runetotem, 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."

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

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

Hand of Frost, 3 (Dungeon Treasure-7C)
Ability
Ongoing: When a Death Knight ally enters play under your control or a friendly player's control, target hero or ally has Assault 2 this turn.

Hand of Protection, 2, Paladin (Twilight-59C)
Instant Ability—Protection
The next time target ally would be dealt damage this turn, prevent it.

Hand of Gul'dan, 7, Warlock (Tomb-57R)
Instant Ability—Demonology
Demonology Talent *(You can't put Affliction Talents or Destruction Talents in your deck.)* <p> Your hero deals 6 shadow damage to target hero or ally. If an ally is dealt fatal damage this way, put a token copy of that ally into play under your control. That copy is also a Demon.

Hand of Retribution, 2, Paladin (Caverns Treasure-18U)
Instant Ability—Retribution Attachment
Attach to target friendly ally. <p> Ongoing: When damage is dealt to attached ally, it deals unpreventable holy damage equal to its ATK to the source of that damage.

Hand of Righteousness, 3, DrPaPrSh (Dungeon Treasure-50C)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 1 Strike
(1) >>> Damage that target hero or ally would deal this turn is unpreventable.

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

Hanu Skyhorn, 2, Horde (Elements-134U)
Ally—Tauren Druid, 1 [Arcane] / 3 Health
(3) >>> Target ally has **Arcane Resistance** this
turn. *(Prevent all arcane ([Arcane]) damage that
would be dealt to it.)*

Haranto Darkstrider, 3, Horde (Horde Mage-
15C, Scourgewar-179C)
Ally—Tauren Death Knight, 5 [Melee] / 3 Health
**Protector** <p> This ally can't attack unless an
opponent controls more allies than you.

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

Harbinger Sefu, 5 (Tomb-122R)
Monster Ally—Tol'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**.

Haro Setting-Sun, 3, Horde (Reign-101U)
Ally—Tauren  Priest, 2 [Shadow] / 3 Health
**Tribe**: When this or another Tauren ally enters
play under your control, target opposing ally
has -1 [Health] this turn.

Harpy Matriarch, 3 (Crown-164C)
Monster Ally—Harpy Mage, 2 [Frost] / 2 Health
**Empower Monster**: When this ally enters play,
if you control another Monster hero or ally,
target player chooses an ability he controls.
Destroy that ability.

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

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

Hateful Darkweaver, 3 (Reign-138U)
Monster Ally—Satyr  Demon Warlock, 2
[Shadow] / 4 Health
Opposing Night Elf allies lose and can't have
**Stealth** and have **Conspicuous**. *(Opposing
heroes and allies can protect against them.)*

Hateful Fiend, 2 (Reign-139U)
Monster Ally—Imp  Demon, 2 [Fire] / 3 Health
If an opposing Orc ally would deal damage,
prevent 1 of it.

Hateful Infernal, 4 (Reign-140U)
Monster Ally—Infernal  Demon, 2 [Fire] / 2
Health
When this ally enters play, he deals 2 fire
damage to each opposing Human ally.

Hateful Seductress, 5 (Reign-141U)
Monster Ally—Succubus  Demon, 3 [Shadow] /
4 Health
When this ally enters play, you may remove
target Tauren ally from the game.

Haunt of Flies, 1, DrMaPrShLo (Aftermath
Justice-6E)
Equipment—Armor—Cloth, Back (1), 1 DEF
When this armor prevents damage on an
opponent's turn, add a fly counter to it. <p>
Remove three fly counters from this armor >>>
Put a 2 [Nature] / 1 [Health] Swarm ally token
into play with **Ferocity** and **Stealth**.

Havoc, 2, Warlock (Reign-51R)
Basic Ability—Destruction  Attachment
**Destruction Talent** *(You can't put Affliction
Talents or Demonology Talents in your deck.)*
<p> Attach to target ally. <p> Ongoing: When
attached ally is dealt damage, your hero deals
that much fire damage to that ally's controller's
hero. <p> When attached ally is destroyed, you
may put this ability from its owner's graveyard
into his hand.

A Head Full of Wind (Elements-212U)
Quest
On your turn: Pay (3) to complete this quest.
<p> Reward: Put a 2 [Nature] / 1 [Health] Air
Elemental ally token into play.

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

Heal, 2, Priest (Alliance Priest-7U, Azeroth-79U,
Twilight-63U)
Ability—Holy
Your hero heals 7 damage from target hero or
ally.

Healing Touch, 3, Druid (Azeroth-22U, Class-
29U, Elements-33U)
Ability—Restoration
Your hero heals 10 damage from target hero or
ally.

Healing Wards, 2, DrPaPrSh (Reign176U)
Equipment—Item
This item enters play with three ward counters
on it. <p> [Activate], Remove a ward counter
from this item >>> Put a 0 [Nature] / 1 [Health]
Totem token into play with "Ongoing: **Mend 1**."
<p> When the last ward counter is removed
from this item, destroy it.

Health Stone, 3, DkDrHuMaPaPrRoShLoWa
(Reign-177-C)
Equipment—Item
At the start of your turn, your hero heals 1
damage from itself. <p> (1), Destroy this item
>>> Your hero heals 5 damage from itself.

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

Hellfire-Encased Pendant, 2,
DkDrHuMaPaPrRoShLoWa (Caverns Treasure-
61R)
Equipment—Item, Neck (1)
[Activate] >>> Your hero deals 1 fire damage to
target hero for each [Fire] ally you control. <p>
[Activate] >>> Your hero heals 1 damage from
itself for each [Shadow] ally you control.

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.

Hellscream Slicer, 3, Horde, RoSh (Betrayal-
181U)
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.

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

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

Helm of Terrorizing Fangs, 2, HuSh (Elements-
182R)
Equipment—Armor—Mail, Head (1), 1 DEF
When a non-[Horde], non-[Alliance] ally you
control is destroyed, add a fang counter to this
armor. <p> Remove a fang counter from this
armor >>> Target ally has **Assault 1** this turn.

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

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

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

Hemorrhage, 2, Rogue (Crown-38R)
Ability—Subtlety
**Subtlety Talent** *(You can't put Assassination Talents or Combat Talents in your deck.)* <p> Attach to target hero. <p> Ongoing: When your hero deals combat damage to attached hero, add a bleed counter to this ability for each weapon you struck with this combat. <p> At the start of your turn, your hero deals 1 melee damage to attached hero for each bleed counter on this ability.

Herod, the Scarlet Champion, 4 (Dungeon Treasure-28U)
Ally—Human Warrior, Herod (1), 5 [Melee] / 4 Health
At the start of your turn, choose one: This turn, Herod has +3 ATK and attacks opposing heroes and allies at random; or Herod attacks normally this turn.

Heroic Bulwark, 1, Paladin (Reign-30U)
Instant Ability—Protection
Armor you control have +3 [DEF] this turn.

Heroic Impulse, 2, Warrior (Worldbreaker-117C)
Instant Ability—Protection
Attach to target hero or ally you control. <p> Ongoing: Attached character has **Protector**. *(It may exhaust to become the defender when an opposing hero or ally attacks.)*

Heroic Leap, 2, Warrior (Alliance Warrior-6U, Twilight-98U)
Instant Ability—Fury
Exhaust up to two target heroes and/or allies. Your hero deals 1 melee damage to each character exhausted this way.

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

Hesawa Stormwalker, 3, Horde (Sylvanas-14C, Throne-149C)
Ally—Tauren Druid, 2 [Arcane] / 5 Health

Hexamorph, 2, Mage, Shaman (Crown-57U)
Instant Ability—Arcane Elemental
Target ally loses and can't have powers this turn. Draw a card.

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

High Arcanist Eldrissa, 2, Alliance (Caverns Treasure-41E)
Ally—Night Elf Mage, 3[Arcance] / 1 Health
**Elusive** <p> When this ally enters play, remove the top three cards of target opponent's deck from the game face down. You and only you may look at cards removed this way at any time. <p> (2), Put a card removed this way into its owner's graveyard >>> Interrupt target card if it has the same name as that card.

High Chieftain Baine Bloodhoof, 7, Horde (Twilight-141E)
Ally—Tauren High Chieftain, Baine (1), 7 [Melee] / 7 Health
**Protector** <p> Prevent all damage that would be dealt to this ally while you control another [Horde] ally.

High Chieftain Cairne Bloodhoof, 7, Horde (Reign-102E)
Ally—Tauren  Warrior, Cairne (1), 0 [Melee] / 8 Health
**Protector** <p> Cairne enters play with an ankh counter. <p> If Cairne would be destroyed, you may remove an ankh counter from him. If you do, remove all damage from Cairne instead. <p> Each ally you control has +X ATK, where X is its [Health].

High Commander Halford Wyrmbane, 4, Alliance (Class Promo-3E, Wrathgate-115E)
Ally—Human Paladin, Unique, 4 [Holy] / 4 Health
**Protector** <p> This ally has **Assault 1** and **Mend 1** for each other ally you control.

High Guard Braxx, 5, Horde (Twilight-142C)
Ally—Goblin Warrior, 2 [Melee] / 5 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> When this ally enters play, he may deal 2 melee damage to target damaged hero or ally.

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

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

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

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

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

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

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

High Warlord Gorebelly, 5, Horde (Reign-103E)
Ally—Orc  Warrior, 5 [Melee] / 5 Health
**Hardiness** *(If this ally would be dealt damage, prevent 1 of it)* <p> This ally can attack any number of opposing heroes and/or allies at the same time. *(This ally deals combat damage to each defender, and each defender deals combat damage back to this ally.)*

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

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

Highborne Soul Mirror, 7, DkDrHuMaPaPrRoShLoWa (Worldbreaker Crafted-9E)
Equipment—Item
When an ally you control is destroyed, destroy each other ally you control with the same name as that ally. <p> On your turn: [Activate] >>> Put a token copy of target ally you control into play.

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.

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

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

Hogger (BlizzCon 2011, Hogger-1)
Monster Hero—Gnoll Warrior, 30 Health
[Front]: (5) >>> Flip Hogger face down.
[Back]: **Summon Minion:** At the start of your turn, put a 1 [Melee] / 1 [Health] Gnoll Monster ally token into play.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

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

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

Holy Light, 3, Paladin (Alliance Paladin-5C, Azeroth-69C, Citadel Raid-55C, Class-63C, Horde Paladin-7C, [W] Horde Paladin-5C, Worldbreaker-68C)
Basic Ability—Holy
Your hero heals 5 damage from target hero or ally. <p> Draw a card.

Holy Shock, 3, Paladin (Alliance Paladin-6R, Illidan-61R)
Instant Ability—Holy
**Holy Talent** *(You can't put Protection Talents or Retribution Talents in your deck.)* <p> Prevent the next 4 damage that target friendly hero or ally would be dealt this turn. <p> Your hero deals 4 unpreventable holy damage to target opposing hero or ally.

Holy Vengeance, 2, Paladin (Elements-57R)
Ability—Retribution
Ongoing: When an ally you control is destroyed, you may pay (1). If you do, your hero deals 2 unpreventable holy damage to target hero.

Holy Word: Hope, 2, Priest ([W] 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 Hidden Flesh, 1, MaPrLo (Timewalkers Justice-1E)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, look at the top three cards of your deck. Remove one from the game face down and put the rest on the bottom of your deck. <p> If you control seven or more resources: [Activate] >>> Put the card you removed this way into your hand.

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

Horngrim, 2, Horde (Crown-109U)
Ally—Troll Druid, 1 [Nature] / 3 Health
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)* <p> This ally can't be targeted by opponents.

The Horseman's Horrific Helm, 4, DkPaWa (Holiday [W]-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.

Howl from Beyond, 4, Warrior (Reign-58U)
Instant Ability—Fury
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Put target ally on top of its owner's deck.

Howling Blast, X, Death Knight (Reign-4R)
Instant Ability—Frost
**Frost Talent** *(You can't put Blood Talents or Unholy Talents in your deck.)* <p> Your hero deals X frost damage divided as you choose to any number of target heroes and/or allies. Each opponent pays (1) more to play allies this turn for each damage dealt this way to a hero he controls.

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

Hulking Helboar, 3 (Ancients-182C)
Monster Ally—Boar Beast Demon, 5 [Melee] / 1 Health
When this ally enters play, target ally you control has **Smash** this turn. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

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

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

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

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

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

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

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

Hungering Cold, 4, Death Knight (Alliance DK-8R, Twilight-27R)
Ability—Frost
**Frost Talent** *(You can't put Blood Talents or Unholy Talents in your deck.)* <p> Ongoing: When an opposing hero or ally exhausts, your hero deals 1 frost damage to it.

Hungry Ghoul, 1 (Reign-142C)
Monster Ally—Scourge Ghoul, 3 [Melee] / 3 Health
This ally can't attack unless you remove two cards in a graveyard from the game.

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

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

Hunting Preparations, 1, Hunter (Caverns Treasure-10C)
Basic Ability—Survival
Ready up to three face-up resources you control.

Huntress, 3, Alliance (Reign-82C)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
When this ally deals combat damage to a defender, she may deal 1 ranged damage to a second target hero or ally.

Huntsman Gorwal, Alliance (Elements-6)
Hero—Worgen Hunter, 28 Health
[Front]: (5) >>> Flip Gorwal face down.
[Back]: Pets you control have **Ferocity**. *(They can attack immediately.)*

Huruk Lightvow, 4, Horde (Horde Paladin-18C, Worldbreaker-177C)
Ally—Tauren Paladin, 5 [Holy] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Hyjal Stag, 1 (Crown-168C)
Ally—Stag, 1 [Melee] / 1 Health
Destroy this ally, exhaust a ready Monster hero or ally you control >>> This ally heals 4 damage from that character.

Hymn of Hope, 2, Priest (Elements-66U)
Instant Ability—Holy
Your hero heals 3 damage from each friendly hero and ally. For each character healed this way, ready a resource you control.

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

Ian Lanstrick, 1, Horde (Crown-110U)
Ally—Undead Mage, 2 [Fire] / 1 Health
When an opponent completes a quest, this ally deals 2 fire damage to his hero.

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

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

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

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

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

Icy Impediment, 2, Mage (Caverns Treasure-13C)
Basic Ability—Frost
Ongoing: Each opposing equipment can't exhaust unless its controller pays (1).

Idra'kess Enchantress, 4 (Throne-204U)
Monster Ally—Naga Mage, 2 [Frost] / 5 Health
[Activate], Destroy this and two other allies you control >>> Search your hand and/or deck for a card named Ozumat and put it into play.

Idra'kess Mistress, 3 (Throne-205U)
Monster Ally—Naga Mage, 1 [Frost] / 4 Health
When this ally attacks, she deals 1 frost damage to each [Horde] and [Alliance] hero and ally.

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

Ignacious, 6 (Twilight-170R)
Ally—Fire Elemental Ascendant, Ignacious (1), 5 [Fire] / 6 Health
When this or another [Fire] card you control is destroyed, you may turn target resource face down. <p> [Fire] allies you own everywhere have "**Stash**: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play."

Illidan Stormrage, Alliance (Timewalkers-5)
Hero—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] (5) >>> 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 >>> Illidan deals 2 melee damage to target exhausted ally.
[Back]: **Vengeance of Illidan** <p> Once per game: [Basic] (6) >>> Exhaust up to two target opposing heroes and/or allies. They can't ready during their controller's next ready step.

Immolate, 2, Warlock (Alliance Warlock-5C, Class-106C, Horde Warlock-7C, Outland-85C)
Ability—Destruction
Attach to target hero or ally, and your hero deals 1 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Immolation Trap, 3, Hunter (Dark Portal-35U, Twilight-43U)
Instant Ability—Survival
**Trap** *(You may exhaust your defending hero rather than pay this card's cost.)* <p> Attach to target attacking hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

Impale, 5, Warrior (Reign-59R)
Basic Ability—Arms  Attachment
**Arms Talent** *(You can't put Fury Talents or Protection Talents in your deck.)* <p> Attach to target hero or ally, and your hero deals melee damage to it equal to the ATK of a Melee weapon you control. <p> Ongoing: At the start of your turn, your hero deals melee damage to attached character equal to the ATK of a Melee weapon you control.

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

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

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

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

Indauma Bloodfire, 6, Horde (Horde Mage-16C, Icecrown-133C)
Ally—Blood Elf Warlock, 7 [Fire] / 4 Health

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

Inferno Totem, 2, Shaman (Alliance Shaman-8U, Horde Shaman-8U, Twilight-82U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 3 Health
Ongoing: At the start of your turn, this Totem deals 4 fire damage to target opposing hero. <p> *(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 Treasure-13R)
Ability—Arcane
Ongoing: At the start of your turn, draw a card.

Infusion of Earth, 2, Shaman (Horde Shaman-9C, Wrathgate-76C)
Instant Ability—Enhancement
Attach to target ally or weapon you control. <p> Ongoing: Attached card has **Assault 3**. *(It has +3 ATK on your turn.)*

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, Elderlimb-5R, [Horde] 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.

Inquisition, 2, Paladin (Elements-59C, Horde Paladin-8C)
Ability—Holy
Target ally deals unpreventable holy damage to itself equal to its ATK.

Intensify, 3, MaLo (Elements-102E)
Instant Ability—Fire Destruction
The next time target friendly hero or ally would deal any type of damage this turn, it deals double that much fire damage instead.

Intercept, 1, Warrior (Class-119C, Dark Portal-121C, Elements-98C)
Instant Ability—Fury
Exhaust target hero or ally, and your hero deals 1 melee damage to it.

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

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

The Invasion of Kalimdor (Reign-191C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ability, ally, or equipment with cost 3 or less into your hand and the rest on the bottom of your deck.

Invigorate, 3, Rogue (Elements-74U)
Instant Ability—Combat Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Ready X resources you control, and you may ready target ally with cost X or less, where X is the number of cards removed this way.

Invoke the Nether, 6, Warlock (Alliance Warlock-6R, Legion-108R)
Ability—Destruction
Remove all allies from the game.

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

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

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

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

Izzy Quizfiz, 1, Horde ([Horde] Horde Druid-13C, [Horde] 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.

Jacob Blackcrest, Alliance (CAT Promo-1)
Hero—Worgen Warlock (Demonology), Enchanting/Tailoring, 28 Health
(4), Flip Jacob >>> Put target Demon from your graveyard into your hand.

Jadefire Felsworn, 6 (Crown-141U, Elderlimb-15U)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health
When this ally enters play, he deals 5 shadow damage to target opposing hero unless its controller chooses and destroys an ally he controls.

Jadefire Hellcaller, 3 (Crown-142C, Elderlimb-16C)
Monster Ally—Satyr Demon Warlock, 4 [Shadow] / 2 Health
When this ally enters play, he deals 4 shadow damage to target opposing hero unless its controller chooses and discards a card.

Jadefire 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, Elderlimb-17C)
Monster Ally—Satyr Demon Warrior, 2 [Shadow] / 3 Health
While an opposing hero has 15 or more damage on it, this ally has **Assault 2**.

Jadefire Scout, 1 (Crown-145C, Elderlimb-18C)
Monster Ally—Satyr Demon Hunter, 3 [Shadow] / 2 Health
This ally can attack only heroes.

Jadefire Soulstealer, 6 (Ancients-184U)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 4 Health
When this ally enters play, an opponent chooses one: You draw two cards; or this ally deals 5 shadow damage to that opponent's hero and heals 5 damage from your hero.

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

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

Jaema, Herald of the Light, 5, Alliance (Throne-114U)
Ally—Draenei Paladin, 4 [Holy] / 4 Health
**Empower Paladin:** When this ally enters play, if you control another Paladin hero or ally, this ally heals 4 damage from target hero or ally, and you draw a card.

Jaenel, Alliance (Worldbreaker-6)
Hero—Draenei Paladin (Retribution), 29 Health
[Front]: (4) >>> Flip Jaenel face down.
[Back]: **Assault 1** *(Jaenel has +1 ATK on your turn.)*

Jaga'zul the Wild's Fury, 4, Horde (Twilight-143R)
Ally—Troll Druid, 5 [Nature] / 1 Health
When this ally is destroyed, you may put him from the graveyard into his owner's resource row face down and exhausted.

Jagrok, Herald of Trickery, 4, Horde (Throne-151U)
Ally—Orc Rogue, 3 [Melee] / 3 Health
**Empower Rogue:** When this ally enters play, if you control another Rogue hero or ally, you may destroy target exhausted ally.

Jai Dawnsteel, Horde (Worldbreaker-13)
Hero—Blood Elf Warrior (Arms), 30 Health
[Front]: (3) >>> Flip Jai face down.
[Back]: Weapons you control have +1 ATK.

Jaina, Lady of Theramore, 4, Alliance (Class Promo-4E, Icecrown-104E)
Ally—Human Mage, Unique, 3 [Frost] / 5 Health
**Frost Resistance** <p> Each opponent pays (1) more to play cards that share a card type with a card in his graveyard. <p> You pay (1) less to play cards that share a card type with a card in your graveyard, to a minimum of (1).

Jaina, Apprentice of Antonidas, 3, Alliance (Reign-83R)
Ally—Human  Mage, Jaina (1), 3 [Frost] / 3 Health
At the start of your turn, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> While you control a Daelin ally, opponents pay (1) more to play cards.

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.

Jaina's Staff, 5, DrMaPrShLo (Caverns Treasure-67E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 5 Strike
When this weapon enters play, remove the top four cards of your deck from the game. <p> [Activate] >>> Choose an ability removed this way. You may play that ability this turn. *(Pay costs as normal.)* When you do, copy each other non-Ongoing ability removed this way. You may play those copies without paying their costs.

Jak the Bilgewater Bruiser, Horde (Throne-16)
Hero—Goblin Warrior, 30 Health
On your turn: (4), Flip Jak >>> Ready Jak and target weapon you control. You pay (4) less to strike with it this turn.

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

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

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

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

Jaron, Herald of the Hunt, 3, Horde (Throne-152U)
Instant Ally—Undead Hunter, 3 [Melee] / 2 Health
**Empower Hunter:** When this ally enters play, if you control another Hunter hero or ally, destroy target attacking ally.

Jarrod Gravon, 3, Alliance (Alliance Mage-17U, Worldbreaker-141U)
Ally—Worgen Death Knight, 1 [Melee] / 6 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> (2) >>> Ready this ally.

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

Jasmia, Nature's Chosen, Alliance (Twilight-4)
Hero—Worgen Druid, 27 Health
[Front]: (4) >>> Flip Jasmia face down.
[Back]: When an ally enters play under your control, Jasmia may heal all damage from a second target ally.

Javeer, 3, Alliance (Twilight-112C)
Ally—Draenei Death Knight, 1 [Melee] / 5 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> When this ally protects for the first time each turn, ready him.

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

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

Jeniva Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, [W] Alliance Warlock-14C, Elements-117C)
Ally—Worgen Priest, 2 [Holy] / 2 Health
When this ally enters play, she may heal 4 damage from target hero or ally.

Jerrak Krandle, 3, Alliance (Twilight-113U)
Ally—Human Paladin, 3 [Melee] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Add an heirloom counter to target equipment you control.

Jerrick Valder, 2, Alliance (Elements-118C)
Ally—Worgen Rogue, 2 [Melee] / 3 Health
When this ally attacks, you may exhaust target ally. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Exhaust target ally.

Jessa the Lifebound, 5, Alliance (Twilight-114R)
Ally—Worgen Druid, 5 [Arcane] / 5 Health
**Protector** <p> When this ally is destroyed, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

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

Jex'ali, 3, Horde ([W] Horde Paladin-15C, Throne-153C)
Ally—Troll Priest, 2 [Holy] / 4 Health
When this ally enters play, she heals 4 damage from your hero. Then, if your hero is undamaged, you may draw a card.

Jezziki Shinebog, 4, Horde (Worldbreaker-178C)
Ally—Goblin Priest, 2 [Holy] / 5 Health
**Time is Money** *(This ally can use [Activate] powers immediately.)* <p> [Activate] >>> This ally heals 2 damage from target hero or ally you control.

Jhuunash, 3, Warlock (Worldbreaker-107R)
Ally—Felguard Demon Demonology, Pet (1), 0 [Melee] / 0 Health
**Demonology Talent** *(You can't put Affliction Talents or Destruction Talents in your deck.)* <p> **Protector** <p> This ally has +1 / +1 for each resource you control.

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)
Ally—Gnome Priest, 5 [Shadow] / 4 Health
**Elusive** *(This ally can't be attacked.)*

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  B. Goode, 2, Alliance (Reign-84U)
Ally—Human  Rogue, 3 [Melee] / 2 Health
**Unity**: When this ally enters play, if you control three or more Human allies, he may deal 3 melee damage to target exhausted hero or ally.

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

Joru the Blinding Light, 3, Horde (Reign-104R)
Ally—Tauren  Priest, 4 [Holy] / 3 Health
Discard a card >>> Remove this ally from the game. At end of turn, its owner puts it into play. *(It enters play ready and undamaged.)*

Josiah King, 1, Alliance (Alliance Mage-18C, Outland-124C)
Ally—Human Mage, 2 [Arcane] / 1 Health
(5), Destroy this ally >>> This ally deals 3 arcane damage to target hero or ally.

Juggernaut, 1, Warrior (Horde Warrior-6R, Worldbreaker-118R)
Ability—Arms
**Arms Talent** *(You can't put Fury Talents or Protection Talents in your deck.)* <p> Exhaust all opposing heroes and allies. Your hero has **Assault 3** this turn.

Jumahko Thundersky, 4, Horde (🔱 Horde Druid-14C, 🔱 Horde Paladin-16C, Throne-154C)
Ally—Tauren Paladin, 1 [Melee] / 9 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

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

Kadus Frosthand, Alliance (Worldbreaker-7)
Hero—Dwarf Mage (Frost), 25 Health
[Front]: (6) >>> Flip Kadus face down.
[Back]: [Activate] >>> Target ally can't attack this turn.

Kaelon, Herald of the Flame, 4, Alliance (Throne-115U)
Ally—Night Elf Mage, 5 [Fire] / 3 Health
**Empower Mage:** When this ally enters play, if you control another Mage hero or ally, this ally deals 5 fire damage to target hero.

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

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.)*

Kagra of the Crossroads, 1, Horde (Azeroth-246C, Class-182C, Horde Hunter-18C, Horde Warrior-13C)
Ally—Orc Hunter, 1 [Ranged] / 2 Health
**Ferocity** *(This ally can attack immediately.)*

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

Kahul the Sunseer, 4, Horde (Ancients-134R)
Ally—Tauren Priest, 3 [Holy] / 4 Health
**Tribe:** When this or another Tauren ally enters play under your control, this ally heals damage from your hero equal to that ally's [Health], then deals unpreventable holy damage to target opposing hero equal to that ally's [Health].

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

Kalam Blacksteel, 3, Alliance (Crown-89C, Jaina-15C)
Ally—Worgen Death Knight, 3 [Frost] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

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

Kalan Howland, 3, Alliance (Twilight-115C)
Ally—Worgen Rogue, 3 [Nature] / 2 Health
When this ally is destroyed, target player discards a card.

Kaldorei Wind Chimes, 1, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-2E)
Equipment—Item
This item enters play with three chime counters. <p> [Basic] [Activate], Remove a chime counter from this item, choose a [Horde] or [Alliance] race >>> Your hero heals 1 damage from itself for each ally you control of the chosen race.

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

Kalecgos, 21 (Elements-21E)
Master Hero—Blue Dragonkin Aspect, 1 [Arcane] / 38 Health
You pay (3) less to play Kalecgos for each ability you played this turn. <p> When you play a non-Ongoing ability, copy it. *(You may choose new targets for the copy.)*

Kalek Deepearth, 3, Alliance (Alliance Shaman-16C, 🔱 Alliance Priest-14C, Worldbreaker-143C)
Ally—Dwarf Shaman, 3 [Nature] / 3 Health
**Mend 1** *(At the start of your turn, this ally may heal 1 damage from target hero or ally.)*

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-172U)
Ally—Draenei Mage, 2 [Arcane] / 2 Health
**Long-Range** *(Defenders deal no combat damage to this ally.)* <p> When this ally deals combat damage to a defending ally, draw a card.

Kalnuf Eagleheart, 2, Horde (Dark Portal-217C, Horde Hunter-19C)
Ally—Tauren Hunter, 3 [Ranged] / 2 Health
When this ally enters play, look at target player's hand.

Kamu of Thunder Bluff, Horde (Horde Druid-1)
Hero—Tauren Druid, 28 Health
On your turn: (4), Flip Kamu >>> Kamu deals 1 arcane damage to target hero or ally for each hero and ally you control.

Kane the Arcanist, 4, Alliance (Elements-119U)
Ally—Worgen Mage, 0 [Arcane] / 0 Health
**Untargetable** <p> This ally has +1 / +1 for each card in your hand.

Kanga the Primal, Horde (Elements-14)
Hero—Troll Druid, 27 Health
[Front]: (3) >>> Flip Kanga face down.
[Back]: You pay (1) less to play Feral abilities, to a minimum of (1).

Kara Vesstal, 2, Alliance (Jaina-16C, Throne-116C)
Ally—Human Mage, 3 [Arcane] / 2 Health

Karazhan Concubine, 3 (Betrayal-147C)
Monster Ally—Succubus Demon, 4 [Shadow] / 1 Health
When this ally enters play, you may exhaust target ally. It can't ready during its controller's next ready step.

Kark Baneblood, 6, Horde (Elements-135C)
Ally—Orc Death Knight, 5 [Frost] / 4 Health
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, put target equipment on the bottom of its owner's deck.

Karkas Deathhowl, 4, Horde (Azeroth-247C, Class-183C, Horde Priest-14C, Horde Warlock-16C)
Ally—Orc Warlock, 2 [Shadow] / 3 Health
When this ally enters play, you may put target ally into its owner's hand.

Karrok Scarrend, 5, Horde (Class-184C, Horde Warrior-14C, 🔱 Horde DK-17C, Outland-167C)
Ally—Orc Warrior, 5 [Melee] / 4 Health

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

Ka'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.

Katu Lion's-Claw, 5, Horde (Caverns Treasure-47U)
Ally—Tauren Druid, 4 [Melee] / 5 Health
**Tribe**: When this or another Tauren ally enters play under your control, target ally has +2 ATK and **Stealth** this turn.

Kavar the Bloodthirsty, Alliance (Twilight-5)
Hero—Worgen Death Knight, 29 Health
[Front]: (4) >>> Flip Kavar face down.
[Back]: At the start of your turn, you may exhaust target card.

Kazbaz, 2, Horde (⚔ Horde Warrior-13C, Throne-156C)
Ally—Goblin Warrior, 2 [Melee] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> **Elusive** *(This ally can't be attacked.)*

Kaz'rogal's Hardened Heart, 3, PaShWa (Caverns Treasure-57R)
Equipment—Armor—Shield, Off-Hand (1), 3 DEF
Opposing allies enter play exhausted.

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

Keening Shivarra, 5 (Ancients-185U)
Monster Ally—Shivarra Demon Warlock, 4 [Shadow] / 4 Health
As an additional cost to play, discard a card. <p> When this ally enters play, you may put target Monster ally with cost 2 or less from your graveyard into play.

Keeper Alinar, 3 (Crown-154C)
Monster Ally—Keeper of the Grove Druid, 2 [Nature] / 4 Health
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)* <p> When this ally enters play, he heals 3 damage from target hero or ally.

Keeper Balos, 2 (Crown-155C)
Monster Ally—Keeper of the Grove Druid, 1 [Nature] / 4 Health
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)*

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

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

Kelena 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.

Kelen's Dagger of Escape, 2, RoSh (Reign-185C)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike
(1) >>> Remove your hero from combat. If you do, put this weapon into its owner's hand.

Kelsa Wildfire, 1, Alliance (Alliance DK-13C, Alliance Warlock-17C, Alliance Warrior-10C, ⚔ Alliance Shaman-15C, Twilight-116C)
Ally—Worgen Mage, 1 [Fire] / 2 Health
**Ferocity** *(This ally can attack immediately.)*

Kentro Slade, 4, Alliance (Worldbreaker-144R)
Ally—Human Warrior, 3 [Melee] / 5 Health
At the start of your turn, if you control an armor, item, and weapon, destroy this ally. If you do, search your deck and/or hand for a master hero and put it into play.

Kerzok Plixboom, 5, Horde (Worldbreaker-179U)
Ally—Goblin Hunter, 5 [Ranged] / 2 Health
**Long-Range** <p> **Time is Money** *(This ally can use [Activate] powers immediately.)* <p> [Activate] >>> Remove this ally from combat.

The Key to Freedom (Alliance DK-31C, Alliance Druid-26C, Alliance Hunter-27C, Alliance Mage-27C, Alliance Paladin-29C, Alliance Priest-30C, Alliance Rogue-29C, Alliance Shaman-33C, Alliance Warlock-28C, Alliance Warrior-28C, Elderlimb-27C, Hogger-27C, Horde DK-32C, Horde Druid-31C, Horde Hunter-30C, Horde Mage-30C, Horde Paladin-29C, Horde Priest-29C, Horde Rogue-31C, Horde Shaman-28C, Horde Warlock-27C, Horde Warrior-31C, Jaina-26C, Murkdeep-26C, Sylvanas-28C, Worldbreaker-261C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card.

Khadgar, 5, Alliance (Betrayal-76R)
Ally—Human Mage, Khadgar (1), 7 [Arcane] / 4 Health
You pay (2) less to play abilities, to a minimum of (1). <p> When you play an ability, you may ready Khadgar.

Khadgar's Kilt of Abjuration, 3, MaPrLo (Betrayal-170U)
Equipment—Armor—Cloth, Legs (1), 1 DEF
[Basic] (2), [Activate] >>> Opposing allies lose and can't have powers this turn.

Kickback 5000, 2, Hunter (Elements-196R)
Equipment—Weapon—Gun, Ranged (1), 0 [Ranged], 0 Strike
**Long-Range** <p> This weapon enters play with two +1 ATK counters. <p> When your hero deals combat damage with this weapon, remove all +1 ATK counters from this weapon. <p> (4) >>> Add two +1 ATK counters to this weapon.

Kieron the Loaner, 5, Alliance (Throne-117R)
Ally—Gnome Rogue, 4 [Nature] / 4 Health
When this ally enters play, each opponent draws 3 cards. <p> At the end of each turn, if an opponent has no cards in his hand, destroy his hero.

Kill Command, 2, Hunter (⚔ Alliance Hunter-5C, Class-39U, Horde Hunter-10U, Outland-30U)
Instant Ability—Beast Mastery
Target Pet you control deals melee damage equal to its ATK to target ally.

Kil'jaeden the Deceiver, 10 (Reign-2E)
Monster Master Hero—Eredar Demon Warlock, 2 [Shadow] / 40 Health
At the start of your turn, each player draws a card. <p> Opponents play with their hands revealed and can't play cards during your turn. <p> You can play cards in opposing hands during your turn.

Kil'rek, 2 (Betrayal-148R)
Monster Ally—Imp Demon, Kil'rek (1), 0 [Fire] / 3 Health
**Elusive** <p> [Activate] >>> Kil'rek deals 1 fire damage to target opposing hero for each Demon ally you control.

King Bagurgle, Terror of the Tides, 5 (Crown-152E)
Monster Ally—Murloc Warrior, 3 [Melee] / 3 Health
This and other Murloc allies you control have +2 / +2. <p> At the start of your turn, put a 1 [Melee] / 1 [Health] Murloc Monster ally token into play.

King Genn Greymane, 5, Alliance (Worldbreaker-145E)
Ally—Worgen Warrior King, Genn (1), 4 [Melee] / 4 Health
**Aberration** <p> This ally has +2 / +2 for each other Worgen you control. <p> While this ally is ready, opposing heroes and allies can't attack other Worgen you control.

Kinza, Mistress of the Elements, 5, Horde (Throne-158R)
Ally—Goblin Shaman, 2 [Fire] / 7 Health
When you play a non-Ongoing ability, you may pay (2). If you do, copy that ability. *(You may choose new targets for the copy.)*

Kirga Earthguard, 2, Horde (Drums-177C, Horde Druid-17C, Horde Paladin-19C)
Ally—Tauren Shaman, 1 [Nature] / 4 Health
**Protector** <p> At the end of your turn, ready this ally.

Kirjen Fizzgar, 3, Alliance (Alliance Mage-19C, Worldbreaker-146C)
Ally—Dwarf Mage, 2 [Arcane] / 3 Health
When this ally enters play, draw a card.

Kirox Butcherblade, Horde (CAT Promo-2)
Hero—Goblin Rogue (Assassination), Alchemy/Engineering, 27 Health
On your turn: (4), Flip Kirox >>> Kirox deals 4 melee damage to target exhausted ally.

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. <p> Weapons you control have +1 ATK this turn for each card removed this way.

Kistix Shockvat, 4, Horde (Horde Druid-18C, Horde Shaman-16C, Worldbreaker-180C)
Ally—Goblin Shaman, 4 [Nature] / 2 Health
**Elusive** *(This ally can't be attacked.)*

Kizzli Grinderstub, 3, Horde (Elements-136C)
Ally—Goblin Rogue, 1 [Nature] / 4 Health
**Time is Money** *(This ally may use [Activate] powers immediately.)* <p> [Activate] >>> Target hero or ally has **Stealth** this turn. *(It can't be protected against.)*

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 >>> It has +1 ATK this turn.

Klandark, 3, Horde (Ancients-135U)
Ally—Orc Shaman, 3 [Nature] / 3 Health
**Bloodrush:** When this ally deals combat damage while attacking for the first time each turn, if an opposing hero has more damage on it than your hero, ready this ally.

Kloxx Dedrix, 1, Horde (Worldbreaker-181C)
Ally—Goblin Death Knight, 0 [Melee] / 1 Health
**Time is Money** *(This ally can use [Activate] powers immediately.)* <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.)*

Koeus, 3, Alliance (Alliance DK-15C, Worldbreaker-147C)
Ally—Draenei Shaman, 1 [Nature] / 4 Health
When this ally enters play, if you control an ability, you may destroy target ability.

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

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

Komma, Timewalker Graveguard, 2, Alliance (Reign-85U)
Ally—Draenai Death Knight, 2 [Shadow] / 2 Health
When this ally enters play and when she is revealed from your deck, target opposing ally has -2 ATK this turn.

Kor Cindervein, 3, Alliance (Alliance Paladin-15C, Azeroth-192C, Class-140C)
Ally—Dwarf Paladin, 3 [Melee] / 3 Health

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.

Korbash 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.

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

Korialstrasz, 6 (Worldbreaker-211R)
Ally—Red Dragonkin Consort, Korialstrasz (1), 5 [Fire] / 6 Health
When you play an ally, put X 1 [Fire] / 1 [Health] Red Dragonkin ally tokens into play, where X is that ally's cost.

Kor'kron Vanguard, Horde (Class Promo-13R, Wrathgate-219R)
Location
[Activate] >>> Target [Horde] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Saurfang in its name: [Activate] >>> Target [Horde] hero or ally you control has **Assault 3** this turn.

Korlix Grimvik, 2, Horde (Elements-137C)
Ally—Goblin Death Knight, 2 [Shadow] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Kozik Skullcracker, 1, Horde (Horde Rogue-17C, Icecrown-136C)
Ally—Orc Rogue, 2 [Melee] / 1 Health
**Stealth** *(This ally can't be protected against.)*

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

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

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

Krazal the Eggregator, 2 (Holiday 🐰-3R)
Ally—Goblin Egg Hoarder, 3 [Nature] / 2 Health
When this ally is revealed from your deck, put a 1 [Nature] / 1 [Health] Spring Rabbit ally token into play.

Kraznix Smolderpain, 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.)*

Kresss, Herald of the Hunt, 4 (Tomb-149U)
Monster Ally—Naga Hunter, 2 [Melee] / 2 Health
**Empower Hunter**: When this ally enters play, if you control another Hunter hero or ally, this ally deals 2 ranged damage to each of up to two target heroes and/or allies.

Krezza the Explosive, 3, Horde (Sylvanas-17R, Throne-159R)
Ally—Goblin Mage, 2 [Arcane] / 2 Health
When this ally deals damage to an opposing hero, she also deals 2 arcane damage to target opposing ally.

Krogar the Colossal, 8 (Crown-136R)
Monster Ally—Ogre Lord Warrior, 9 [Melee] / 13 Health
**Conspicuous** <p> **Empower Monster**: When this ally enters play, if you control another Monster hero or ally, you may shout "ME BIGGEST!" while pounding your fists on the table. If you do, this ally and target opposing ally deal melee damage to each other equal to their respective ATK.

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

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

Kuatha Mornhoof, 3, Horde (Elements-138C, Horde Priest-15C)
Ally—Tauren Paladin, 2 [Holy] / 4 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Kurala Deadshot, 2, Horde (Reign-105U)
Ally—Orc Hunter, 3 [Melee] / 1 Health
When this ally attacks, you may reveal the top card of your deck. If it's an Orc ally, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and "This ally can attack only heroes."

Kwee Q. Peddlefeet, 4 (Holiday 🎁-2R)
Ally—Goblin Cupid, 1 [Ranged] / 4 Health
**Long-Range** <p> When this ally deals combat damage to an ally while attacking, gain control of that ally while this ally remains under your control.

Ky'lai Darkblood, 5, Alliance (Reign-86U)
Ally—Night Elf Death Knight, 4 [Melee] / 4 Health
While you control another ally with **Elusive**, this ally has **Elusive**. <p> While you control another ally with **Spellshield**, this ally has **Spellshield**.

Kyroth Steelspite, 3, Horde (Horde Mage-17C, Twilight-145C)
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> Opponents can't strike with weapons.

Kysa Shadowstalker, 3, Alliance (Alliance Druid-18C, Icecrown-109C)
Ally—Night Elf Druid, 3 [Melee] / 3 Health
When this ally enters play, target hero or ally has **Stealth** this turn. *(It can't be protected against.)*

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

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

Lady Sira'kess (Throne-23)
Monster Hero—Naga Mage, 25 Health
[Front]: (8) >>> Flip Sira'kess face down. <p> You pay (8) less to flip Sira'kess if you played three or more Frost and/or [Frost] cards this turn.
[Back]: [Activate] >>> Sira'kess deals 1 frost damage to target hero or ally. <p> (2) >>> Exhaust target hero or ally that was dealt frost ([Frost]) damage this turn.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

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

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

Laenthor Shademoon, 2, Alliance (Alliance Druid-19C, Alliance Hunter-17C, Alliance Mage-20C, Alliance Rogue-16C, Alliance Warlock-18C, Alliance Warrior-12C, 🎁 Alliance Hunter-18C Worldbreaker-148C)
Ally—Night Elf Mage, 2 [Arcane] / 3 Health

Laetho Moonbranch, 2, Alliance (Throne-118C)
Ally—Night Elf Druid, 2 [Nature] / 1 Health
When this ally enters play, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Landon Dunavin, 2, Horde (Worldbreaker-182C)
Ally—Undead Hunter, 1 [Arcane] / 3 Health
**Long-Range**

Landro's Lichling, 4 (Elements-176U, Elements Loot-1L)
Ally—Lich, 3 [Frost] / 3 Health
At the start of your turn, you may destroy this ally. If you do, target opponent chooses an ally he controls, and you gain control of it.

Landro's Lil' XT, 3 (Worldbreaker-220U, Worldbreaker Loot-1L)
Ally—Mini-Deconstructor, Lil' XT (1), 1 [Melee] / 5 Health
When this ally enters play, you may destroy target item. <p> At the start of your turn, this ally deals 1 nature damage to each hero and ally.

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

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

The Last Living Lorekeeper (Elderlimb-28C, Jaina-27C, Murkdeep-27C, Throne-255C)
Quest
On your turn: Pay (5) to complete this quest. <p> Reward: Your hero heals 3 damage from itself. Draw a card.

Last of Her Kind (Twilight-213C)
Quest
Pay (3) to complete this quest. <p> Reward: Put target Dragonkin from your graveyard into your hand.

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

Latro Abiectus, 2, Alliance (Alliance DK-16C, Alliance Shaman-17C, Azeroth-197C, Class-143C)
Ally—Night Elf Rogue, 3 [Melee] / 2 Health
**Elusive** *(This ally can't be attacked.)*

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

Lava Shock, 3, Shaman (Throne-72U)
Ability—Elemental
Your hero deals 4 fire damage to target ally. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Lava Spine, 4, DkPaWa (Twilight-199U)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
When this weapon is destroyed, you may destroy target equipment.

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

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

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

Leap of Faith, 2, Priest (Elements-67R)
Instant Ability—Holy
Remove target ability, ally, or equipment you own from the game. Then, put it into play under your control. *(It enters play ready and undamaged.)*

Leeching Fever, 3, Death Knight (Crown-9U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if that hero has 15 or more damage, destroy this ability. If you do, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.

Leeroy Jenkins, 4, Alliance (Azeroth-198E, Class Promo-5E)
Ally—Human Paladin, 6 [Melee] / 1 Health
When this ally enters play, exhaust all other allies you control. They can't ready during your next ready step. <p> Say "Leeeerooooy Jenkins!" >>> This ally has **Ferocity** this turn.

Legacy of Arlokk, 2, MaPrLo (Crown-183U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 4 Strike
On your turn: (2), [Activate], Exhaust your hero >>> Your hero deals 1 fire damage to target ally. <p> On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

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 Lordaeron, 7, DkPa (Reign-66E)
Basic Ability
Put up to one target ally from your graveyard into play under your control. <p> Put up to one target ally from an opposing graveyard into play under your control.

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 Damned (Reign-192C)
Quest
[Basic] Destroy an ally you control and pay (4) to complete this quest. <p> Reward: Draw two cards.

Legacy of the Horde, 6, PrSh (Reign-65E)
Basic Ability
Ongoing: If a friendly hero or ally would deal damage, it deals double that much instead. <p> If a friendly hero or ally would be dealt damage, prevent half that damage, rounded up.

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**.

Leggings of the Vanquished Usurper, 3, DrRo (Elements-183U)
Equipment—Armor—Leather, Legs (1), 1 DEF (2), [Activate] >>> Non-[Horde], non-[Alliance] allies you control have **Assault 2** this turn. *(They have +2 ATK on your turn.)*

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> You pay (1) less to play allies of the named race, to a minimum of (1). <p> Your hero has **Assault 1** for each ally you control of the named race.

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.

Leisha of Darnassus, Alliance (Alliance Druid-1)
Hero—Night Elf Druid, 27 Health
On your turn: (3), Flip Leisha >>> Leisha has **Assault 3** this turn. *(She has +3 ATK on your turn.)*

Lena Naville, 1, Horde (Elements-139C)
Ally—Undead Priest, 1 [Holy] / 2 Health
**Mend 2** *(At the start of your turn, this ally may heal 2 damage from target hero or ally.)* <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Your hero heals 2 damage from target ally.

Lexie Silverblade, 5, Alliance (Ancients-100U)
Ally—Night Elf Rogue, 2 [Melee] / 2 Health
**Haste 2** *(You pay (2) less to play this ally if an ally you controlled dealt damage to an opposing hero this turn.)* <p> When this ally enters play, you may destroy target ally with cost 2 or less.

Liba Wobblebonk, 5, Alliance (Alliance Warrior-13C, 🛡 Alliance Warlock-16C, Azeroth-200C, Class-144C)
Ally—Gnome Mage, 3 [Arcane] / 4 Health
When this ally enters play, draw a card.

The Lich King (Timewalkers-28)
Monster Hero—Spirit Death Knight
[Front]: **Lich King's Siphon** <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.

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 Drain, 6, Warlock (Reign-52C)
Basic Ability—Affliction
Your hero deals 6 shadow damage to target ally and heals 6 damage from itself.

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.

Lifemender Dorn, 1, Horde (Citadel Raid-71C, Drums-179C, Horde Shaman-17C)
Ally—Tauren Druid, 2 [Nature] / 1 Health
Once per turn: (1) >>> This ally heals 1 damage from target hero or ally.

Light of 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-6U)
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's Embrace, 2, Paladin (Caverns Treasure-19C)
Instant Ability—Holy
Put target ally from your graveyard into your hand. Your hero heals damage from itself equal to that ally's cost.

Lightlance, 1, Priest (Reign-33U)
Basic Ability—Holy
Your hero deals 1 unpreventable holy damage to target hero or ally, or 5 if your hero is undamaged.

Lightning Bolt, 3, Shaman (Alliance Shaman-9C, Azeroth-113C, Class-99C, Horde Shaman-10C, Worldbreaker-98C)
Ability—Elemental
Your hero deals 4 nature damage to target hero or ally.

Lightning in a Bottle (⚡ Alliance Priest-24C, Elements-213C, ⚡ Horde Druid-24C)
Quest
If you control an ability: Pay (3) to complete this quest. <p> Reward: Draw a card.

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.

Light's Vengeance, 1, Paladin (Betrayal-30U)
Instant Ability—Retribution
This turn, target ally has +3 ATK, and damage it would deal is unpreventable.

Lions, Tigers, and Bears, 5, Druid (Ancients-11R)
Basic Ability—Feral
Put a 2 [Melee] / 2 [Health] Lion ally token into play with **Ferocity**. <p> Put a 2 [Melee] / 2 [Health] Tiger ally token into play with **Stealth**. <p> Put a 2 [Melee] / 2 [Health] Bear ally token into play with **Protector**.

Living Roots, 1, Druid (Twilight-32C)
Ability—Balance
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust unless its controller pays (2).

Living Seed, 2, Druid (Betrayal-10R)
Basic Ability—Restoration Attachment
**Restoration Talent** *(You can't put Balance Talents or Feral Talents in your deck.)* <p> Attach to your hero. <p> Ongoing: At the start of your turn, add a growth counter to this ability, and your hero heals 1 damage from itself for each growth counter. Then, if there are four or more growth counters on this ability, destroy it. If you do, put a 4 [Nature] / 4 [Health] Ancient Monster ally token into play with **Protector**.

Locked Away (Worldbreaker-262C)
Quest
You pay (4) less to complete this quest if you control a quest named The Key to Freedom. <p> Pay (5) to complete this quest. <p> Reward: Draw a card.

Lockjaw, 2, DrPaPrSh (Worldbreaker-243U)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike
Once per turn: (2) >>> Your hero heals 2 damage from target hero or ally.

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

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

Loque, 7, Hunter (Alliance Hunter-7R, Elements-42R)
Ally—Spirit Beast, Pet (1), 8 [Arcane] / 8 Health
**Beast Mastery Talent** *(You can't put Marksmanship Talents or Survival Talents in your deck.)* <p> **Elusive**, **Stealth**, **Untargetable** <p> Damage that this ally would deal is unpreventable.

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

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

Lord Darius Crowley, 7, Alliance (Twilight-118R)
Ally—Worgen Warrior, Darius (1), 7 [Melee] / 4 Health
**Aberration** <p> When this ally enters play, you may howl. If you do, put three 1 [Melee] / 1 [Health] Worgen ally tokens into play with **Ferocity**.

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

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

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

Lordann the Bloodreaver, 2, Horde (Throne-161R)
Ally—Blood Elf Warrior, 2 [Melee] / 3 Health
**Protector** <p> This ally has +3 / +3 while your hero has 15 or more damage.

Lordbane Scepter, 3, MaPrLo (Alliance Mage-22R, Elements-198R)
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike
When you play an ability, this weapon has +2 ATK this turn.

Loremaster 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, 2, Alliance (Worldbreaker-149C)
Ally—Worgen Rogue, 3 [Nature] / 2 Health
**Aberration** *(Prevent all non-combat damage that would be dealt to this ally.)* <p> **Stealth** *(This ally can't be protected against.)*

Lorraina the Red Harbinger, 5, Horde (Caverns Tresure-48R)
Ally—Blood Elf Hunter, 2 [Ranged] / 5 Health
When this ally enters combat, she may deal 2 ranged damage to target attacker or defender. <p> When this ally deals damage to a hero or ally, you may ready a resource.

Lor'themar Theron, 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.)*

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

Lothar's Edge, 4, Alliance, DkPaWa (Betrayal-182U)
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee] / 3 Health
When this weapon enters play, if an opponent controls a [Horde] hero, you pay (3) less to strike with this weapon this turn.

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

Lu'ka de Wall, 6, Horde (Horde Rogue-18C, Illidan-160C)
Ally—Troll Warrior, 6 [Melee] / 5 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*
<p> When this ally is dealt damage, you may exhaust target hero or ally.

Lumbering Ogre Axe, 2, DkPaShWa (Crown-184C)
Equipment—2H Weapon—Axe, Melee (1), 4 [Melee] / 6 Strike
Your hero has **Smash**. *(If your hero would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Lunar Barrage, 5, Druid (Reign-11R)
Basic Ability—Balance
When you play this ability, you may exhaust any number of Ongoing abilities you control. Copy this ability for each ability you exhausted this way. (You may choose new targets for the copies.) <p> Your hero deals 2 arcane damage to target hero or ally.

Lunaris Silverfrost, 4, Alliance (Reign-87U)
Ally—Night Elf  Death Knight, 2 [Frost] / 2 Health
**Elusive** *(This ally can't be attacked.)* <p> This ally has **Assault X**, where X is the highest cost among other allies you control.

Lust for Battle, 2, Shaman (Reign-46C)
Instant Ability—Enhancement
Allies you control have +2 ATK this turn.

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

Lyrana of Eldre'Thalas, 7, Alliance (Twilight-119R)
Ally—Night Elf Mage, 6 [Fire] / 4 Health
When this ally enters play, she deals fire damage to each opposing hero and ally equal to the number of [Fire] cards you control. <p> **Stash**: Fire ([Fire]) damage that your hero and allies you control would deal is unpreventable this turn.

Maazhum, 3, Warlock (Alliance Warlock-8C, Alliance Warlock-17C, Elements-93C, Horde Warlock-9C)
Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health
When this ally enters play, he deals 3 shadow damage to target hero and heals 3 damage from your hero.

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

Magical Ogre Idol, 4, DkDrHuMaPaPrRoShLoWa (Crown-175R, Crown Loot-2L)
Equipment—Item
This item enters play exhausted. <p> On your turn: [Activate], Destroy this item >>> This turn, your hero becomes an Ogre Monster hero and has +6 ATK and **Smash**.

Magma Blast, 1, Shaman (Betrayal-44C)
Instant Ability—Elemental
Choose one: Your hero deals 1 fire damage to target ally; or your hero deals 3 fire damage to target hero.

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

Magnetic Totem, 2, Shaman (Reign-47R)
Instant Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 4 Health
When this Totem enters play, you may change a target of target opposing card or effect to this Totem. <p> Ongoing: Opposing cards and effects must target this Totem if able. <p> *(Totems can't attack.)*

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

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

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.

Maim, 1, Druid (Elements-34C)
Instant Ability—Feral
Exhaust target hero or ally. If you control a Form, your hero deals 3 melee damage to that character.

Maimgor's Bite, 4, RoSh (Crown-185R)
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 0 Strike
**Dual Wield** <p> Double the ATK of this and other weapons you control.

Makuna 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.

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

Malazar 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.

Malfurion Stormrage, 8 (Elements-177E)
Ally—Night Elf Archdruid, Malfurion (1), 3 [Nature] / 8 Health
**Protector**, **Stealth**, **Untargetable** <p> At the start of your turn, you may put target ally with cost less than or equal to the number of resources you control from your graveyard into play.

Malfurion Stormrage, Alliance (Timewalkers-6)
Hero—Night Elf Druid, 27 Health
[Front]: **Malfurion's Call** <p> [Basic] (3), Flip Malfurion >>> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.
[Back]: **Malfurion's Tranquility** <p> Once per game: [Basic] (X) >>> Malfurion heals X damage from himself and each ally you control.

Malfurion's Gift, 5, Druid (Crown-12R)
Instant Ability—Restoration
**Restoration Talent** *(You can't put Balance Talents or Feral Talents in your deck.)* <p> Put target ally with cost less than or equal to the number of resource you control from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +2 / +2. <p> When this ability leaves play, destroy attached ally.

Mal'Ganis, 8 (Reign-143E)
Monster Ally—Dreadlord  Demon, Mal'Ganis (1), 9 [Melee] / 9 Health
When Mal'Ganis enters play and when he attacks, **Portal**. <p> If a **Portal** power would let you choose one card and put it into play, you may choose any number of cards and put them into play instead. *(Each of those cards must still be a legal choice.)*

Malice from Beyond, 3, Rogue (Reign-40U)
Basic Ability—Subtlety
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)*
<p> Your hero has +3 ATK and **Stealth** this turn.

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

Mallory the Maniacal, 3, Alliance (Caverns Treasure-42R)
Ally—Human Warlock, 2 [Shadow] / 6 Health
This ally enters play with 2 damage on her. <p> This ally has **Assault 4** and **Spellshield** while undamaged.

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.

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 [Melee] / 1 [Health] Treant ally token into play. <p> [Basic] (2), Exhaust two allies you control >>> Reveal the top card of your deck, then place it into your resource row exhausted as an additional resource. <p> [Basic] (20) >>> 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-10U, Jaina-7U)
Ability—Arcane
Ongoing: (1), Destroy this ability >>> Draw two cards.

Mana Diamond, 3, Mage (Worldbreaker-59R)
Ability—Arcane
Ongoing: At the start of your turn, add a mana counter to this ability. Then, you may destroy this ability. If you do, draw a card for each mana counter.

Mana Shift, 5, Mage (Worldbreaker-60R)
Ability—Arcane
Gain control of any number of opposing abilities with combined cost less than or equal to the number of resources you control. For each of those abilities that's attached, you may reattach it.

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

Mandible of Beth'tilac, 3, DkPaWa (Crown-186C, 🛡 Horde Warrior-20C)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike

Mandokir's Tribute, 6, Hunter (Crown-187U)
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged] / 0 Strike
**Longe-Range** *(When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.)* <p> This weapon has +3 ATK for each Pet you control.

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

Mannoroth the Flayer, 8 (Caverns Treasure-54R)
Monster Ally—Pit Lord Demon Warrior, Mannoroth (1), 6 [Melee] / 9 Health
**Protector** <p> Other [Melee] allies you control have **Assault 2**. <p> Non-[Melee] allies opponents control have -2 ATK.

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

Mantle 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.

March of the Treants, 3, Druid (Caverns Treasure-7C)
Basic Ability—Balance
**Ongoing:** At the start of your turn, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Marcus Dominar, 5, Alliance (Worldbreaker-151C)
Ally—Worgen Warrior, 5 [Melee] / 4 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> **Aberration** *(Prevent all non-combat damage that would be dealt to this ally.)*

Marius Jator, 5, Alliance (Worldbreaker-152U)
Ally—Worgen Hunter, 2 [Nature] / 6 Health
**Long-Range** *(When this ally attacks, defenders deal no combat damage to it.)* <p> Once on each of your turns: (1) >>> This ally has **Assault 3** and loses and can't have **Long-Range** this turn.

Mark of Cenarius, 4, Druid (Aspects Treasure-5U)
Ability—Restoration
Attach to target friendly ally. <p> Ongoing: When this ability enters play, complete target quest you control without paying its cost. <p> Attached ally has +1 / +1 for each face-down resource you control.

Mark of Elderlimb, 2, Druid (Crown-13U)
Ability—Balance
Attach to target ally. <p> Ongoing: When attached ally deals damage to an opposing hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Mark of Goldrinn, 5, Druid (Elderlimb-6C, 🛡 Horde Druid-5C, Throne-35C)
Basic Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +5 / +5.

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

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

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

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

Mark of the Ancients, 1, Druid (Crown-14C)
Ability—Restoration
Attach to target ally you control. <p> Ongoing: Attached ally has +1 / +1 and **Harmonize**. *(You pay (1) less to play allies with printed cost 4 or more.)*

Mark of the Untamed, 1, Druid (Worldbreaker-37U)
Instant Ability—Restoration
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1 and **Nature Resistance**. *(Prevent all nature ([Nature]) damage that would be dealt to it.)*

Mark of the Wild, 2, Druid (Alliance Druid-6C, Azeroth-24C, Class-31C, Horde Druid-7C)
Instant Ability—Restoration
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Marundal the Kindred, 4, Alliance (🛡 Alliance Warlock-18R, Honor-108R)
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].

Mask of Death, 2, DkPaWa (Reign-171U)
Equipment—Armor—Plate, Head (1), 2 DEF
(1), [Activate], Destroy this armor >>> Target ally and all other opposing allies with the same name as that ally have -[Health] equal to this armor's [DEF] this turn.

Mass Redemption, 10, Paladin (Reign-31R)
Basic Ability—Holy
Put all allies from your graveyard into play.

Mass Revival, 6, Priest (Caverns Treasure-20C)
Basic Ability—Holy
Put up to three target allies from your graveyard into your hand.

Mass Teleport, 3, Mage (Reign-23R)
Instant Ability—Arcane
Remove any number of allies you control from the game. <p> Ongoing: [Basic] Destroy this ability >>> Put all cards removed this way into play under your control.

Master Marksman, 2, Hunter (Twilight-44R)
Ability—Marksmanship
**Marksmanship Talent** *(You can't put Beast Mastery Talents or Survival Talents in your deck.)* <p> Ongoing: Your hero has Ranged Dual Wield. <p> Ongoing: Ranged weapons you control have +1 ATK, and you pay (1) less to strike with them.

Master of the Hunt, 3, Hunter (Alliance Hunter-8R, ♔ Alliance Hunter-6R, Azeroth-40R)
Basic Ability—Beast Mastery
Ongoing: Pets you control have +2 / +2.

Master Sniper Simon McKey, Alliance (Throne-5)
Hero—Human Hunter, 28 Health
On your turn: (2), Flip Simon >>> Simon deals ranged damage to target hero or ally equal to the ATK of a Pet you control.

Master's Embrace, 3, Hunter, Warlock (Crown-59U, Sylvanas-8U)
Ability—Beast Mastery Demonology
Choose one: Search your deck for a Pet, reveal it, and put it into your hand; or attach to target Pet. <p> Ongoing: Attached Pet has +4 / +4.

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

Masterwork Stormhammer, 3, PaRoShWa (Horde Shaman-23R, Outland-216R)
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike
(5), [Activate] >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

A Matter of Time (Worldbreaker-263C)
Quest
Pay (6) to complete this quest. <p> Reward: Draw two cards. If you control ten or more resources, draw another two cards.

Maurice Steelson, 4, Alliance (Twilight-120U)
Ally—Worgen Warrior, 1 [Melee] / 4 Health
**Protector** <p> When this ally enters play, your hero and allies you control have **Assault 1** this turn.

The Maw of Iso'rath (Elderlimb-29C, Twilight-214C)
Quest
If three or more allies you controlled dealt damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

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

Maxie the Blaster, 3, Horde (Elements-140R)
Ally—Goblin Mage, 2 [Arcane] / 4 Health
**Time is Money** <p> [Activate] >>> The next time target hero or ally you control would deal arcane ([Arcane]) damage this turn, it deals that much +2 instead.

Mazu'kon, 6, Horde (Throne-162E)
Ally—Troll Shaman, 6 [Nature] / 6 Health
**Ferocity** <p> When this ally is destroyed, put a 6 [Nature] / 6 [Health] [Horde] Troll Shaman ally token named Mazu'kon into play with **Ferocity**.

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

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

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

Medivh the Prophet, 5 (Reign-1E)
Master Hero—Human Prophet, 1 [Arcane] / 30 Health
[Basic] (8) >>> Search your deck and/or hand for a master hero that does not have the same name as a card you control. Put that hero into play as an ally. *(It is no longer a hero.)*

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

Mekkatorque, King of the Gnomes, 5, Alliance (Throne-123E)
Ally—Gnome Warrior, Mekkatorque (1), 4 [Melee] / 4 Health
At the start of your turn, you may put target equipment from any graveyard into play under your control. <p> Mekkatorque has +2 / +2 for each equipment you control.

Melodious Slippers, 2, MaPrLo (Aftermath Justice-1E)
Equipment—Armor—Cloth, Feet (1), 1 DEF
At the end of each turn, if you played two or more abilities this turn, draw a card.

Mercenary Dominic, 3 (Dungeon Treasure-31U)
Ally—Undead Rogue, Mercenary Dominic (1), 3 [Melee] / 3 Health
Once per turn: (2) >>> Your hero has **Assault 2** this turn. *(It has +2 ATK on your turn.)*

Merciless Strikes, 3, Warrior (Elements-99U)
Instant Ability—Fury
Your hero deals 3 melee damage to each damaged opposing hero and ally.

Mercy for the Bound (Twilight-215C)
Quest
On your turn, if a [Fire], [Frost], [Melee], or [Nature] ally entered play under your control this turn: Pay (3) to complete this quest. <p> Reward: Draw a card.

Merissa Firebrew, Alliance (Elements-7)
Hero—Dwarf Shaman, 28 Health
[Front]: (3) >>> Flip Merissa face down. [Back]: When you play an equipment, Merissa has **Assault 1** this turn.

Merithra, 4 (Twilight-167R)
Ally—Green Dragonkin, Merithra (1), 4 [Nature] / 4 Health
When a resource you control is turned face down, this ally deals nature damage to target hero or ally equal to the number of Green Dragonkin you control.

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

Meteor Shard, 2, Rogue (Dungeon Treasure-51R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 1 Strike
When you strike with this weapon, you may reveal the top card of target opponent's deck. If it's an ability, ally, or equipment with cost 4 or less, this weapon has +3 ATK this turn.

Mias the Fair, 2, Alliance (Reign-88C)
Ally—Human Warlock, 1 [Shadow] / 1 Health
When this ally enters play, draw a card.

The Mighty U'cha (Worldbreaker-264C)
Quest
On your turn: Pay (2) to complete this quest. <p> Reward: Put a 1 [Nature] / 1 [Health] Gorilla ally token named U'cha into play.

Militia Commander Balor, 7, Alliance (Throne-124R)
Ally—Human Warrior, 4 [Melee] / 8 Health
This ally can protect Peasants. <p> At the start of your turn, you may put two 1 [Melee] / 1 [Health] Peasant ally tokens into play. <p> Peasants you control can be exhausted to pay costs as though they were resources.

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

Mind Crush, 4, Priest (Ancients-38U)
Basic Ability—Shadow
Target opponent chooses and destroys an ally he controls. Remove cards from the top of that player's deck from the game equal to the ATK of that destroyed ally.

Mind Melt, 5, Priest (Elements-68R, Horde Priest-7R)
Ability—Shadow
**Shadow Talent** *(You can't put Discipline Talents or Holy Talents in your deck.)* <p> Your hero deals 3 shadow damage to target hero or ally. That character's controller discards a card for each damage dealt this way.

Mind Shatter, 2, Priest (Tomb-37C)
Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. If a hero was dealt damage this way, its controller discards a card.

Mind Spike, 2, Priest (Azeroth-82C, Horde Priest-8C)
Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt this way.

Mind Wipe, 3, Priest (Aspects Treasure-17U)
Ability—Shadow
Choose "ability," "ally," or "equipment," and then target player discards a random card. If he discarded a card that has the chosen type, he discards another random card.

Mind-Numbing Poison, 3, Rogue (Dark Portal-84U, Twilight-72U)
Instant Ability—Poison
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of attached hero's controller's turn, that player exhausts a ready resource he controls.

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

Mindtwister Quimtrix, Horde (Elements-15)
Hero—Goblin Priest, 26 Health
[Front]: (4) >>> Flip Quimtrix face down. [Back]: When an ally you control is destroyed, Quimtrix may deal 1 shadow damage to target ally.

Miniature Voodoo Mask, 1, MaPrLo (Crown-176R)
Equipment—Item, Trinket (2)
As this item enters play, name an ability or equipment with cost 3 or less. <p> Opposing cards in play with the chosen name lose and can't have powers.

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)*.

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

Mixi 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.

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

Mo'arg Punisher, 3 (Reign-144C)
Monster Ally—Mo'arg Demon, 1 [Melee] / 4 Health
When this ally enters play, you may destroy another ally you control. If you do, destroy target equipment.

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. *(It has +1 ATK on your turn.)*

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

Mograine's Might, 3, DkPaWa (Dungeon Treasure-52U)
Equipment—2H Weapon—Mace, Melee (1), 1 [Holy] / 1 Strike
When a [Holy] ally enters play under your control, this weapon has +X ATK this turn, where X is that ally's cost.

Moharu the Skyseer, 5, Horde (Crown-114R)
Ally—Tauren Priest, 1 [Holy] / 1 Health
When this ally deals combat damage to an opposing hero, you may put up to three allies from your hand into play.

Mojo Doctor Zin'tar, 2, Horde (Betrayer-171U, Horde Shaman-18U)
Ally—Troll Shaman, 2 [Nature] / 2 Health
When this ally attacks, he heals 1 damage from target hero or ally you control and deals 1 nature damage to target opposing hero or ally.

Mok'drul, 7 (Tomb-139U)
Monster Ally—Ogre Death Knight, 7 [Frost] / 3 Health
**Empower Monster**: When this ally enters play, if you control another Monster hero or ally, heroes and allies you control have +3 ATK and **Smash** this turn.

Moko Hunts-at-Dawn, 6, Horde (Azeroth-252U, Class-188U, Horde Hunter-20U, Horde Warrior-15U)
Ally—Tauren Hunter, 5 [Ranged] / 4 Health
**Ferocity** *(This ally can attack immediately.)*

Molten Scorch, 3, Mage (Throne-49U)
Instant Ability—Fire
Your hero deals 3 fire damage to target hero or ally. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Monstrous Boon, 4, Druid (Crown-15R)
Ability—Balance
Reveal cards from the top of your deck equal to the number of Monster heroes and allies you control, then place them into your resource row exhausted as additional resources.

Monstrous Cleave, 4, Warrior (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
Attach to target hero or ally. <p> Ongoing: Monster heroes and allies you control have **Assault 2** while in combat with attached character. <p> When this ability is destroyed, its owner may put it from his graveyard into his hand.

Monstrous 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 (Murkdeep-5C, Throne-88C)
Ability
Target hero or ally has +1 ATK this turn, or +4 if it's a Monster.

Monstrous Terrorguard, 7 (Ancients-190U)
Monster Ally—Terrorguard Demon, 7 [Melee] / 5 Health
When this ally enters play, you may choose and destroy another Demon ally you control. If you do, destroy target ally.

Monstrous Totem, 3, Shaman (Crown-42R)
Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 5 Health
Ongoing: When you play a Monster ally from your hand, you may search your deck for an ally with the same name as that ally and put it into play. *(Totems can't attack.)*

Monstrous Upheaval, 3 (Hogger-7C, Throne-89C)
Ability
Your hero deals 2 melee damage to target hero or ally for each Monster hero and ally you control.

Monstrous Vengeance, 3, Paladin (Tomb-34R)
Instant Ability—Retribution
Ongoing: When a monster ally you control is destroyed, you may destroy target opposing ally. <p> At end of turn, destroy this ability.

Monstrous Void, 4, Warlock (Crown-49R)
Ability—Demonology
Play only if an opposing hero has 15 or more damage on it. <p> Put a 5 [Shadow] / 5 [Health] Void Terror Demon Monster ally token into play for each Demon and/or Monster hero and ally you control.

Mooncaller Jynalla Nightpath, 6, Alliance (Alliance Warrior-14U, Scourgewar-147U)
Ally—Night Elf Warrior, 5 [Melee] / 5 Health
This ally has +3 / +3 and **Protector** while you control a Shout.

Moonshard, 2, Druid (Elderlimb-7C, Elements-35C)
Ability—Balance
Your hero deals 4 arcane damage to target ally.

More Work?, 2 (Betrayal-60C)
Basic Ability
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Moro, Timewalker Druid, 6, Alliance, Horde (Betrayal-119U)
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 Wildmesa, 3, Horde (⟨crest⟩ 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: <p> 2 [Shadow] / 2 [Health] Priest Spirit Monster ally token with **Absorb**. <lb> 2 [Holy] / 2 [Health] Paladin Spirit Monster ally token with **Protector**. <lb> 2 [Melee] / 2 [Health] Warrior Spirit Monster ally token with **Ferocity**.

Moroes' Lucky Pocket Watch, 3, DkDrPaWa (Betrayal-179U)
Equipment—Item, Trinket (2)
(2), [Activate] >>> Reveal the top card of your deck. The next time your hero would be dealt damage this turn, prevent damage equal to the cost of the revealed card.

Mor'zul Bloodbringer, 5 (Champ Promo-9E, Scourgewar-213E)
Ally—Human Warlock, Unique, 6 [Shadow] / 5 Health
(1), Remove a Warlock ally you control from the game >>> Remove target ally from the game.

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.

Mothra, 6, Hunter (⟨crest⟩ Alliance Hunter-7C, Wrathgate-43C)
Ally—Moth, Pet (1), 6 [Melee] / 7 Health
**Protector** <p> When this ally exhausts, ready up to three resources you control.

Mottled Drake, 2 (Worldbreaker-219E, Worldbreaker Loot-3L)
Ally—Dragonkin, Mount (1), 0 [Nature] / 3 Health
When you place a resource into your resource row face up, ready target Dragonkin ally you control. Your hero heals all damage from it. <p> *(Mounts can't attack or be attacked.)*

Mr. Goldmine's Wild Ride (Twilight-216C)
Quest
Pay (6) to complete this quest. <p> Reward: Reveal the top three cards of your deck. You may put any number of revealed cards with different card types into your hand and the rest on the bottom of your deck.

Muddle, 3, Warlock (Worldbreaker-108U)
Ability—Affliction
Ongoing: When this ability enters play, you may put target opposing ability into its owner's hand. <p> Opponents pay (1) more to play abilities.

Mulgore, Horde (Reign-197R)
Location
**Tribe**: When a Tauren ally enters play under your control, add a spirit counter to this location. <p> [Activate], Remove three spirit counters from this location >>> Tauren allies in your hand are [Instant] this turn until you play a Tauren ally.

Mulgore Deathwalker, 5, Horde (Ancients-136C)
Ally—Tauren Death Knight, 4 [Melee] / 5 Health
**Protector** <p> **Tribe:** When this or another Tauren ally enters play under your control, this ally may deal 2 melee damage to target damaged ally.

Mulgore Guardian, 2, Horde (Ancients-137C)
Ally—Tauren Paladin, 2 [Holy] / 4 Health
This ally can't attack. <p> **Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Muln Earthfury, 5 (Crown-169R)
Ally—Tauren Shaman, Muln (1), 5 [Nature] / 4 Health
**Harmonize**, **Protector** <p> When Muln enters play, reveal cards from the top of your deck equal to the number of cards with **Harmonize** you control. Put all revealed allies with cost 4 or more into your hand and the rest on the bottom of your deck.

Multi-Shot, 5, Hunter (Azeroth-41R, Citadel Raid-40R, Class-40R, Sylvanas-3R)
Instant Ability—Marksmanship
Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

Muluno Sunbreath, 3, Horde (Crown-115U)
Ally—Tauren Paladin, 2 [Holy] / 4 Health
At the start of your turn, this ally heals damage from target hero or ally equal to this ally's ATK.

Muradin, Bronzebeard Adventurer, 3, Alliance (Reign-89R)
Ally—Dwarf Warrior, Muradin (1), 2 [Melee] / 4 Health
**Protector** <p> Once per game: [Basic] (5), Say "For Khaz Modan!" >>> Muradin has +4 / +4, **Smash**, and **Spellshield**, until he leaves play.

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

Murozond, The Lord of the Infinite, 12 (Aspects Treasure-1E)
Monster Master Hero—Infinite Dragonkin Aspect, 2 [Arcane] / 42 Health
On your turn, if Murozond is in your hand: (3) >>> Remove Murozond from the game with twelve time counters on him. <p> On your turn, if Murozond is removed from the game: (2) >>> Remove a time counter from Murozond. <p> At the start of your turn, if Murozond has a time counter, remove a time counter from him. <p> When the last time counter is removed from Murozond, you may put him into play. <p> If Murozond is in play: The first time you would draw a card on your turn, search your deck for any card and put it into your hand instead.

Murphy Watson, 4, Horde (Horde DK-19C, Wrathgate-142C)
Ally—Undead Mage, 2 [Fire] / 4 Health
This ally has **Assault 3** while an ally is in your graveyard. *(He has +3 ATK on your turn.)*

Muzzle, 3 (Hogger-16C)
Monster Ally—Gnoll Warrior, 4 [Melee] / 3 Health

Myro Lumastis, 3, Alliance (Betrayal-79U)
Ally—Human Warlock, 3 [Fire] / 2 Health
**Unity**: When this ally enters play, if you control three or more Human allies, remove target opposing ally from the game. <p> When this ally leaves play, the owner of that removed ally puts that ally into play.

Mystery Goo (Alliance DK-32C, Alliance Druid-27C, Alliance Hunter-28C, Alliance Mage-28C, Alliance Priest-31C, Alliance Rogue-30C, Alliance Shaman-34C, Alliance Warlock-29C, 🛡 Alliance Druid-32C, Horde Druid-32C, Horde Hunter-31C, Horde Mage-31C, Horde Paladin-30C, Horde Priest-30C, Horde Shaman-29C, 🛡 Horde Mage-25C, Worldbreaker-265C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ability into your hand and the rest on the bottom of your deck.

Mystical Refreshment, 3, Mage (Elements-53R)
Ability—Arcane
Draw a card for each [Arcane] ally you control.

Naasi, 3, Alliance (Tomb-89C)
Ally—Draenei Paladin, 2 [Holy] / 4 Health
**Protector** *(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 ability, ally, or equipment you control. <p> When this ally enters play, you may destroy target ally or equipment with cost 4 or more.

Naga Royal Guard, 3 (Reign-145U)
Monster Ally—Naga Warrior, 0 [Melee] / 4 Health
**Monster Hero Required** <p> **Protector** <p> This ally has +3 ATK on opposing turns.

Naga Siren, 4 (Reign-146U)
Monster Ally—Naga Mage, 4 [Frost] / 3 Health
Exhaust two Monster heroes and/or allies you control >>> Exhaust target hero or ally.

Naisha, 2, Alliance (Reign-90R)
Ally—Night Elf Hunter, Naisha (1), 1 [Ranged] / 4 Health
As this ally enters play, name a card. <p> Opponents can't play cards with that name.

Nakistis, Exodar Armorer, 1, Alliance (Alliance Warrior-15C, Scourgewar-149C)
Ally—Draenei Warrior, 2 [Melee] / 1 Health
This ally has +1 / +1 while you control an armor.

Nala Stalks-the-Night, 4, Horde (Horde Mage-18U, Outland-179U)
Ally—Tauren Druid, 2 [Melee] / 4 Health
**Ferocity** *(This ally can attack immediately.)* <p> **Stealth** *(This ally can't be protected against.)*

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.)*

Nami Dabpox, 1, Alliance (Alliance Warlock-19C, Worldbreaker-153C)
Ally—Gnome Warlock, 1 [Fire] / 2 Health
**Elusive** *(This ally can't be attacked.)*

Nargle, Fang of the Swarm, 7 (Tomb-144E)
Monster Ally—Murloc Warrior, 5 [Melee] / 5 Health
At the end of an opponent's turn, remove this ally from the game. If you do, destroy all non-Murloc allies, then players put all Murloc allies from their graveyards into play.

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.

Nasala Silvertree, 3, Alliance (Aspects Treasure-36R)
Ally—Night Elf Druid, 0 [Melee] / 6 Health
At the start of each player's turn, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Nathar Wilderson, 1, Alliance (Elements-120C)
Ally—Worgen Druid, 1 [Arcane] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> **Aberration** *(Prevent all non-combat damage that would be dealt to this ally.)*

Natural Conduit, 3, Shaman (Class-100C, Drums-71C, Horde Shaman-11C)
Instant Ability—Elemental
Your hero deals 3 nature damage to target ally and heals 3 damage from itself.

Natural Purification, 1, Druid (Tomb-16R)
Ability—Restoration
Destroy target ability or equipment with cost less than or equal to the number of token allies you control.

Natural Selection, 3, Druid (Azeroth-27C, Horde Druid-8C)
Instant Ability—Restoration
Choose one: Your hero deals 3 nature damage to target hero or ally; or your hero heals 3 damage from target hero or ally.

Nature Resistance Totem, 3, Shaman (Worldbreaker-99U)
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health
Ongoing: When this card enters play, it deals 2 nature damage to target hero or ally. <p> Other friendly heroes and allies have **Nature Resistance** *(Prevent all nature ([Nature]) damage that would be dealt to them.)* <p> *(Totems can't attack.)*

Nature's Focus, 2, Druid (Alliance Druid-7C, Scourgewar-38C)
Instant Ability—Balance
Choose one: Your hero deals 4 nature damage to target ally; or your hero heals 4 damage from target hero.

Nature's Fury, 1, Druid (Worldbreaker-38R)
Instant Ability—Balance
Your hero deals X nature damage to target hero or ally, where X is the highest ATK among [Nature] cards you control.

Nature's Reach, 4, Druid (Elderlimb-8R, Gladiators-20R)
Ability—Balance
**Balance Talent** *(You can't put Feral Talents or Restoration Talents in your deck.)* <p> Ongoing: Ally tokens you control have +1 / +1. <p> (3), [Activate] >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Nautilus Ring, 4, DrHuRoSh (Throne-240U)
Equipment—Item, Ring (2)
You have no maximum hand size. <p> At the start of your turn, your hero heals damage from itself equal to the number of cards in your hand.

Naz'jar Harpooner, 2 (Throne-207C)
Monster Ally—Naga Hunter, 3 [Melee] / 1 Health
When this ally enters play, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Naz'jar Myrmidon, 3 (Elderlimb-20C, Throne-208C)
Monster Ally—Naga Warrior, 3 [Melee] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Naz'jar Sorceress, 2 (Throne-209C)
Monster Ally—Naga Mage, 1 [Frost] / 2 Health
[Activate] >>> Target ally can't attack this turn.

Nazuk Darkblood, 4, Horde (Throne-164C)
Ally—Orc Warlock, 5 [Shadow] / 3 Health
(2) >>> This ally has **Ferocity** this turn. *(It can attck immediately.)*

Nazzik, Timewalker Trickster, 4, Alliance, Horde (Betrayal-120R)
Ally—Goblin Rogue, 5 [Melee] / 3 Health
**Stealth** <p> When this ally deals combat damage to a defending hero, choose one: that hero's controller chooses and discards a card; or you draw a card. <p> If you control two or more allies that share a [Horde] or [Alliance] race, you may choose both.

Neboz Tombwex, 5, Horde (Worldbreaker-184U)
Ally—Goblin Death Knight, 4 [Melee] / 5 Health
**Protector** <p> On your turn: (5) >>> Put target equipment on the bottom of its owner's deck.

Necklace of Black Dragon's Teeth, 5, DkPaWa (Timewalkers Justice-10E)
Equipment—Item, Neck (1)
All allies have **Smash** and "This ally can attack only allies if able." <p> At the end of each turn, each player may choose an ally that was put into his graveyard from play this turn. Put those allies into play under their owners' control.

Necromancer, 3 (Reign-147U)
Monster Ally—Scourge Necromancer, 1 [Shadow] / 4 Health
At the start of your turn, you may remove target card in a graveyard from the game. If you do, put a 1 [Melee] / 1 [Health] Skeleton Monster ally token into play.

Necrotic Boneplate Gauntlets, 1, Death Knight (Aspects Treasure-64C)
Equipment—Armor—Plate, Hands (1), 0 DEF
When an ally is destroyed, you may add a +1 [DEF] counter to this armor.

Necrotic Strike, 3, Death Knight (Twilight-28U)
Instant Ability—Unholy
You pay (3) less to play this ability if an opposing hero or ally was healed this turn. <p> Your hero deals 3 shadow damage to target hero or ally.

Nefarian, 8 (Twilight-153R)
Ally—Black Dragonkin, Nefarian (1), 8 [Shadow] / 8 Health
When this ally enters play, put an 8 [Fire] / 8 [Health] Black Dragonkin ally token named Onyxia into play with Onyxia (1).

Neferset 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.)* <p> **Sentinel** *(When this ally exhausts for the first time 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** *(When this ally exhausts for the first time each turn, ready it.)*

Neferset Frostbringer, 4 (Tomb-127C)
Monster Ally—Tol'vir Mage Shaman, 3 [Frost] / 3 Health
**Sentinel** *(When this ally exhausts for the first time 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.)* <p> **Sentinel** *(When this ally exhausts for the first time 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 Shadowstalker, 6 (Tomb-132U)
Monster Ally—Tol'vir Hunter Warlock, 3 [Shadow] / 6 Health
**Sentinel** *(When this ally exhausts for the first time each turn, ready it.)* <p> When this ally attacks, another target hero or ally has +2 ATK this turn.

Neferset Shieldguard, 5 (Tomb-133U)
Monster Ally—Tol'vir Paladin Priest, 3 [Holy] / 5 Health
**Mend 1**, **Protector**, **Sentinel** *(When this ally exhausts for the first time each turn, ready it.)*

Nehru, Timewalker Hunter, 5, Alliance, Horde (Betrayal-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.

Neltharion the Earth-Warder, 1 (Ancients-192E)
Monster Ally—Black Dragonkin Aspect, Neltharion (1), 8 [Fire] / 8 Health
**Smash** <p> As Neltharion enters play, you may destroy five non-hero cards you control. If you do, he enters play. Otherwise, put him into his owner's graveyard. *(He doesn't enter play.)*

Neph'Lahim, 8 (Throne-195R)
Monster Ally—Ogre Warlock, Neph'Lahim (1), 8 [Shadow] / 8 Health
**Smash** *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)* <p> Other Ogre heroes and allies you control have **Assault 2** and **Smash**.

Neptulon, 10 (Throne-25E)
Monster Master Hero—Water Elemental Lord, 3 [Frost] / 38 Health
**Fire Resistance** <p> When your hero becomes Neptulon, reveal the top ten cards of your deck. Remove all revealed Frost and [Frost] cards from the game, and put the rest on the bottom of your deck. <p> **Tidal Surge:** Allies you control have +1 / +1 for each card removed this way.

Neptulon the Tidehunter, 7 (Elements-175E)
Ally—Water Elemental Lord, Neptulon (1), 6 [Frost] / 5 Health
Water Elementals you control have **Elusive**. <p> At the start of your turn, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> Exhaust a Water Elemental you control >>> Your hero heals 2 damage from target hero or ally.

Ner'zhul (Timewalkers-26)
Monster Hero—Orc Shaman, 28 Health
[Front]: **Ner'zhul's Ritual** <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> Once per
game: [Basic] (7) >>> Ready all allies you
control.

Nespirah, 8 (Throne-214R)
Monster Ally—Demigod, Nespirah (1), 9 [Melee]
/ 9 Health
If Nespirah would deal damage to an opposing
hero, she deals that much divided as you choose
among any number of opposing heroes and/or
allies instead.

Nessera Gildenrose, 3, Alliance (Elements-121C)
Ally—Night Elf Warrior, 2 [Melee] / 4 Health
(2) >>> Another target ally has **Assault 1** this
turn. *(It has +1 ATK on your turn.)*

Nether Balance, 5, Warlock (Throne-79R)
Ability—Demonology
Ongoing**:** When this ability enters play, your
hero deals 5 shadow damage to target ally. <p>
When an opposing ally is destroyed, you may
pay (2). If you do, put a 2 [Shadow] / 2 [Health]
Demon Skull Monster ally token into play.

Nether Blast, 1 (Dungeon Treasure-8C)
Ability
Ongoing: When a Warlock ally enters play under
your control or a friendly player's control, your
hero deals 1 shadow damage to target opposing
hero and heals damage from itself equal to the
damage dealt this way.

Nether Inversion, 3, Warlock (Worldbreaker-
109C)
Instant Ability—Affliction
Target ally has +3 / -3 this turn.

Nether Rip, 4, Warlock (Reign-53R)
Basic Ability—Demonology
**Portal**, **Portal**

Nether Vision, 1, Warlock (Aspects Treasure-
29C)
Ability—Demonology
Look at the top five cards of your deck. Choose
an ally from among them and reveal it. Put that
revealed ally into your hand and the rest on the
bottom of your deck.

Nethermaven Donna Chastain, 5, Alliance
(Alliance Priest-18C, Alliance Warlock-20C,
Wrathgate-125C)
Ally—Human Warlock, 3 [Shadow] / 6 Health
**Assault 3** *(This ally has +3 ATK on your turn.)*

Netherpocalypse, 5, Warlock (Ancients-60R)
Basic Ability—Destruction
Each opponent chooses one: Your hero deals 10
shadow damage to his hero; or destroy all
resources he controls; or destroy all abilities,
allies, and equipment he controls.

Nexus-Theif Asar (Tomb-3)
Monster Hero—Ethereal Rogue, 27 Health
[Front]: (8) >>> Flip Asar face down. <p> You
pay (8) less to flip Asar if an opposing hero was
dealt damage three or more times this turn.
[Back]: At the start of your turn, Asar deals 1
melee damage to target opposing hero for each
Monster hero and ally you control.
Deckbuilding: You can't put [Horde] or
[Alliance] cards in your deck.

Nibbler, 2 (Hogger-17C, Throne-189C)
Monster Ally—Murloc Rogue, 2 [Melee] / 2
Health
When this or another Murloc ally enters play
under your control, it deals 1 melee damage to
target opposing hero.

Nifflevar Bearded Axe, 4, HuRoSh (Aftermath
Crafted-6E)
Equipment—1H Weapon—Axe, Melee (1), 4
[Melee], 4 Strike
When your hero deals damage with this
weapon, you pay (4) less to complete your next
quest this turn.

Night Elf Arcanist, 3, Alliance (Betrayal-80C)
Ally—Night Elf Mage, 2 [Arcane] / 2 Health
**Haste 3** *(You pay (3) less to play this ally if an
ally you controlled dealt damage to an opposing
hero this turn.)*

Night Elf Bladedancer, 5, Alliance (Betrayal-
81C)
Ally—Night Elf Warrior, 5 [Melee] / 1 Health
**Haste 2** *(You pay (2) less to play this ally if an
ally you controlled dealt damage to an opposing
hero this turn.)* <p> **Elusive** *(This ally can't be
attacked.)*

Night Elf Grovewalker, 2, Alliance (Betrayal-
82C)
Ally—Night Elf Druid, 3 [Nature] / 2 Health
**Spellshield** *(This ally can't be targeted by
opponents.)*

Night Elf Moon Priestess, 4, Alliance (Betrayal-
83C)
Ally—Night Elf Priest, 5 [Holy] / 3 Health

Night Elf Ranger, 3, Alliance (Betrayal-84C)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
**Assault 2** *(This ally has +2 ATK on your turn.)*

Night Elf Swiftblade, 4, Alliance (Betrayal-85C)
Ally—Night Elf Rogue, 3 [Melee] / 3 Health
**Haste 2** *(You pay (2) less to play this ally if an
ally you controlled dealt damage to an opposing
hero this turn.)*

Nightbane, 10 (Betrayal-150E)
Monster Ally—Skeleton Dragonkin, Nightbane
(1), 10 [Fire] / 10 Health
When Nightbane enters play, he deals 10 fire
damage divided as you choose to any number of
target opposing heroes and allies.

Nightfall, X, Warlock (Ancients-61R)
Basic Ability—Affliction
**Affliction Talent** *(You can't put Demonology
Talents or Destruction Talents in your deck.)* <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.

Nightsaber Cub, 4 (Twilight-176U, Twilight
Loot-1L)
Ally—Cat, 4 [Melee] / 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**.

Nikka Blastbor, 1, Horde (Elements-141C, Horde
Druid-19C, Horde Hunter-21C, Horde Mage-19C,
Horde Paladin-20C, Horde Priest-16C, Horde
Warrior-16C)
Ally—Goblin Hunter, 2 [Arcane] / 1 Health

Nimanda, 5, Warlock (Ancients-62R)
Monster Ally—Succubus Demon, Pet (1), 3
[Shadow] / 3 Health
When this ally enters play, gain control of target
opposing ally. You control that ally while this
ally remains under your control, and that ally
can attack only heroes while you control it.

No Mercy, 5, Rogue (Betrayal-39R)
Basic Ability—Assassination Finishing Move
As an additional cost to play, remove up to five
[Rogue] abilities in your graveyard from the
game. <p> Destroy all opposing allies and
equipment with cost less than or equal to the
number of abilities removed this way.

Nocturnal Gaze, 4, DrRo (Timewalkers Justice-
3E)
Equipment—Armor—Leather, Head (1), 1 DEF
While you have no cards in your hand, your
hero has **Assault 2**.

No'Kaled, the Elements of Death, 3, Shaman
(Aspects Treasure-71R)
Equipment—1H Weapon—Axe, Melee (1), 5
[Melee], 5 Strike
When you strike with this weapon, add a surge
counter to it. <p> Allies you control have +2 ATK
for each surge counter on this weapon.

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 Scout, 3, Alliance (Caverns Treasure-
44C)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
When this ally enters play, you pay (3) less to
complete your next quest this turn.

Nordrassil, the World Tree (Crown-198R)
Location
[Activate] >>> Add a life counter to this location.
<p> On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <p> On your turn: [Activate], Remove three life counters from this location >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Northshire Cleric, 3, Alliance (Ancients-103C)
Ally—Human Priest, 4 [Holy] / 2 Health
**Unity:** While you control three or more Human allies, damage that would be dealt by heroes and allies you control is unpreventable.

Northshire Crusader, 2, Alliance (🛡 Alliance Priest-16C, Ancients-104C)
Ally—Human Paladin, 2 [Holy] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Northshire Guardian, 1, Alliance (Caverns Treasure-43C)
Ally—Human Paladin, 0 [Holy] / 3 Health
**Protector** <p> When an attacker deals combat damage to this ally, that attacking character can't ready during its controller's next ready step.

Nox the Lifedrainer, 7, Horde (Crown-116R)
Ally—Goblin Warlock, 0 [Shadow] / 0 Health
This ally has +1 / +1 for each damage on opposing heroes.

Noxious Trap, 3, Hunter (Elements-43R)
Instant Ability—Survival
**Trap** *(You may exhaust your defending hero rather than pay this ability's cost.)* <p> Your hero deals 3 nature damage to target attacker. Then, if that attacker has fatal damage, you may ready up to three resources you control.

Nozdormu the Timeless, 25 (Elements-22E)
Master Hero—Bronze Dragonkin Aspect, 1 [Melee] / 35 Health
You may pay up to (X) less to play Nozdormu, where X is the combined cost of cards you control. <p> When your hero becomes Nozdormu, if you control no ready resources, target player skips his next turn.

Nuada Windwaker, 5, Horde (Reign-106U)
Ally—Tauren  Shaman, 3 [Nature] / 4 Health
**Tribe**: When this or another Tauren ally enters play under your control, you may ready target hero or ally.

Numbing Cold, 1, Death Knight (Reign-5U)
Instant Ability—Frost
Interrupt target card if it has the same name as a card in its controller's graveyard.

Nurture, 3, Druid (Reign-12R)
Basic Ability—Restoration  Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has **Mend 2** if it's a hero.
<p> Attached character has +2 / +2 if it's an ally.
<p> When attached character is destroyed, you may put this ability from its owner's graveyard into play under your control attached to target hero or ally.

Nyala Shadefury, 3, Alliance (Ancients-105U)
Ally—Night Elf Warrior, 2 [Melee] / 2 Health
**Elusive** <p >Other Night Elf allies you control have **Assault 2**.

Obliterate, 2, Death Knight (Horde DK-8C, Scourgewar-28C)
Ability—Frost
Your hero deals 2 melee damage to target hero or ally, or 4 if you control a Disease.

Obliterating Trap, 3, Hunter (Tomb-23U)
Instant Ability—Survival
**Trap** *(You may exhaust your defending hero rather than pay this card's cost.)* <p> Destroy target attacking ally. If its cost is 4 or more, **Delve**.

Obsidia, 4 (Twilight-154R)
Ally—Black Dragonkin, Obsidia (1), 5 [Fire] / 4 Health
This ally has +1 / +1 for each other Black and Twilight Dragonkin you control.

Obsidian Colossus, 6 (Tomb-155R)
Monster Ally—Colossus, 7 [Melee] / 4 Health
**Protector** <p> If this ally would be destroyed, remove all damage from it, exhaust it, and add three stone counters to it instead. <p> At the start of your turn, remove a stone counter from this ally. If none remain, ready this ally. <p> While this ally has a stone counter on it, it can't ready and has **Invincible**. *(It can't leave play, be targeted, or be dealt damage.)*

Obsidian Drakonid, 4 (Twilight-155C)
Ally—Black Dragonkin, 4 [Fire] / 3 Health
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target ability.

Obsidian Drudge, 3 (Twilight-156C)
Ally—Black Dragonkin, 3 [Fire] / 2 Health
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target equipment.

Obsidian Enforcer, 5 (Twilight-157C)
Ally—Black Dragonkin, 4 [Fire] / 4 Health
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target [Horde] or [Alliance] ally.

Obsidian Pyrewing, 6 (Twilight-158C)
Ally—Black Dragonkin, 6 [Fire] / 4 Health
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target face-up resource.

Obsidian Skyterror, 5 (Twilight-159C)
Ally—Black Dragonkin, 5 [Fire] / 3 Health
When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target Dragonkin ally.

Obsidium Cleaver, 2, DkPaRoShWa (Tomb-190C)
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike
You pay (3) less to strike with this weapon while you control an ally with an ability attached to it.

Obsidium Executioner, 5, DkPaWa (Horde Paladin-24C, Twilight-200C)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike

Odo's Ley Staff, 3, DrMaPrLo (Dungeon Treasure-53C)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 3 Strike
When you draw a card, your hero heals 1 damage from target hero or ally.

Okumet, Herald of the Light, 5 (Tomb-134U)
Monster Ally—Tol'vir Paladin Priest, 4 [Holy] / 5 Health
**Empower Paladin**: When this ally enters play, if you control another Paladin hero or ally, prevent the next 3 damage that would be dealt to target hero or ally this turn.

Olaf Steelbreaker, 5, Alliance (Alliance DK-17C, Citadel Raid-63C, Class-147C, Scourgewar-150C)
Ally—Dwarf Warrior, 4 [Melee] / 6 Health
**Protector**

Old Bones, 4, Hunter (🛡 Alliance Hunter-9U, Azeroth-42U, Class-41U)
Ally—Bear, Pet (1), 4 [Melee] / 4 Health
This ally can protect your hero.

Olivia Demascas, Alliance (Elements-8)
Hero—Worgen Priest, 26 Health
[Front]: (4) >>> Flip Olivia face down.
[Back]: When a hero or ally you control deals shadow ([Shadow]) damage to an opposing hero, you may put the top two cards of that hero's controller's deck into his graveyard.

Onnekra Bloodfang, 1, Horde (Horde Mage-20C, Horde Warlock-18C, Worldbreaker-185C)
Ally—Orc Warlock, 2 [Fire] / 1 Health
**Ferocity** *(This ally can attack immediately.)* <p> This ally can attack only heroes.

Onslaught, 5, Warrior (Worldbreaker-119R)
Ability—Fury
Destroy all equipment.

Opal of the Secret Order, 3, DrMaPrShLo (Timewalkers Justice-11E)
Equipment—Item, Neck (1)
All cards and powers in all zones have [Basic] and lose and can't have [Instant]. <p> At the start of each player's turn, he may flip his hero face up.

The Opening of the Dark Portal (Betrayal-199C)
Quest
Pay (2) to complete this quest. <p> Reward: Choose a [Horde] or [Alliance] race, then reveal the top four cards of your deck. Put a revealed ally of the chosen race into your hand and the rest on the bottom of your deck.

Opportunity, 3, Rogue (Ancients-48R)
Basic Ability—Subtlety
**Subtlety Talent** *(You can't put Assassination Talents or Combat Talents in your deck.)* <p> Target an opposing hero or ally for each different cost among cards you control with cost 5, 4, 3, 2, and/or 1, starting with the highest. *(You can't target the same card twice.)* Your hero deals melee damage equal to that cost to that hero or ally, respectively.

Oppress, 2, Priest (Worldbreaker-77C)
Ability—Discipline
Destroy target ability. If you do, its controller discards a card.

Orb of Darkness, 4, DkPrLo (Reign-178U)
Equipment—Item
(1), [Activate] >>> Target opponent puts the top three cards of his deck into his graveyard unless he chooses and discards a card.

Orc Blackblade, 5, Horde (Betrayal-100C)
Ally—Orc Rogue, 5 [Melee] / 4 Health
**Bloodrush**: When this ally enters play, if an opposing hero has more damage on it than your hero, target opponent chooses and discards a card.

Orc Flamecaller, 6, Horde (Betrayal-101C)
Ally—Orc Mage, 6 [Fire] / 5 Health

Orc Grunt, 2, Horde (Betrayal-102C)
Ally—Orc Warrior, 2 [Melee] / 2 Health
**Bloodrush**: While an opposing hero has more damage on it than your hero, this ally has **Ferocity**. *(It can attack immediately.)*

Orc Necrolyte, 4, Horde (Betrayal-103C)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally enters play, it deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

Orc Peon, 1, Horde (Betrayal-104C)
Ally—Orc Peon, 1 [Melee] / 1 Health
When this ally enters play, you may turn a face up resource you control face down. If you do, target ally has +2 ATK this turn.

Orc Raider, 1, Horde (Reign-107C)
Ally—Orc Warrior, 2 [Melee] / 1 Health
[Basic] (1) >>> Exhaust target hero or ally.

Orc Shaman, 4, Horde (Reign-108C)
Ally—Orc Shaman, 3 [Nature] / 5 Health
[Basic] (3) >>> Heroes and allies you control have +2 ATK while attacking heroes this turn.

Organic Lifeform Inverter, 4, HuRoSh (Twilight-201U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 0 Strike
When this weapon is destroyed, you may destroy target ally.

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 he controls for each damage dealt.

Orgrimmar Heartstriker, 3, Horde (Ancients-138C)
Ally—Orc Rogue, 2 [Melee] / 2 Health
**Bloodrush:** When this ally enters play, if an opposing hero has more damage on it than your hero, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior 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, DkDrHuMaPaPrRoShLoWa (Ancients-216U)
Equipment—Item, Tabard (1)
[Basic] (3), [Activate] >>> Your hero deals 4 melee damage to target opposing hero. You pay (1) less to use this power for each Orc ally you control.

Orkahn of Orgrimmar, 4, Horde (Worldbreaker-186U)
Ally—Orc Warrior, 3 [Melee] / 4 Health
**Protector** <p> When this ally enters play, you may put target equipment from your graveyard into your hand.

Orono the Great, 4, Alliance (Alliance Paladin-16U, Alliance Priest-19U, Class-148U, Drums Starter-3U)
Ally—Draenei Shaman, 4 [Melee] / 4 Health

Orox Darkhorn, 2, Horde (Ancients-141U)
Ally—Tauren Priest, 1 [Shadow] / 4 Health
**Tribe:** When this or another Tauren ally enters play under your control, you may remove the top card of target player's deck from the game.

Oruk Starstorm, 3, Horde (Horde Druid-20C, Horde Priest-17C, Horde Rogue-19C, Worldbreaker-187C)
Ally—Tauren Druid, 4 [Arcane] / 3 Health

Outbreak, 4, Death Knight (Alliance DK-9R, Elements-29R)
Ability—Unholy
Opposing allies have -X / -X this turn, where X is the cost of a Disease you control.

Overload, 2, Mage (Crown-24U)
Instant Ability—Arcane
Interrupt target ally.

Overpowered Chicken Splitter, 4, HuRo (Tomb-191C)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 4 Strike
When this weapon enters play, you pay (4) less to strike with it this turn.

Overwhelm, 2, Death Knight, Druid (Crown-60U)
Ability—Unholy Balance
Ongoing: On your turn: (2), [Activate] >>> Put a token copy of target token ally you control into play. <p> On your turn: (2), [Activate] >>> Token allies you control have +1 ATK this turn.

Ozumat, 8 (Throne-215E)
Monster Ally—Leviathan, Ozumat (1), 8 [Shadow] / 7 Health
**Ferocity**, **Eternal** *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> When Ozumat becomes targeted by an opposing card or effect, he deals 10 shadow damage to that opponent's hero.

Pacify, 4, Priest (Caverns Treasure-21R)
Basic Ability—Discipline Attachment
Attach to target ally. <p> Ongoing: You control attached ally. <p> Attached ally can't attack.

Packleader Ivar Bloodfang, 6, Alliance (Dungeon Treasure-14U)
Ally—Worgen Warrior, Ivar (1), 3 [Melee] / 6 Health
**Aberration** <p> Once per turn: Growl >>> Allies you control have **Assault 2** this turn.

Pandaren Brewmaster, 5 (Reign-164R)
Ally—Pandaren Monk, 5 [Melee] / 5 Health
When this ally enters play— <p> If your hero has less remaining health than an opposing hero, this ally heals 5 damage from your hero. <lb> If you control fewer allies than an opponent, this ally deals 1 melee damage to all opposing allies. <lb> If you have fewer cards in hand than an opponent, draw a card.

Paralyzing Strike, 1, Rogue, Warrior (Crown-61U)
Ability—Combat Arms
Exhaust target hero, ally, or equipment. It can't ready during its controller's next ready step.

Parexia, Herald of the Shadows, 5, Horde (Throne-165U)
Ally—Goblin Priest, 3 [Shadow] / 5 Health
**Empower Priest:** When this ally enters play, if you control another Priest hero or ally, target opponent discards two random cards.

Parvink, 3, Alliance (Alliance Priest-20C, ⚜ 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.)* <p> When this ally enters play, draw a card.

Path of Frost, 0, Death Knight (Alliance DK-10C, Worldbreaker-29C)
Ability—Frost
Put target ally from your graveyard on top of your deck.

Path of the Damned (Reign-193C)
Quest
Pay (1) to complete this quest. <p> Reward: Target player puts the top three cards of his deck into his graveyard.

The Path to the Dragon Soul (🏵 Alliance Rogue-25C ,Ancients-237C, 🏵 Horde DK-24C)
Quest
Pay (1) to complete this quest. <p> Reward: Draw a card, then choose and discard a card.

Patricia Potter, 3, Alliance (Alliance DK-18C, Alliance Priest-21C, Alliance Warlock-21C, Alliance Warrior-16C, Elements-122C)
Ally—Human Warlock, 4 [Fire] / 3 Health

Pauldrons of Roaring Flame, 3, DkPaWa (Tomb-172C)
Equipment—Armor—Plate, Shoulder (1), 2 DEF
(2) >>> Your hero has **Protector** this turn. *(It may exhaust to become the defender when an opposing hero or ally attacks.)*

Peerless Guard, 1, Warrior (Elements-100C)
Instant Ability—Protection
The next time combat damage would be dealt to target defending ally you control this turn, it's dealt to your hero instead. Draw a card.

Pendant of Quiet Breath, 3, DkPaWa (Worldbreaker Badge-3E)
Equipment—Item, Neck (1)
At the end of your turn, if your hero didn't attck this turn, add a tactics counter to this item. <p> Your hero has **Assault 1** for each tactics counter.

Perdition's Blade, 2, RoShWa (Class-219R, Horde Rogue-24R, Molten Core-25R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
When this weapon enters play, your hero deals 1 fire damage to target hero or ally.

The Perforator, 4, RoSh (Elements-200R)
Equipment—1H Weapon—Fist, Melee (1), 0 [Melee], 0 Strike
This weapon has +X ATK, where X is the highest cost among Dragonkin allies you control.

Periwinkle Cloak, 3, MaPrLo (Throne-223U)
Equipment—Armor—Cloth, Back (1), 1 DEF
On your turn: (2), [Activate] >>> Choose one: Each player discards a card; or each player draws a card.

Permafrost, 4, Mage (Reign-24R)
Basic Ability—Frost
**Frost Talent** *(You can't put Arcane Talents or Fire Talents in your deck.)* <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to each opposing hero for each ready non-hero card that it's controller controls.

Pernicious Poison, 2, Rogue (Alliance Rogue-8U, Drums-63U)
Instant Ability—Poison
Attach to target hero or ally that your hero dealt combat damage to this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character.

Peroth'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.

Peroth'arn's Belt, 3, DrRo (Caverns Treasure-58U)
Equipment—Armor—Leather, Waist (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> Target hero or ally has **Stealth** this turn.

Persuasive Resurrection, 7, Priest (Aspects Treasure-18R)
Ability—Holy
Ongoing: At the start of your turn, you may put target ally from an opponent's graveyard into play under your control.

Peter 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.

Petreus Roffe, 3, Alliance (Alliance DK-19C, Alliance Priest-22C, 🏵 Alliance Priest-17C, Citadel Raid-64C, Class-150C, Scourgewar-151C)
Ally—Human Paladin, 3 [Holy] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Phantom Armor, 3, DkPaWa (Dungeon Treasure-40C)
Equipment—Armor—Plate, Chest (1), 6 DEF
This armor can prevent only melee ([Melee]) damage.

Philosopher Kirilenko, 7, Alliance (Tomb-90U)
Ally—Human Paladin, 4 [Holy] / 7 Health
**Protector** <p> When this ally enters play, if your hero has 15 or more damage on it, this ally heals 7 damage from your hero.

Phoenix, 4, Mage (Reign-25R)
Monster Ally—Phoenix Elemental, Pet (1), 6 [Fire] / 3 Health
When this ally enters play, it deals 1 fire damage to each opposing hero and ally. <p> When your hero deals fire ([Fire]) damage while this ally is in your graveyard, you may put this ally from your graveyard into your hand.

Piercing Shots, 2, Hunter (Betrayal-17R)
Basic Ability—Marksmanship
**Marksmanship Talent** *(You can't put Beast Matsery 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 (🏵 Alliance Warlock-1U)
Hero—Worgern Warlock, 28 Health
[Basic] (3), Flip Pierson >>> Pierson deals 2 shadow damage to target ally and heals 2 damage from himself.

Pit Lord's Destroyer, 4, DkPaWa, (Ancients-227C)
Equipment—2H Weapon—Mace, Melee (1), 2 [Melee], 3 Strike
When your hero deals combat damage with this weapon, if you control a Monster hero or ally, you may add a +1 ATK counter to this weapon.

Pithran Mithrilshot, 5, Alliance (Alliance Hunter-18U, Dark Portal-185U)
Ally—Dwarf Hunter, 3 [Ranged] / 1 Health
**Elusive** *(This ally can't be attacked.)* <p> **Long-Range** *(When this ally attacks, defenders deal no combat damage to it.)*

Pixia Darkmist, 5, Alliance (Worldbreaker-155C)
Ally—Gnome Death Knight, 4 [Melee] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> Your hero has **Protector**.

Plagued Mind, 3, Death Knight (Throne-31U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: When attached hero's controller draws a card, your hero deals 1 shadow damage to attached hero.

Plainswatcher Taro, 7, Horde (Class Promo-8R, Honor-140R)
Ally—Tauren Warrior, 5 [Melee] / 5 Health
**Protector** <p> While you control four or more cards in play with the same name, you may play this ally without paying his cost.

Platinum Shield of the Valorous, 3, PaShWa (Legion-266U, Murkdeep-19U)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
This armor has +1 [DEF] for each face-down resource you control.

Poison Bomb, 5, Rogue (Throne-67R)
Ability—Assassination
Your hero deals 3 nature damage to each opposing hero and ally. <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 1 [Melee]
/ 1 [Health] Treant 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 the Well, 2, Rogue (Crown-39U)
Instant Ability—Assassination
Destroy all allies with cost 2 or less. *(Token
allies have a cost of 0.)*

Poisonfire Greatsword, 3, DkPaWa (Elements-
199R)
Equipment—2H Weapon—Sword, Melee (1), 2
[Nature], 2 Strike
Exhaust an ally you control >>> This weapon
has +2 ATK this turn.

Polished Breastplate of Valor, 3, DkPaWa
(Worldbreaker-222R)
Equipment—Armor—Plate, Chest (1), 3 DEF
(3) >>> Add a +1 [DEF] counter to target armor
you control. <p> **Stash** *(As this enters your
resource row, you may have it enter face up.
Immediately turn it face down.)*: Add a +1 ATK
counter to target weapon you control.

Polished Helm of Valor, 2, DkPaWa (Twilight-
181R)
Equipment—Armor—Plate, Head (1), 2 DEF
If this armor has three or more heirloom
counters: [Activate] >>> Allies you control have
**Assault 3** this turn. <p> **Stash**: Add an heirloom
counter to target equipment you control.

Polished Spaulders of Valor, 4, DkPaWa
(Elements-184R)
Equipment—Armor—Plate, Shoulder (1), 2 DEF
You pay (1) less to play equipment, and an
additional (1) less for each heirloom counter on
this armor, to a minimum of (1). <p> **Stash**: Add
an heirloom counter to target equipment you
control.

Polymorph, 2, Mage (Alliance Mage-10C,
Azeroth-58C, Class-55C, Horde Mage-11C)
Ability—Arcane
Attach to target ally. <p> Ongoing: Attached ally
can't attack or protect, loses and can't have
powers, and is also a Sheep.

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.

Potentate's Letter Opener, 3, DrMaPrShLo
(Throne-251U)
Equipment—1H Weapon—Dagger, Melee (1), 1
[Fire], 4 Strike
On your turn: (3), [Activate], Exhaust your hero
>>> Your hero deals 2 fire damage to target
hero or ally.

Power, 1 (Tomb-71C)
Ability
Attach to target ally. <p> Ongoing: Attached ally
has +2 ATK.

Power Generator Hood, 2, MaPrLo (Crown-
173C)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, **Delve**. *(Look at
the top two cards of your deck. Put any number of
them on top of your deck in any order, and the
rest on the bottom.)*

Power Word: 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: Bravery, 4, Priest (Reign-34R)
Basic Ability—Discipline
Ongoing: Double the [Health] of all friendly
allies.

Power Word: Endurance, 4, Priest (Elements-
69U)
Ability—Discipline
Ongoing: Friendly heroes and allies have +2
[Health].

Power Word: Preservation, 1, Priest
(Worldbreaker-78C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally
has -3 / +3.

Power Word: Purity, 1, Priest (Throne-61C)
Instant Ability—Holy
Attach to target ally, and your hero heals all
damage from it. <p> Ongoing: Attached ally has
+2 [Health] and **Mend 2**. *(At the start of your
turn, it may heal 2 damage from target hero or
ally.)*

Power Word: 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: 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: Spirit, 2, Priest (Betrayal-34R)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing:
When attached ally deals combat damage to a
hero, put a 2 [Holy] / 2 [Health] Spirit ally token
into play with **Absorb**.

Power Word: Tenacity, 3, Priest (🛡 Alliance
Priest-4R, Ancients-39R)
Instant Ability—Discipline Attachment
Attach to target ally. <p> Ongoing: Attached ally
has +10 [Health].

Power Word: Vigor, 2, Priest (Alliance Priest-8C,
Horde Priest-9C, Scourgewar-74C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally
has +5 [Health].

Power Word: Vitality, 0, Priest (🛡 Alliance
Priest-5C, Throne-62U)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing:
Attached ally has +3 [Health].

Prayer of Fortitude, 6, Priest (Horde Priest-10R,
Legion-74R)
Ability—Discipline
Ongoing: Heroes and allies you control have +5
[Health].

Prayer of the Ages, 7, Priest (Betrayal-35R)
Basic Ability—Holy
**Rift** *(Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ability for each ally you
control of the chosen race.)* <p> Put target ally
from your graveyard into play.

Prazo Whiptrick, 3, Horde (Throne-166C)
Ally—Goblin Rogue, 3 [Melee] / 2 Health
You pay (3) less to play this ally if you played an
equipment this turn.

Preserve and Protect, 1 (Crown-71R)
Instant Ability
**Empower Paladin**: If you control a Paladin
hero or ally, allies you control have **Protector**
this turn. <p> **Empower Priest**: If you control a
Priest hero or ally, prevent all combat damage
that would be dealt to defending allies you
control this turn.

Prey on the Weak, 2, Rogue (🛡 Alliance Rogue-
9C, Class-87C, Dark Portal-85C, Horde Rogue-
11C)
Instant Ability—Assassination
Destroy target ally with cost 4 or less.

Priestess Katianna, 2, Alliance (Alliance Priest-
23U, Class-151U, Drums Starter-4U)
Ally—Night Elf Priest, 2 [Shadow] / 3 Health
**Elusive** *(This ally can't be attacked.)*

Priestess of Horror, 2 (Reign-148C)
Monster Ally—Shivarra  Demon, 3 [Shadow] / 2 Health
**Absorb** *(When this ally deals combat damage to a hero, she heals that much damage from your hero)*

Priestess of Ruin, 5 (Reign-149C)
Monster Ally—Shivarra  Demon, 5 [Shadow] / 2 Health
When this ally enters play, **Portal**. *(Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.)*

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 Madness, 5, Druid (Tomb-17R)
Instant Ability—Feral, Form (1)
**Feral Talent** *(You can't put Balance Talents or Restoration Talents in your deck.)* <p> Ongoing: Your hero has **Assault 3**, **Mend 3**, **Protector** and **Stealth**. <p> At the end of your turn, you may ready your hero.

Primal Strike, 1, Shaman (Alliance Shaman-10C, ⚔ Alliance Shaman-7C, Twilight-83C)
Instant Ability—Enhancement
Target ally or weapon has +3 ATK this turn.

Prince 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 Malchezaar, 6 (Betrayal-151E)
Monster Ally—Eredar Demon Warlock, Malchezaar (1), 4 [Melee] / 7 Health
At the start of your turn, reveal the top card of your deck. If its cost is odd, you may play it without paying its cost. Otherwise, put a 6 [Fire] / 6 [Health] Infernal Demon Monster Ally token into play.

Prince Xavalis, 3 (Crown-147E)
Monster Ally—Satyr Demon Rogue, Xavalis (1), 4 [Shadow] / 3 Health
At the end of your turn, if an opposing hero has 15 or more damage on it, put a 1 [Shadow] / 1 [Health] Terror Fiend Demon Monster ally token into play with "When this ally deals combat damage to a hero, destroy that hero."

Prized Beastmaster's Mantle, 4, HuSh (Worldbreaker-223R)
Equipment—Armor—Mail, Shoulder (1), 1 DEF
Non-[Horde], non-[Alliance] allies you control have +3 [Health]. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Your hero heals 3 damage from target non-[Horde], non-[Alliance] ally you control.

Proto-Handler's Gauntlets, 2, HuSh (Twilight-182C)
Equipment—Armor—Mail, Hands (1), 1 DEF
As this armor enters play, choose one of the following: Black, Blue, Bronze, Green, Red, or Twilight. <p> Dragonkin you control are also the chosen color.

Prototype Reaper, 3 (Dungeon Treasure-36C)
Monster Ally—Mechanical Reaper, 1 [Melee] / 1 Health
When this ally enters play, leaves play, exhausts, or readies, it may deal 1 melee damage to target ally.

Psychic Duress, 4, Priest (Caverns Treasure-22U)
Basic Ability—Shadow  Attachment
Attach to target hero, and put three coercion counters on this ability. <p> Ongoing: At the start of your turn, attached hero's controller may discard a card. If he does, remove a coercion counter from this ability. Otherwise, your hero deals 1 shadow damage to attached hero for each coercion counter on this ability.

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 Screech, 2, Priest (Throne-63U)
Instant Ability—Shadow
Put target ally into its owner's hand. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Psychic Wail, 1, Priest (Worldbreaker-80U)
Ability—Shadow
Target player puts an ally he controls into its owner's hand. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Exhaust target resource.

Pterrordax Hatchling, 2 (Timewalkers Crafted-9E)
Monster Ally—Pterrordax Beast, 1 [Melee] / 4 Health
At the start of your turn, choose one at random: Slicing Wind; Ancient Blessing; or Lift-Off.<p>Slicing Wind — This ally deals 1 melee damage to each of up to three target allies.<lb>Ancient Blessing — This ally heals 1 damage from each ally you control.<lb>Lift-Off — Remove this ally from the game. At the start of your next turn, put it into play, and it has +2 ATK and **Ferocity** this turn.

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.

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.

Pygmy Firebreather, 3 (Tomb-156C)
Monster Ally—Pygmy Mage, 3 [Fire] / 3 Health
**Empower Monster**: When this ally enters play, if you control another Monster hero or ally, draw a card.

Pygmy Pyramid, 4 (Tomb-157E)
Monster Ally—Pygmy, 3 [Melee] / 3 Health
**Monster Hero Required** <p> **Elusive**, **Mend 2**, **Protector** <p> When this ally is destroyed, put three 1 [Melee] / 1 [Health] Pygmy Monster ally tokens into play, the first with **Elusive**, the second with **Mend 2**, and the third with **Protector**.

Pyroclastic Consumption, 5, Mage (Drums-39R, ⚔ Horde Mage-9R)
Basic Ability—Fire Attachment
Attach to target hero. <p> Ongoing: When attached hero is dealt fire or [Fire] damage, add an inferno counter. <p> At the start of your turn, your hero deals 1 fire damage to attached hero for each inferno counter.

Pyromancer Davins, 6, Alliance (Worldbreaker-156R)
Ally—Worgen Warlock, 5 [Fire] / 7 Health
**Aberration** <p> (1) >>> Target friendly ally has +2 / -2 this turn. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Target friendly ally has +2 / -2 this turn.

Pyromaniac, 10, Mage (Twilight-51R)
Ability—Fire
**Fire Talent** *(You can't put Arcane Talents or Frost Talents in your deck.)* <p> You pay (1) less to play this ability for each [Fire] card you control. <p> Your hero deals 10 fire damage to target hero or ally.

Pythisss, Herald of Frost, 5 (Tomb-150U)
Monster Ally—Naga Mage, 3 [Frost] / 5 Health
**Empower Mage**: When this ally enters play, if you control another Mage hero or ally, you may draw two cards.

Queen Azshara (Timewalkers-27)
Monster Hero—Night Elf Mage, 25
[Front]: **Whims of Azshara** <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.

Quel'Serrar, 3, Warrior (Betrayal-184C)
Equipment—1H Weapon—Sword, Melee (1), 2
[Melee] / 2 Strike
Your hero has +5 [Health].

Quick Trap, 2, Hunter (Crown-18U)
Instant Ability—Survival
**Trap** *(You may exhaust your defending hero
rather than pay this card's cost.)* <p> Your hero
deals 3 melee damage to target attacking ally.

Quillbeast, 5 (Reign-150C)
Monster Ally—Quillbeast Beast, 3 [Melee] / 3
Health
**Long-Range** *(Defenders deal no combat damage
to this ally.)*

Ra'chee, 1, Horde (Dark Portal-230C, Horde
Priest-18C)
Ally—Troll Priest, 1 [Holy] / 2 Health
When this ally enters play, he heals 2 damage
from target hero or ally.

Raezi, 4, Horde (Crown-117C)
Ally—Troll Shaman, 3 [Melee] / 5 [Health]
**Harmonize** *(You pay (1) less to play allies with
printed cost 4 or more.)*

Rage of the Elements, 1, Shaman (Crown-43U)
Ability—Enhancement
Attach to target ally. <p> Ongoing: Attached ally
has **Assault 2** and **Smash**. *(If it would deal more
than fatal combat damage to a defending ally, it
deals the rest to that ally's controller's hero.)* <p>
When attached ally is destroyed, if it was a
Monster, put this ability from the graveyard into
it's owner's hand.

Ragespike, 1 (Tomb-145C)
Monster Ally—Murloc Shaman, 0 [Natur] / 1
Health
This an other Murloc allies you control have
**Assault 1**. *(They have +1 ATK on your turn.)*

Raging Blow, 9, Warrior (Ancients-68R)
Basic Ability—Fury
**Fury Talent** *(You can't put Arms Talents or
Protection Talents in your deck.)* <p> Your hero
deals 15 melee damage to target opposing hero.

Raging Earth Elemental Totem, 4, Shaman
(Caverns Treasure-29U)
Ability Ally—Elemental, Earth Totem (1), 0
[Melee] / 2 Health
Ongoing: When this Totem enters play, put two
2 [Melee] / 1 [Health] Earth Elemental ally
tokens into play. <p> Other [Melee] allies you
control have **Protector**.

Raging Shout, 3, Warrior (Worldbreaker-120U)
Ability—Fury Shout
Ongoing: Allies you control have **Assault 1**. <p>
**Stash** *(As this enters your resource row, you may
have it enter face up. Immediately turn it face
down.)*: Your hero has **Assault 1** this turn.

Raging Stance, 3, Warrior (Aspects Treasure-
30R)
Ability—Fury, Stance (1)
Ongoing: Your hero has **Two-Handed Dual
Wield**. (Your hero has **Dual Wield**. One or both
weapons you control can be Two-Handed. You
can control a Two-Handed weapon and an Off-
Hand equipment.) <p> You can't complete
quests or play abilities, allies, armor, or items.
<p> You pay (2) less to strike with weapons.
<p> (4), [Activate] >>> Ready your hero and all
weapons you control.

Ragnaros the Firelord, 7 (Elements-173E)
Ally—Fire Elemental Lord, Ragnaros (1), 5
[Fire] / 6 Health
Fire Elementals you control have **Ferocity**. <p>
At the start of your turn, put a 2 [Fire] / 1
[Health] Fire Elemental ally token into play. <p>
Destroy a Fire Elemental you control >>> This
ally deals 1 fire damage to target hero or ally.

Raise the Dead, 2, Death Knight (⚜ Horde DK-
8C, Tomb-13C)
Basic Ability—Unholy
Put a 3 [Melee] / 3 [Health] Ghoul ally token
into play.

Raja'sul the Relentless, Horde (⚜ Horde
Warrior-1U)
Hero—Troll Warrior, 30 Health
[Basic] (4), Flip Raja'sul >>> Heroes and allies
you control have +1 ATK this turn.

Rajh, Construct of the Sun, 3,
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**.

Rakala Deathsmash, 3, Horde (Twilight-146C)
Ally—Orc Death Knight, 4 [Melee] / 2 Health
When this ally is destroyed, target opposing ally
has -3 ATK this turn.

Rakzi the Earthgraced, 2, Horde (Elements-
142R)
Ally—Goblin Shaman, 1 [Nature] / 4 Health
This ally has **Assault 1** for each equipment you
control. <p> **Stash**: Target weapon you control
has **Assault 1** this turn.

Rallying Cry of the Dragonslayer, 1 (Throne-
93C)
Ability
Attach to target ally. <p> Ongoing**:** Attached ally
has +1 / +1.

Rallying Swarm, 1, Warrior (Throne-87R)
Ability—Arms
Ongoing**:** If an equipment entered play under
your control this turn: [Activate] >>> Search
your deck for an Unlimited Murloc and put it
into play.

Ramaladni's Blade of Culling, 4, DkPaWa
(Worldbreaker-244R)
Equipment—2H Weapon—Axe, Melee (1), 7
[Melee], 2 Strike
Opposing heroes and allies have **Protector**.

Rampaging Furbolg, 1 (Ancients-194C)
Monster Ally—Furbolg Warrior, 1 [Melee] / 3
Health
When this ally enters play, put the top two cards
of target player's deck into his graveyard.

Randipan, 3, Alliance (Alliance Rogue-17U,
Azeroth-213U, Class-152U)
Ally—Gnome Rogue, 2 [Melee] / 2 Health
When this ally deals combat damage to a
defending hero, draw a card.

Rantuko Grimtouch, 1, Horde (Horde DK-20C,
Knight-18C)
Ally—Tauren Death Knight, 1 [Shadow] / 2
Health
When this ally readies, he deals 1 shadow
damage to each opposing ally.

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] Treant ally tokens into play.
<p> This ally has +1 ATK for each token ally you
control.

Ravenous Bite, 2, Hunter (⚜ Alliance Hunter-
10C, Azeroth-44C)
Instant Ability—Beast Mastery
Target ally has +3 ATK this turn. <p> Target ally
has -3 ATK this turn.

Ravenous Frenzy, 3, Hunter (Reign-18C)
Instanr Ability—Beast Mastery
Target ally has +4 ATK this turn. <p> Target ally
has -4 ATK this turn.

Ravenous Furbolg, 2 (Betrayal-152C)
Monster Ally—Furbolg Hunter, 3 [Melee] / 2
Health
When this ally attacks, target player puts the top
card of his deck into his graveyard.

Rawrbrgle (Throne-24)
Monster Hero—Murloc Warrior, 30 Health
[Front]: (8) >>> Flip Rawrbrgle face down. <p>
You pay (8) less to flip Rawrbrgle if you control
five or more Murloc allies.
[Back]: Monster allies you control have +1 / +1.
Deckbuilding: You can't put [Horde] or
[Alliance] cards in your deck.

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 Lout, 6, Horde (Caverns Treasure-
49C)
Ally—Orc Rogue, 6 [Melee] / 3 Health
[1] >>> Remove this ally from combat.

Razor Hill Spiritseer, 2, Horde (Ancients-143C)
Ally—Orc Shaman, 2 [Frost] / 2 Health
**Bloodrush**: While an opposing hero has more
damage on it than your hero, this ally has
**Assault 2**. *(She has +2 ATK on your turn.)*

Raztu'jor, 4, Horde (Class-191C, Horde Priest-
19C, Scourgewar-187C)
Ally—Troll Warrior, 5 [Melee] / 3 Health
When this ally attacks, you may destroy target
weapon.

Reanimator's Hacker, 4, DkHuShWa (Horde DK-
26U, Horde Shaman-24U, 🔱 Horde Warrior-
21U, Scourgewar-241U)
Equipment—1H Weapon—Axe, Melee (1), 3
[Melee], 2 Strike
(2), Destroy this weapon >>> Put target ally
from your graveyard into your hand.

Reawakening, 5, Druid (Worldbreaker-39R)
Ability—Restoration
Put any number of [Nature] allies from your
graveyard into your resource row face down
and exhausted.

Rebirth, 5, Druid (Horde Druid-9U, Illidan-31U,
Twilight-33U)
Instant Ability—Restoration
Put target ally card from your graveyard into
play if its cost is less than or equal to the
number of resources you control.

Reckless Fireball, 2, Mage (Ancients-28U)
Basic Ability—Fire
Your hero deals 4 fire damage to target
opposing hero or ally. That character's
controller may discard a card from his hand. If
he does, his hero deals 4 fire damage to target
hero or ally of his choice.

Reclaimed Ashkandi, 3, DkPaWa (Crown-188R)
Equipment—2H Weapon—Sword, Melee (1), 4
[Melee] / 0 Strike
Play only if you control three or more
equipment. <p> Your hero has **Smash**.

Red Rider Air Rifle, 5,
DkDrHuMaPaPrRoShLoWa (Holiday 🦃-1R)
Equipment—Weapon—Gun, Ranged (1), 1
[Ranged], 2 Strike
**Long-Range** <p> This weapon enters play with
two eye counters. <p> This weapon has +2 ATK
for each eye counter on it. <p> When you strike
with this weapon, reveal the top card of your
deck. If it has an odd cost, remove an eye
counter from this weapon.

Redeeming Dispel, 2, Priest (🔱 Alliance Priest-
6C, Ancients-40C)
Instant Ability—Discipline
Choose one: Destroy target ability; or put target
ally from your graveyard into your hand.

Rejuvenation, 2, Druid (Worldbreaker-40C)
Instant Ability—Restoration
Attach to target hero. <p> Ongoing: Attached
hero has **Mend 2**. *(At the start of your turn, it
may heal 2 damage from target hero or ally.)*

Rekwa Proudhorn, Horde (Worldbreaker-16)
Hero—Tauren Paladin (Retribution), 30 Health
[Front]: (2) >>> Flip Rekwa face down.
[Back]: Damage that Rekwa and allies you
control would deal is unpreventable.

Remulos, Son of Cenarius, 4 (Crown-157R)
Monster Ally—Keeper of the Grove Druid,
Remulos (1), 4 [Nature] / 4 Health
**Harmonize** <p> When Remulos or another ally
with cost 4 or more enters play under your
control, you may put a 1 [Melee] / 1 [Health]
Treant ally token into play.

Rend, 1, Warrior (Alliance Warrior-7C, Azeroth-
146C, Horde Warrior-7C)
Instant Ability—Arms
Attach to target hero or ally. <p> Ongoing: At
the start of your turn, your hero deals 1 melee
damage to attached character.

Rend and Tear, 4, Druid (Elements-36R)
Instant Ability—Feral Cat Form, Form (1)
**Feral Talent** *(You can't put Balance Talents or
Restoration Talents in your deck.)* <p> Ongoing:
When this ability enters play, your hero deals 1
melee damage to each of up to three target
opposing heroes and/or allies. <p> Your hero
has **Assault 2** for each damaged opposing
character.

Renshol, Herald of Nature, 6 (Tomb-158U)
Monster Ally—Keeper of the Grove Druid, 4
[Nature] / 4 Health
**Empower Druid**: When this ally enters play, if
you control another Druid hero or ally, this ally
heals 3 damage from target friendly hero or ally.
Then put a 1 [Melee] / 1 [Health] Treant ally
token into play for each damage healed this
way.

Renzo Soulfang, 3, Alliance (Tomb-91R)
Ally—Worgen Warlock, 1 [Shadow] / 6 Health
At the start of your turn, if you control fewer
resources than each opponent, this ally deals 3
shadow damage to each opposing hero and
heals 1 damage from your hero for each damage
dealt this way.

Reoccupation (Throne-256U)
Quest
On your turn: Pay (2) to complete this quest.
<p> Reward: Shuffle your graveyard into your
deck, then remove all cards in each opponent's
graveyard from the game.

Repentance, 2, Paladin (Horde Paladin-9R,
Worldbreaker-69R)
Instant Ability—Retribution
**Retribution Talent** *(You can't put Holy Talents
or Protection Talents in your deck.)* <p> Destroy
target ability, ally, or equipment that damage
was dealt with or dealt by this turn.

Repurposed Lava Dredger, 3, DrPa
(Worldbreaker-245R)
Equipment—2H Weapon—Mace, Melee (1), 1
[Melee], 3 Strike
(3), [Activate] >>> Reveal the top card of your
deck and an additional card for each heirloom
counter on this equipment. Place each revealed
card into your resource row exhausted as an
additional resource. <p> **Stash** *(As this enters
your resource row, you may have it enter face up.
Immediately turn it face down.)*: Add an
heirloom counter to target equipment you
control.

Rescue the Earthspeaker! (Throne-257C)
Quest
If you have no cards in hand: Pay (2) to
complete this quest. <p> Reward: Draw a card.

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> 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.)*

Resurrection, 4, Priest (Alliance Priest-9R,
Azeroth-86R, Class-78R)
Ability—Holy
Put target ally from your graveyard into play if
its cost is less than or equal to the number of
resources you control.

Revealing Strike, 3, Rogue (Twilight-73R)
Ability—Combat
**Combat Talent** *(You can't put Assassination
Talents or Subtlety Talents in your deck.)* <p>
Target opponent reveals the top card of his
deck, and then he reveals his hand and discards
all cards that share a card type with the
revealed card.

Revenant of Neptulon, 4 (Throne-216U)
Monster Ally—Water Elemental, 2 [Frost] / 6
Health
When you play a Frost or [Frost] card, this ally
may deal 2 frost damage to target hero or ally.

Reverse Polarity, 1, Mage (Caverns Treasure-
14C)
Instant Ability—Arcane
Interrupt target [Instant] ability.

Rexxar the Wanderer, 4 (Reign-165R)
Ally—Orc Ogre Hunter, Rexxar (1), 4 [Melee] /
4 Health
When Rexxar enters play, search your deck for a
Beast ally, reveal it, and put it into your hand.
<p> Beast allies you control have +1 / +1.

Rhonin, 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.

Rhonin the Time-Lost, 5, Alliance (Ancients-
106E)
Ally—Human Mage, Rhonin (1), 4 [Arcane] / 6
Health
At the start of your turn, Rhonin may deal 1
arcane damage to target opposing hero. <p> If a
hero or ally you control would deal non-combat
damage, it deals that much +1 for each ally you
control instead.

Riftmaker, 5, Rogue (Betrayal-185R)
Equipment—1H Weapon—Dagger, Melee (1), 2
[Melee] / 0 Strike
**Rift** *(Choose a [Horde] or [Alliance] race. You pay
(1) less to play this weapon for each ally you
control of the chosen race.)* <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.)*

Rime and Freezin', 2 (Crown-72R)
Instant Ability
**Empower Mage**: If you control a Mage hero or
ally, your hero deals 4 frost damage to target
opposing ally. <p> **Empower Shaman**: If you
control a Shaman hero or ally, your hero deals 4
frost damage to target opposing hero.

Ring of Frost, 3, Mage (Horde Mage-12U,
Twilight-52U)
Ability—Frost
Your hero deals 2 frost damage to each ready
opposing ally.

Ring of Protection, 1, DkDrHuMaPaPrRoShLoWa
(Reign-179C)
Equipment—Item, Ring (2)
(1), [Activate] >>> Target ally has **Protector**
this turn. *(It can exhaust to become the defender
when an opposing hero or ally attacks.)*

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.

Rioriel Whitefeather, 4, Alliance (Caverns
Treasure-45U)
Ally—Night Elf Priest, 2 [Holy] / 2 Health
**Haste 2** <p> When this ally enters play, he heals
2 damage from target hero or ally. <p> When
this ally deals damage to a hero, you may return
him to his owner's hand.

Ripple, 2, Mage (Worldbreaker-61U)
Ability—Arcane
Your hero deals 1 arcane damage to each
opposing hero and ally. <p> **Stash** *(As this enters
your resource row, you may have it enter face up.
Immediately turn it face down.)*: The next time
your hero would deal damage with an ability
this turn, it deals that much +1 instead.

Riptide, 2, Shaman (Alliance Shaman-11R,
Twilight-84R)
Ability—Restoration
**Restoration Talent** *(You can't put Elemental
Talents or Enhancement Talents in your deck.)*
<p> Your hero heals 5 damage from target hero
or ally. Then, this ability enters play with a tide
counter for each damage healed this way. <p>
Ongoing: [Activate], Remove a tide counter from
this ability >>> Target hero or ally has **Assault 1**
this turn. If no tide counters remain, destroy this
ability.

Ritual of the Ages, 4, Warlock (Betrayal-51R)
Basic Ability—Demonology
**Rift** *(Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ability for each ally you
control of the chosen race.)* <p> Search your deck
for an ally, reveal it, and put it into your hand.

Roar of the Ages, 8, Druid (Betrayal-11R)
Basic Ability—Feral
**Rift** *(Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ability for each ally you
control of the chosen race.)* <p> Ongoing: Allies
you control have +3 / +3.

Roar of the Beast, 1, Hunter (Throne-44U)
Instant Ability—Survival
Target Monster ally has +3 ATK this turn. Target
non-Monster ally has -3 ATK this turn.

Robe of the Magi, 6, MaPrLo (Reign-172R)
Equipment—Armor—Cloth, Back (1), 1 DEF
When this armor enters play, choose "Demon," a
[Horde] race, or an [Alliance] race. <p> When
you play a non-Ongoing ability, if you control
two or more allies of the chosen race, you may
copy that ability. *(You may choose new targets
for the copy.)*

Robe of the Waking Nightmare, 2, MaPrLo
(Worldbreaker-224U)
Equipment—Armor—Cloth, Chest (1), 1 DEF
Dragonkin you control have +1 / +1.

Robes of Arugal, 3, MaPrLo (Dungeon Treasure-
41U)
Equipment—Armor—Cloth, Chest (1), 1 DEF
When an ally enters play under your control or
a friendly player's control, it may deal 1 arcane
damage to target hero.

Robes of Rhonin, 4, MaPrLo (Caverns Treasure-
59U)
Equipment—Armor—Cloth, Chest (1), 0 DEF
This armor enters play with two +1 [DEF]
counters on it. <p> [Basic] Remove a +1 [DEF]
counter from this armor >>> The next time your
hero would deal damage with an ability this
turn, it deals that much +1 instead.

Rock Furrow Boots, 3, DkPaWa (Aftermath
Justice-3E)
Equipment—Armor—Plate, Feet (1), 3 DEF
When an armor you control prevents damage,
you may add a +1 ATK counter to target
weapon.

Rocket Barrage, 2, Horde (Worldbreaker-126U)
Ability
Ongoing: [Activate] >>> When target Goblin ally
you control exhausts this turn, you may pay (1).
If you do, it deals 1 fire damage to target ally.

Rod of Necromancy, 6, MaPrLo (Reign-186R)
Equipment—Weapon—Wand, Ranged (1), 1
[Shadow], 1 Strike
When this weapon enters play, remove all allies
in your graveyard from the game. <p> At the
start of your turn, choose an ally removed this
way at random and put it into your hand.

Rodrigo, 5, Alliance ([shield icon] Alliance Hunter-20C,
Class-154C, Outland-140C)
Ally—Human Paladin, 4 [Melee] / 5 Health

Roger Ulric, 5, Alliance (Alliance Rogue-18C,
Alliance Shaman-18C, Twilight-122C)
Ally—Worgen Hunter, 6 [Ranged] / 4 Health

Rohashu, Zealot of the Sun, Horde (Throne-18)
Hero—Tauren Paladin, 30 Health
(4), Flip Rohashu >>> Rohashu deals 3
unpreventable holy damage to target hero or
ally.

Roke the Ice Baron, 2, Alliance (Betrayer-153R,
Jaina-18R)
Ally—Gnome Mage, 2 [Frost] / 1 Health
**Elusive** <p> [Frost] allies you control have
"[Activate] >>> Target ally can't attack this
turn."

Rokhan, 5, Horde (Reign-109R)
Ally—Troll Hunter, Rokhan (1), 5 [Melee] / 4
Health
As Rokhan enters play, name a card. <p>
Opposing cards in play with that name lose and
can't have powers.

Rolan Phoenix, 3, Alliance (Worldbreaker-157R)
Ally—Worgen Druid, 3 [Nature] / 4 Health
**Aberration** <p> When this ally is destroyed while you control another Worgen, you may pay (1). If you do, his owner puts him from his graveyard into his hand.

Rolling Thunder, 3, Shaman (Worldbreaker-100R)
Ability—Elemental
**Elemental Talent** *(You can't put Enhamcement 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.

Ror Tramplehoof, 7, Horde (Ancients-144U)
Ally—Tauren Druid, 7 [Melee] / 7 Health
**Smash** *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Rosalyne von Erantor, 1, Horde (Worldbreaker-188U)
Ally—Undead Warlock, 3 [Fire] / 2 Health
When this ally enters play, she deals 3 fire damage to your hero.

Royal Crest of Lordaeron, 6, PaWa (Betrayal-172R)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
Your hero has **Protector**. <p> At the start of your turn, add a +1 [DEF] counter to this armor for each ally you control. <p> Your hero has **Assault 10** while this armor has 10 or more [DEF].

Roza the Star-Mother, 5, Horde (Reign-110R)
Ally—Tauren Druid, 0 [Nature] / 0 Health
This ally has +1 / +1 for each resource you control.

Ruby Blazewing, 6 (Worldbreaker-212U)
Ally—Red Dragonkin, 5 [Fire] / 4 Health
When this or another ally enters play under your control, it may deal 1 fire damage to target ally. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Your hero deals fire damage to target hero equal to the number of Dragonkin you control.

Ruby Emissary, 4 (Worldbreaker-213U)
Ally—Red Dragonkin, 3 [Fire] / 4 Health
You pay (2) less to play Priests and Paladins, to a minimum of (1).

Ruby Enforcer, 3 (Worldbreaker-214C)
Ally—Red Dragonkin, 2 [Melee] / 1 Health
Allies you control have **Ferocity**.

Ruby Flameblade, 2 (Worldbreaker-215C)
Ally—Red Dragonkin, 2 [Fire] / 1 Health
Allies you control have **Assault 1**.

Ruby Protector, 4 (Worldbreaker-216C)
Ally—Red Dragonkin, 3 [Melee] / 3 Health
Allies you control have **Protector**.

Ruby Skyrazor, 5 (Worldbreaker-217C)
Ally—Red Dragonkin, 4 [Fire] / 4 Health
Allies you control have **Untargetable**.

Ruby Stalker, 1 (Worldbreaker-218C)
Ally—Red Dragonkin, 1 [Melee] / 2 Health
Allies you control have **Stealth**. *(They can't be protected against.)*

Rufus Claybourne, 2, Alliance (Elements-123R)
Instant Ally—Worgen Druid, 2 [Nature] / 2 Health
**Aberration** <p> When this ally enters play, target hero or ally has **Aberration** and becomes a Worgen this turn.

Ruination, 5, Warrior (🔱 Horde Warrior-6C, Scourgewar-111C)
Basic Ability—Arms
Choose one or both: Destroy target ally; or destroy target weapon.

Rumi of Gnomeregan, Alliance (Alliance Mage-1)
Hero—Gnome Mage, 25 Health
On your turn, (4), Flip Rumi >>> Rumi deals 2 fire damage to target hero and 2 fire damage to target ally.

Rumu Moonhaze, 5, Horde (Elements-144C)
Ally—Tauren Priest, 4 [Shadow] / 3 Health
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, destroy target ability.

Rune of Vengeance, 2, Death Knight (Reign-6R)
Instant Ability—Blood  Attachment
Attach to target weapon you control. Remove target ally in a graveyard from the game. <p> Ongoing: Attached weapon has +ATK equal to the ATK of that removed ally.

Rune of Zeth, 2, MaPrLo (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.

Runetotem Guardian, 1, Horde (Reign-111C)
Ally—Tauren Druid, 2 [Melee] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> This ally can't attack.

Runzik Shrapnelwhiz, 1, Horde (Throne-167C)
Ally—Goblin Hunter, 1 [Melee] / 1 Health
When this ally enters play, he deals 1 ranged damage to target opposing ally.

Ruon Wildhoof, 6, Horde (Horde Paladin-21C, Worldbreaker-189C)
Ally—Tauren Shaman, 5 [Nature] / 5 Health
**Mend 2** *(At the start of your turn, this ally may heal 2 damage from target hero or ally.)*

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 +ATK this turn equal to the ATK of that removed ally.

RwlRwlRwlRwl!, 1 (Murkdeep-6U, Throne-90U)
Ability
Murloc allies you control have +1 ATK and **Ferocity** this turn. *(They can attack immediately.)*

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.

Sahama Brighthorn, 4, Horde (Twilight-147C)
Ally—Tauren Priest, 4 [Holy] / 3 Health
When this ally is destroyed, your hero may heal 4 damage from target hero or ally.

Salvo, 6, Hunter (Cavers Treasure-11R)
Basic Ability—Marksmanship
Your hero deals 4 ranged damage to each of up to three target heroes and/or allies.

Samael the Bloodpoint, Horde (Twilight-17)
Hero—Undead Hunter, 28 Health
[Front]: (2) >>> Flip Samael face down.
[Back]: Ranged weapons you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Samaku, Hand of the Tempest, Horde (Throne-19)
Hero—Tauren Shaman, 29 Health
(1), Flip Samaku >>> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Samantha Galvington, 3, Horde (Sylvanas-18C, Throne-168C)
Ally—Undead Mage, 5 [Arcane] / 1 Health

Sana the Black Blade, Alliance (Throne-6)
Hero—Worgen Rogue, 27 Health
On your turn: (3), Flip Sana >>> Sana deals 3 melee damage to target exhausted hero or ally.

Sand Scarab, 1 (Tomb-160U, Tomb Loot-1L)
Monster Ally—Scarab, 1 [Melee] / 1 Health
If an opposing ally would be destroyed, you may remove it from the game instead.

Sanguine Presence, 4, Death Knight (Elements-30R, Horde DK-9R)
Instant Ability—Blood, Presence (1)
Ongoing: Your hero has **Protector** and +10 [Health]. <p> (1), [Activate] >>> Ready your hero.

Sap, 1, Rogue (Class-88C, Elements-75C, Illidan-82C)
Ability—Subtlety
Attach to target hero or ally and exhaust it. <p> Ongoing: Attached character can't ready during its controller's ready step. <p> When attached character is dealt damage, destroy this ability.

Sardok, 1, Warlock (Worldbreaker-110C)
Ally—Voidwalker Demon, Pet (1), 2 [Melee] / 2 Health
**Protector** <p> **Physical Resistance** *(Prevent all melee ([Melee]) and ranged ([Ranged]) damage that would be dealt to this ally.)*

Saria of Stormwind, Alliance (Alliance Paladin-1)
Hero—Human Paladin, 29 Health
On your turn: (5), Flip Saria >>> Target ally deals melee damage to itself equal to its ATK.

Sarmoth, 3, Warlock (Alliance Warlock-9C, Azeroth-130C, Class-110C, Horde Warlock-10C)
Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health
Opposing heroes and allies can attack only this ally if able.

Saurfang the Younger, Kor'kron Warlord, 5, Horde (Class Promo-9E, Wrathgate-146E)
Ally—Orc Warrior, Unique, 4 [Melee] / 4 Health
**Ferocity** <p> When this ally enters play, you may search your deck for a card named Kor'kron Vanguard, reveal it, and put it into your hand. <p> **Death Rattle**: Turn all locations you control face down.

Savage Bear Form, 2, Druid (Worldbreaker-41C)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: Your hero has **Protector** and +5 [Health]. *(It may exhaust to become the defender when an opposing hero or ally attacks.)*

Savage Beatdown, 4 (Reign-67C)
Basic Ability
Target ally has +5 ATK and **Smash** this turn. *(If that ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

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 Combat, 2, Rogue (Reign-41R)
Basic Ability—Combat
**Combat Talent** *(You can't put Assassination Talents or Subtlety Talents in your deck.)* <p> This turn, when your hero deals combat damage to a hero, it also deals that much melee damage to each opposing ally.

Savage Raptor, 9 (Elements-178E, Elements Loot-3L)
Ally—Raptor, 6 [Melee] / 15 Health
**Ferocity** <p> This ally has +1 ATK for each damage on it.

Savage Wrathguard, 3 (Reign-151C)
Monster Ally—Wrathguard Demon, 3 [Melee] / 3 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.)*

Savis Cindur, 2, Alliance (Worldbreaker-158C)
Ally—Worgen Warlock, 2 [Fire] / 1 Health
**Aberration** *(Prevent all non-combat damage that would be dealt to this ally.)* <p> **Ferocity** *(This ally can attack immediately.)*

Scalding Totem, 3, Shaman (Ancients-54U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health
Ongoing: At the end of your turn, add a flame counter to this Totem. <p> When this Totem is destroyed, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play for each flame counter that was on this Totem. <p> [Basic] (6) >>> Destroy this Totem. <p> *(Totems can't attack.)*

Scalp of the Bandit Prince, 1, HuSh (Tomb-174R)
Equipment—Armor—Mail, Head (1), 1 DEF
When you play a card with cost 6 or more, add a scalp counter to this armor. <p> At the start of your turn, if this armor has three or more scalp counters on it, your hero deals 6 melee damage to target opposing hero.

Scaramanga, 1, Alliance (Alliance DK-20C, Alliance Rogue-19C, Alliance Warlock-22C, Class-156C, Dark Portal-189C)
Ally—Human Warlock, 2 [Shadow] / 1 Health
(2), Destroy this ally >>> Draw a card.

Scarlet Commander Renault Mograine, 5 (Dungeon Treasure-32E)
Ally—Human Paladin, Renault (1), 5 [Holy] / 5 Health
**Protector** <p> If Renault would be dealt damage while defending, you may have any amount of it dealt to your hero instead.

Scarlet Kris, 2, HuRoShWa (Alliance Rogue-23U, ⚡ Alliance Rogue-19U Azeroth-333U, Class-221U, Horde Rogue-25U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike

Scarlet Monastery (Dungeon Treasure-59R)
Location
(1), [Activate] >>> Target hero or ally that was healed this turn has **Assault 2** this turn.

Scarlet Renegade, 1, Alliance (Dungeon Treasure-15C)
Ally—Human Warrior, 1 [Melee] / 2 Health
This ally has **Assault 1** for each Scarlet Renegade you and other friendly players control *(including himself)*.

Scepter of Azshara, 7, DrPaPrSh (Ancients-228R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 7 Strike
At the start of your turn, you may choose a [Horde] or [Alliance] race and destroy this weapon. If you do, destroy all allies not of that race.

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. <p> While this weapon has four or more tone counters on it, it has **Harmonize**. *(You pay (1) less to play allies with cost 4 or more.)*

Scheming Dreadlord, 2 (Ancients-195C)
Monster Ally—Dreadlord Demon, 1 [Shadow] / 2 Health
**Elusive** *(This ally can't be attacked.)* <p> This ally has **Assault 3** while an opposing hero has 15 or more damage on it.

Scheming Watcher, 2 (Reign-152C)
Monster Ally—Floating Eye Demon, 2 [Shadow] / 2 Health
When this ally enters play, you may draw two cards. If you do, put two cards from your hand on top of your deck in any order.

Scimitar of the Sirocco, 4, DkPaWa (Worldbreaker Crafted-2E)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
**Artifact** *(You may play this card from your graveyard.)* <p> When you strike with this weapon, allies you control have **Ferocity** this turn.

Scorch, 0, Mage (Alliance Mage-11U, Citadel Raid-48U, Class-56U, Dark Portal-53U, ⚡ 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] / 5 Health
Ongoing: At the start of your turn, your hero deals 1 fire damage to target opposing hero for each ally you control. <p> *(Totems can't attack.)*

The Scourge of Lordaeron (Reign-194C)
Quest
Pay (1) to complete this quest. <p> Reward: Remove all cards in target player's graveyard from the game.

Scroll of Town Portal, 1, DkDrHuMaPaPrRoShLoWa (Reign-180C)
Equipment—Item
[Basic] (1), Destroy this item >>> Put target ally you control into its owner's hand.

Sea Legs (Elements-215U, Jaina-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.

Seal Fate, 1, Rogue (Worldbreaker-91R)
Ability—Assassination
**Assassination Talent** *(You can't put Combat Talents or Subtlety Talents in your deck.)* <p> As an additional cost to play this ability, put the top five cards of your deck into your graveyard. <p> Your hero deals melee damage to target hero or ally equal to the number of [Rogue] abilities put into your graveyard this way.

Seal of Wrath, 2, Paladin (Alliance Paladin-7R, Worldbreaker-71R)
Ability—Retribution, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, it may also deal 2 unpreventable holy damage to target hero or ally.

Searing Pain, 2, Warlock (Worldbreaker-111R)
Ability—Destruction
Your hero deals 2 fire damage to target hero or ally, plus an additional 2 for each [Fire] card you control.

Searing Scorchling, 3 (Holiday ♦-4R)
Ally—Fire Elemental, 2 [Fire] / 1 Health
**Ferocity** <p> When this ally is destroyed, it may deal 2 fire damage to target hero.

Sebastian Malak, 2, Alliance (Throne-125C)
Ally—Worgen Rogue, 2 [Nature] / 2 Health
This ally has +2 ATK while in combat with a Monster.

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.

Seed of Corruption, 2, Warlock (Elements-94U)
Instant Ability—Affliction
Attach to target opposing ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached ally. <p> When attached ally is destroyed, your hero deals 2 shadow damage to target hero or ally.

Seeds of Their Demise (Jaina-29C, Sylvanas-29C, Throne-258C)
Quest
Pay (0) to complete this quest. <p> Reward:
**Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Seeping Poison, 1, Rogue (Throne-68U)
Instant Ability—Assassination Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> **Ongoing:** At the start of your turn, your hero deals 1 nature damage to attached character. Then, look at the top card of its controller's deck.

Seeping Shadows, 3, Priest (Worldbreaker-81R)
Ability—Shadow
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached hero. Its controller puts a card from the top of his deck into his graveyard for each damage dealt this way.

Selora, 2, Warlock (Alliance Warlock-10C, Twilight-91C)
Ally—Succubus Demon, Pet (1), 2 [Shadow] / 2 Health
**Elusive** *(This ally can't be attacked.)* <p> When this ally enters play, target ally has +1 / -1 this turn.

Sen'jin, Horde (Timewalkers-18)
Hero—Troll Priest, 26 Health
[Front]: **Sen'jin's Ward** <p> [Basic] (3), Flip Sen'jin >>> Prevent the next 2 damage that would be dealt to target ally you control this turn.
[Back]: **Sen'jin's Mojo** <p> Once per game: [Basic] (5) >>> Sen'jin heals 6 damage from each friendly hero and ally.

Seraxa Brightmix, 2, Horde (♦ Horde Druid-16R, Tomb-110R)
Ally—Goblin Priest, 2 [Holy] / 2 Health
**Elusive** <p> Each ally you control with an ability attached to it has +2 / +2.

Seres, Timewalker Assassin, 5, Horde (Reign-112U)
Ally—Blood Elf Rogue, 3 [Melee] / 2 Health
When this ally enters play and when she is revealed from your deck, you may destroy target equipment.

Sergeant Corsetti, 3, Alliance (Tomb-92C)
Ally—Human Rogue, 2 [Melee] / 3 Health
When this ally enters play, she deals 2 melee damage to target exhausted opposing hero or ally.

Servant of Neptulon, 1 (Throne-217C)
Monster Ally—Water Elemental, 0 [Frost] / 1 Health
**Elusive** *(This ally can't be attacked.)* <p> [Activate] >>> You pay (1) less to play your next Frost or [Frost] card this turn. *(A [Frost] card is one with [Frost] in its lower left corner.)*

Servant of Terestian, 6 (Betrayal-153C)
Monster Ally—Imp Demon, 7 [Fire] / 2 Health
**Elusive** *(This ally can't be attacked.)*

Setesh, Construct of Destruction, 3, DkDrHuMaPaPrRoShLoWa (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 **Assault 4**.

Setting an Example (Throne-259U)
Quest
On your turn, if there are three or more allies in your graveyard: Pay (2) to complete this quest.
<p> Reward: Draw a card.

Seva Shadowdancer, 3, Alliance (♦ Alliance Priest-18R, Azeroth-216R)
Ally—Night Elf Priest, 2 [Holy] / 1 Health
**Elusive** <p> (X), [Activate] >>> This ally heals X damage from target hero or ally.

Severed Visionary Tentacle, 5, MaPrLo (Throne-242R)
Equipment—Item, Trinket (2)
When this item enters play, remove the top three cards of target opponent's deck from the game face down. <p> You may look at the cards removed this way at any time. <p> When an opponent plays a card or places a resource face up into his resource row, you may reveal a card removed this way. If they share a name, destroy this item. If you do, your hero deals 10 shadow damage to that opponent's hero.

Shaafun, 4, Warlock (Crown-50C)
Monster Ally—Felhunter Demon, Pet (1), 4 [Shadow] / 4 Health
When this ally enters play, he deals 1 shadow damage to target opposing ally for each Demon and/or Monster hero and ally you control.

Shade Emissary Vaxxod, 7, Horde (Twilight-148U)
Ally—Goblin Priest, 5 [Shadow] / 7 Health
**Time is Money** <p> [Activate] >>> This ally deals 2 shadow damage to target ally and 2 shadow damage to itself.

Shade of Aran, 5 (Betrayal-154R)
Monster Ally—Spirit Mage, Aran (1), 5 [Arcane] / 5 Health
**Monster Hero Required** <p>As Aran enters play and as your turn starts, you may choose another ally. If you do, Aran has all powers of the chosen ally until the start of your next turn.

Shadow, 6, Hunter (Class-45C, Illidan-39C, Sylvanas-4C)
Ally—Panther, Pet (1), 7 [Melee] / 7 Health
**Elusive** *(This ally can't be attacked.)*

Shadow Bolt, 3, Warlock (Alliance Warlock-11U, Azeroth-132U, Class-111U, Horde Warlock-11U)
Ability—Destruction
Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow Dance, 3, Rogue (Alliance Rogue-9R, Elements-76R)
Ability—Subtlety
**Subtlety Talent** *(You can't put Assassination Talents or Combat Talents in your deck.)* <p> Your hero has **Assault 2** and **Stealth** this turn. <p> Ongoing: When you play a [Rogue] ability, your hero has **Assault 2** and **Stealth** this turn.

Shadow Strikes, 4, Rogue (Caverns Treasure-26R)
Basic Ability—Combat
Add a +1 ATK counter to each weapon you control. <p> Your hero deals shadow damage to target hero or ally equal to the combined ATK of Melee weapons you control.

Shadow Word: Corruption, 2, Priest (Tomb-40U)
Ability—Shadow
Attach to target friendly Monster ally. <p> Ongoing: Attached ally has +1 / +1. <p> When attached ally deals combat damage to a hero, remove the top three cards of that hero's controller's deck from the game.

Shadow Word: Death, 2, Priest (Class-80C, Dark Portal-78C, Elements-70C)
Instant Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. Then, if that character doesn't have fatal damage, put 3 damage on your hero.

Shadow Word: Despair, 1, Priest (Crown-33U)
Instant Ability—Shadow
Your hero deals 2 shadow damage to target ally. Remove the top two cards of that ally's controller's deck from the game.

Shadow Word: Devour, 4, Priest (Ancients-41R)
Basic Ability—Shadow Attachment
Attach to target opposing hero. <p> Ongoing: At the start of your turn, add a death counter to this ability. Then, your hero deals 1 shadow damage to attached hero for each death counter on this ability and heals 1 damage from itself for each death counter on this ability.

Shadowfang Keep (Dungeon Treasure-60R)
Location
[Activate], Destroy an ally you control >>> You pay (2) less to play your next ally this turn.

Shadowglen Stalker, 6, Alliance (Ancients-107C)
Ally—Night Elf Rogue, 5 [Melee] / 4 Health
Haste 2 *(You pay (2) less to play this ally if an ally you controlled dealt damage to an opposing hero this turn.)*

Shadowmistress Jezebel Hawke, 3, Alliance (⚚ 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

Shadows from Beyond, 4, Priest (Reign-35U)
Basic Ability—Shadow
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Your hero deals 3 shadow damage to target ally. If fatal damage is dealt this way, its controller chooses and discards a card.

Shadowseer Calista, 5, Alliance (Elements-124U)
Ally—Human Priest, 4 [Shadow] / 4 Health
When this ally enters play, target player puts an ally he controls into its owner's hand. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Put an ally you control into its owner's hand.

Shadowseer Thraner, 6, Alliance (Tomb-93U)
Ally—Dwarf Priest, 4 [Shadow] / 6 Health
When this ally enters play, reveal the top card of your deck. If it's an ability, ally, or equipment, target opponent removes cards from the top of his deck from the game equal to that revealed card's cost.

Shadowy Apparition, 2, Priest (Tomb-41R)
Ally—Apparition, 1 [Shadow] / 1 Health
**Shadow Talent** *(You can't put Discipline Talents or Holy Talents in your deck.)* <p> **Ferocity** <p> This ally has +1 ATK while attacking heroes for each opposing card removed from the game. <p> If this ally would deal damage to a hero, remove that many cards from the top of that hero's controller's deck from the game instead. <p> At the end of your turn, put this ally into its owner's hand.

Shaera Strikewing, 5, Horde (Elements-145C)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
**Stealth** *(This ally can't be protected against.)* <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Target ally has **Stealth** this turn.

Shaka Deadmark, 4, Horde (Ancients-145U)
Ally—Orc Hunter, 3 [Ranged] / 3 Health
When this ally enters play, target an opposing hero. Orc allies you control have +3 ATK while in combat with that hero this turn.

Shala'zum, 3, Horde (Throne-169C)
Ally—Troll Warrior, 4 [Melee] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Sha'lin Nightwind, 3, Alliance (Alliance Druid-20C, Azeroth-217C, Class-158C)
Ally—Night Elf Druid, 4 [Melee] / 1 Health
**Elusive** *(This ally can't be attacked.)*

Shalug'doom, the Axe of Unmaking, 0, DkPaWa (Twilight-202E)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
As this weapon enters play, destroy any number of abilities, allies, and/or equipment you control. <p> This weapon enters play with a +1 ATK counter on it for each card destroyed this way.

Shalyssa Groveshaper, 3, Alliance (Crown-92C)
Ally—Night Elf Druid, 1 [Nature] / 4 Health
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)* <p> **Mend 2** *(At the start of your turn, this ally may heal 2 damage from target hero or ally.)*

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.

Shanis Bladefall, 1, Alliance (Alliance Shaman-19C, Alliance Warrior-17C, Worldbreaker-159C)
Ally—Night Elf Death Knight, 0 [Melee] / 5 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Shanla, Herald of Faith, 3, Alliance (Throne-126U)
Ally—Night Elf Priest, 2 [Melee] / 4 Health
**Empower Priest:** When this ally enters play, if you control another Priest hero or ally, destroy target opposing ability, and all other opposing abilities with the same name as it.

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.

Shattered Hand Assassin, 3, Horde (Dungeon Treasure-22C)
Ally—Orc Rogue, 3 [Melee] / 2 Health
**Stealth** <p> When this ally enters play, exhaust target opposing ally. It can't ready during its controller's next ready step.

Shattered Hand Cutthroat, 2, Horde (Reign-113C)
Ally—Orc  Rogue, 3 [Melee] / 2 Health
When this ally attacks, you may exhaust target armor.

Shattering Blow, 4 (Ancients-80C, Azeroth-168C)
Basic Ability
Destroy target equipment.

Shattering Strike, 1, Warrior (Caverns Treasure-37C)
Instant Ability—Arms
Destroy target armor or item.

Shattering Throw, 4, Warrior (Elements-101U)
Ability—Arms
Ongoing: When this ability enters play, you may destroy target equipment. <p> [Activate] >>> Target weapon you control has **Thrown** this turn. *(When you strike with that weapon, it has **Long-Range** this combat. At the end of this turn, put that weapon into its owner's hand.)*

Shaylith Swiftblade, 1, Alliance (Throne-127C)
Ally—Night Elf Rogue, 1 [Melee] / 2 Health
**Elusive** *(This ally can't be attacked.)*

Shaytha Lumenira, 3, Alliance (Elements-125U)
Ally—Night Elf Druid, 2 [Arcane] / 4 Health
This ally has **Arcane Resistance** while you control an ability. *(Prevent all arcane ([Arcane]) damage that would be dealt to this ally.)*

Shield of Light, 1, Paladin (Ancients-35C, [icon] 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.

Shivarra Deathspeaker, 5 (Betrayal-156C)
Monster Ally—Shivarra Demon, 6 [Fire] / 3 Health
When this ally enters play, she may deal 3 fire damage to target hero with 15 or more damage on it.

Shiverspine, 4 (Tomb-146U)
Monster Ally—Murloc Priest, 3 [Holy] / 4 Health
When this or another Murloc ally you control deals damage to an opposing hero, this ally heals that much damage from your hero.

Shock of the Elements, 2, Shaman (Throne-73U)
Instant Ability—Elemental
As an additional cost to play this ability, you may exhaust two allies you control. <p> Your hero deals 2 nature damage to target hero or ally, or 6 if you paid the additional cost.

Shockburst, 1, Warrior (Aspects Treasure-31C)
Instant Ability—Protection
Opposing allies enter play exhausted this turn.

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.

Shroud of Cooperation, 3, DkDrHuMaPaPrRoShLoWa (Throne-224U)
Equipment—Armor—Cloth, Back (1), 1 DEF
As this armor enters play, choose a class. <p> On your turn: (2), [Activate] >>> Put a 1 [Melee] / 1 [Health] ally token of the chosen class into play.

Shroud of the Archmage, 6, Mage (Crown-25R)
Ability—Arcane Fire Frost
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> Draw a card. <p> [Activate] >>> Your hero deals 4 fire damage to target hero. <p> [Activate] >>> Target ally can't attack or protect this turn.

Shroud of the High Priest, 6, Priest (Crown-34R)
Ability—Discipline Holy Shadow
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> You pay (2) less to play your next card this turn. <p> [Activate] >>> Your hero heals 3 damage from each friendly hero and ally. <p> [Activate] >>> Remove the top five cards of target player's deck from the game.

Shroud of the Nethermancer, 6, Warlock (Crown-51R)
Ability—Affliction Demonology Destruction
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself. <p> [Activate] >>>Search your deck for a Demon, reveal it, and put it into your hand. <p> [Activate] >>>Your hero deals 1 fire damage to each ally.

Shumu'zun, 3, Horde (Aspects Treasure-43C)
Ally—Troll Mage, 3 [Arcane] / 1 Health
**Elusive** <p> (4) >>> Draw a card.

SI:7 Assassin, 2, Alliance ([icon] Alliance Priest-19C, [icon] Alliance Shaman-16C, Ancients-109C)
Ally—Human Rogue, 4 [Melee] / 1 Health

Siamat, Lord of the South Wind, 9 (Tomb-159E)
Monster Ally—Djinni Air Elemental, Siamat (1), 2 [Nature] / 10 Health
**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.

Sigil of the Legion, 2 (Betrayal-61C)
Basic Ability—Attachment
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1, or +2 / +2 if it's a Demon.

Signed in Blood (Crown-197C)
Quest
Pay (1) to complete this quest. <p> Reward: Turn target resource face down.

Signet of the Timewalker, 1, DrMaPrShLo (Ancients-217U)
Equipment—Item, Ring (2)
At the start of your turn, add a time counter to this item. Then, if it has four or more time counters on it, destroy it. If you do, draw two cards.

Silent Crusader, 3, DkPaRoWa (Alliance Rogue-24R, Wrathgate-195R)
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike
When an opponent's hero is dealt combat damage with this weapon, exhaust all cards he controls.

Sinestra, 6 (Twilight-160R)
Ally—Black Dragonkin Consort, Sinestra (1), 4 [Fire] / 3 Health
**Ferocity** <p> On your turn: Destroy another non-token ability, ally, or equipment you control >>> Put two 1 [Shadow] / 1 [Health] Twilight Dragonkin ally tokens into play with **Ferocity**.

Sinister Squashling, 2 (Holiday [icon]-6R)
Monster Ally—Squashling, 0 [Nature] / 2 Health
At the start of your turn, reveal the top card of your deck. If you revealed an ability, ally, or equipment this turn, this ally has +ATK this turn equal to the cost of that revealed card.

Sinister Strike, 2, Rogue ([icon] Alliance Rogue-5C, Azeroth-102C, Class-89C, Horde Rogue-12C)
Instant Ability—Combat Combo
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Sinister Watcher, 2 (Ancients-196C)
Monster Ally—Floating Eye Demon, 3 [Shadow] / 1 Health
When this ally enters play, look at the top three cards of your deck and put them back in any order.

Siphon Life, 5, Warlock ([icon] 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 ([icon] 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.

Sister of Seduction, 3 (Reign-153C)
Monster Ally—Succubus Demon, 3 [Shadow] / 2 Health
When this ally is destroyed, **Portal**. *(Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.)*

"Six-Shot" Salli Wolfstone, Alliance ([icon] Alliance Hunter-1U)
Hero—Dwarf Hunter, 28 Health
[Basic] (2), Flip Salli >>> Pets you control have +2 ATK this turn.

Sixto the Earth-Blessed, 4, Horde (Reign-114R)
Ally—Tauren Shaman, 2 [Nature] / 6 Health
**Tribe**: When this or another Tauren ally enters play under your control, you may complete target quest you control without paying its cost.

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)
Monster Ally—Scorpid Beast, Pet (1), 1 [Nature] / 2 Health
**Elusive** <p> When this ally deals combat damage to a hero, add a venom counter to that hero. <p> At the start of your turn, destroy each opposing hero with three or more venom counters on it.

Skodis the Nethertwister, Alliance (Throne-7)
Hero—Dwarf Warlock, 28 Health
(5), Flip Skodis >>> Skodis deals 3 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Skronk Skullseeker, 2, Horde (Class-194C, Horde Rogue-20C, Illidan-168C)
Ally—Orc Rogue, 1 [Melee] / 3 Health
This ally has +3 ATK while attacking an exhausted hero or ally.

Skullchewer, 5, Death Knight (Throne-32R)
Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost] / 6 Health
As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card's printed powers.

Skullstealer Greataxe, 4, DkPaShWa (Crown-189C)
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike
This weapon has +1 ATK for each Monster hero and ally you control.

Sky Captain Swayze, 2 (Aspects Treasure-51R)
Ally—Human Sky Captain, Swayze (1), 1 [Ranged] / 1 Health
**Elusive** <p> [Activate] >>> Ready another target card. <p> (5) >>> Swayze deals 5 ranged damage to target opposing hero.

Skyler Faye, Daughter of the Light, Alliance (⟨crest⟩ Alliance Priest-1U)
Hero—Human Priest, 26 Health
[Basic] (1), Flip Skyler >>> Skyler heals 3 damage from target ally you control.

Skywall (Elements-220R)
Location
On your turn, if a hero or ally you controlled dealt nature ([Nature]) damage this turn: (2), [Activate] >>> Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> When an Air Elemental enters play under your control, you may exhaust target ally.

Slam, 3, Warrior (Dark Portal-124U, Twilight-100U)
Ability—Fury
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

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.

Slay the Feeble, 1, Rogue (Alliance Rogue-10C, Class-90C, Drums-65C)
Ability—Assassination Combo
Your hero deals 3 melee damage to target exhausted hero or ally.

Slimefin, 4 (Tomb-147U)
Monster Ally—Murloc Rogue, 3 [Melee] / 3 Health]
This and other Murloc allies you control can't be targeted by opponents.

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.)*

Sludgelauncher Krillzix, 8, Horde (Tomb-111R)
Ally—Goblin Hunter, 8 [Nature] / 8 Health
When this ally enters play, you may reveal the top card of your deck. If you reveal an ability, ally, or equipment this way, this ally deals nature damage equal to that revealed card's cost to each other hero and ally.

Smite's Reaver, 4, DkPaRoShWa (Dungeon Treasure-54R)
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee] / 2 Strike
When you strike with this weapon, you may exhaust target hero or ally. <p> When you strike with this weapon for the first time each turn, 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. <p> Opponents pay (2) more to play abilities that target a hero or ally you control.

Smoke Screen, 2, Rogue (Reign-42U)
Instant Ability—Subtlety
Your hero has **Elusive** and **Spellshield** this turn.

Snaggle, 1 (Worldbreaker Crafted-10E)
Monster Ally—Gnoll Warrior, 1 [Melee], 1 Health
This ally has **Assault 1** for each other Monster hero and ally you control.

Snare from Beyond, 4, Druid (Reign-13U)
Basic Ability—Balance Attachment
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)*
<p> Attach to target ability, ally, or equipment and exhaust it. <p> Ongoing: Attached card can't ready during its controller's ready step.

Snappyfin, 5 (Betrayal-157R)
Instant Monster Ally—Murloc Mage, 4 [Frost] / 4 Health
Murloc allies in your hand are instant.

Sniper Training, 5, Hunter (Crown-19R)
Ability—Survival
**Survival Talent** *(You can't put Beast Mastery Talents or Marksmanship Talents in your deck.)*
<p> Attach to target hero. <p> Ongoing: (1) >>> The next time attached hero would be dealt exactly 1 damage this turn, it's dealt 5 damage instead.

Snurky, 2 (Throne-191C)
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health
This and other Murloc allies you control have **Stealth**. *(They can't be protected against.)*

Soggypaw, 4 (Worldbreaker Crafted-11E)
Monster Ally—Gnoll Rogue, 4 [Melee], 3 Health
This ally has **Ferocity** and **Assault 2** while there are no ready opposing allies.

Sogoridon the Savage, 7 (Reign-154R)
Monster Ally—Pit Lord Demon, 7 [Melee] / 7 Health
**Monster Hero Required** <p> This ally has +7 / +7 while an opponent controls a [Horde] or [Alliance] hero.

Something That Burns (Elements-216U)
Quest
On your turn: Pay (3) to complete this quest.
<p> Reward: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

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.

Soridormi, 6 (Elements-167R)
Ally—Bronze Dragonkin Consort, Soridormi (1), 5 [Arcane] / 6 Health
(1) >>> Target ally you control has **Protector**, **Elusive**, **Stealth**, or **Untargetable** this turn.

Sorrow's End, 4, DkPaWa (Throne-252R)
Equipment—2H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike
Play with the top card of your deck revealed.
<p> While a card with cost 3 or more is revealed this way, this weapon has +3 ATK. <p> While a card with cost 3 or less is revealed this way, you pay (3) less to strike with this weapon.

Soul Binding, 4, Warlock (Caverns Treasure-33U)
Basic Ability—Affliction  Attachment
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2. <p> If attached ally would deal shadow damage, it deals double that much instead.

Soul Casket, 3, DrMaPrShLo (Worldbreaker Badge-12E)
Equipment—Item, Trinket (2)
[Activate], Discard an ally >>> Your hero deals 2 shadow damage to target hero or ally.

Soul Cleave, 3, Warlock (Throne-80U)
Ability—Destruction
As an additional cost to play this ability, destroy an ally you control. <p> Destroy up to two target allies.

Soul Pox, 2, Death Knight (Betrayal-6U)
Basic Ability—Unholy Disease Attachment
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When an opposing ally is destroyed, your hero heals 1 damage from itself.

Soul Swap, 6, Warlock (Throne-81R)
Ability—Affliction
**Affliction Talent** *(You can't put Demonology Talents or Destruction Talents in your deck.)* <p> Your hero deals shadow damage to target hero or ally equal to half its remaining health, rounded up, and heals 1 damage from itself for each damage dealt this way.

Soul-Eater Morgania, Alliance (Twilight-7)
Hero—Worgen Warlock, 28 Health
[Front]: (2) >>> Flip Morgania face down. [Back]: When an opposing ally is destroyed, Morgania heals 1 damage from herself.

Soul Trap, 2, Warlock (Alliance Warlock-6U, Ancients-63U)
Basic Ability—Destruction
As an additional cost to play, put 5 damage on your hero. <p> Remove target ally from the game.

Soul Warding, 3, Priest (Reign-36R)
Basic Ability—Discipline Attachment
**Discipline Talent** *(You can't put Holy Talents or Shadow Talents in your deck.)* <p> Attach to target ally. <p> Ongoing: Attached ally can't be destroyed.

Soulbond, 4, Warlock (Reign-54U)
Instant Ability—Demonology  Attachment
Attach to target Demon ally. <p> Ongoing: If your hero would be dealt damage, it's dealt to attached ally instead.

Soulde the Earthshaker, 3, Horde (Crown-118R)
Ally—Tauren Warrior, 3 [Melee] / 3 Health
Allies you control with cost 4 or more have +2 / +2 and **Protector**.

Souldrinker, 3, DkPaRoWa (Aspects Treasure-72R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
When a Monster hero deals combat damage with this weapon, it also heals that much damage from itself, and then add a +1 ATK counter to this weapon.

Soulrender Keldah, 1, Horde (Ancients-146U)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally attacks, choose and destroy a resource you control.

Soulstealer Adams, 5, Horde (Tomb-112U)
Ally—Undead Warlock, 2 [Shadow] / 7 Health
When this ally deals fatal combat damage while attacking, draw a card.

Spark of Brilliance, 1, Mage (Tomb-28C)
Ability—Arcane
Draw two cards, then put a card from your hand on top of your deck.

Spark of Life, 5, Shaman (Throne-74R)
Ability—Restoration
**Restoration Talent** *(You can't put Elemental Talents or Enhancement Talents in your deck.)* <p> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. If you do, attach this ability to it. <p> Ongoing: Attached ally has "When this ally attacks for the first time each turn, ready it." <p> When this ability leaves play, destroy attached ally.

Spark of Rage, 2, Shaman (Ancients-55R)
Basic Ability—Enhancement
Ongoing: At the start of your turn, destroy this ability. If you do, allies you control have +3 ATK and **Smash** this turn. *(This also affects allies that enter play later this turn.)*

Spaulders of Eternity, 2, DrRo (Ancients-212C)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When this armor enters play, your hero has +1 ATK this turn for each ally you control.

Spaulders of the Scarred Lady, 2, HuSh (Crown-174U)
Equipment—Armor—Mail, 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
**Spellshield** <p> 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)
Monster Ally—Bat Beast, 2 [Nature] / 5 Health
[Basic] (4) >>> Exhaust all opposing heroes and allies.

Spire of Scarlet Pain, 6, DrMaPrLo (Tomb-194U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire], 5 Strike
On your turn: (2), [Activate] >>> Your hero deals 1 fire damage to target hero or ally for each ally you control. <p> When an ally you control exhausts, you may ready this weapon.

Spire of Sunset, 2, DrMaPrShLo (Horde Mage-25R, Wrathgate-196R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Spirit Link Totem, 2, Shaman (Ancients-56R)
Ability Ally—Restoration, Air Totem (1), 0 [Nature] / 3 Health
**Restoration Talent** *(You can't put Elemental Talents or Enhancement Talents in your deck.)* <p> Ongoing: When an ally you control deals damage to an opposing hero, this Totem heals that much damage from your hero. <p> *(Totems can't attack.)*

Spirit of Winter Veil, 7 (Winter Veil-1R)
Basic Ability
Ongoing: At the start of each player's turn, he may draw two cards. <p> Each player may place up to two additional resources each turn.

Spirit Shield, 2, Priest (Alliance Priest-7U, Ancients-42U)
Instant Ability—Discipline
The next time damage would be dealt to target hero or ally this turn, prevent it. For each damage prevented this way, your hero heals 1 damage from that character.

Spiritual Harmony, 3, Priest (Worldbreaker-82C)
Ability—Holy
Put target ally from your graveyard into your hand. If you do, your hero heals damage from itself equal to that ally's cost.

Spiritual Imbalance, 3, Priest (Crown-35C)
Instant Ability—Shadow
Target ally has -3 / -3 this turn.

Spiritual Return, 2, Shaman (Worldbreaker-101R)
Ability—Restoration
Put target [Fire], [Frost], or [Nature] ally from your graveyard into play if its cost is less than or equal to the number of resources you control. That ally enters play with damage equal to its [Health] -1.

Splashtooth, 3 (Crown-153C)
Monster Ally—Murloc Warlock, 2 [Shadow] / 4 Health
When this or another Murloc ally enters play under your control, you may **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Splintered Brimstone Seal, 6, DrHuSh (Aftermath Justice-12E)
Equipment—Item, Ring (2)
(4), [Activate] >>> Play target non-Ongoing ability in your graveyard immediately without paying its cost. The next time it would enter a graveyard from anywhere this turn, remove it from the game instead.

Splintered Thought, X, Priest (Reign-37R)
Basic Ability—Shadow
Remove the top X cards of target opponent's deck from the game. You may put an ally with cost X or less removed this way into play under your control.

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.

Spook, 1, Priest (Reign-38C)
Instant Ability—Shadow
Target player puts an ally he controls into its owner's hand.

Spring Rabbit, 1 (Holiday 🐰-3R)
Ally—Rabbit, 2 [Nature] / 1 Health
(1), Exhaust this and another Rabbit ally you control >>> Put a 1 [Melee] / 1 [Health] Bunny Egg ally token into play.

Spurious Sarcophagus, 2, DkDrHuMaPaPrRoShLoWa (Tomb-181R, Tomb Loot-2L)
Equipment—Item
[Activate] >>> Remove target card in your graveyard from the game. If you do, add a revive counter to this item. <p> [Activate], Remove five revive counters from this item >>> Put target card that was removed from the game this way into your hand.

Spy of Kilrogg, 2, Warlock (Caverns Treasure-34C)
Basic Ability—Demonology
Name a card, then target opponent reveals his hand. If the named card is in that player's hand, your hero deals 5 shadow damage to that player's hero, and you draw a 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.)* <p> When your hero is dealt 1 or more damage by an attacking hero or ally, you may put a 0 [Nature] / 1 [Health] Seedling Pod ally token into play with **Mend 1**.

Staff of Infinite Mysteries, 5, DrMaPrShLo (Betrayal-187R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane] / 8 Strike
(4), [Activate], Destroy this weapon >>> Search target opponent's deck for a card, then that opponent names a card. If you searched for the named card, that opponent puts it into his hand. Otherwise, remove that card from the game, and you may play that card without paying its cost.

Staff of Silence, 3, DrMaPrShLo (Reign-187U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 4 Strike
When an opponent plays an ability, add a silence counter to this weapon. <p> Opponents pay (1) more to play abilities for each silence counter on this weapon.

Staff of Sorceror-Thane Thaurissan, 4, DrMaPrShLo (Worldbreaker Crafted-6E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 4 Strike
**Artifact** *(You may play this card from your graveyard.)* <p> When this weapon enters play, each opponent may search his deck for a [Fire] ally and put it into play. <p> On your turn: [Activate] >>> Your hero deals 2 arcane damage to target ally.

Stained Shadowcraft Cap, 1, DrRo (Twilight-183R)
Equipment—Armor—Leather, Head (1), 1 DEF
On your turn, if this armor has three or more heirloom counters: [Activate] >>> Your hero deals 3 nature damage to target hero or ally. <p> **Stash**: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Spaulders, 4, DrRo (Elements-185R)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
At the start of your turn, your hero may deal 1 nature damage to target hero or ally, plus an additional 1 for each heirloom counter on this armor. <p> **Stash**: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Tunic, 2, DrRo (Worldbreaker-226R)
Equipment—Armor—Leather, Chest (1), 2 DEF
[Activate] >>> Target hero or ally has **Stealth** this turn. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Target hero or ally has **Stealth** this turn.

Stakethrower, 4, Hunter (Horde Hunter-25U, Worldbreaker-246U)
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike
This equipment enters play with a stake counter. <p> **Long-Range** *(When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.)* <p> Remove a stake counter >>> This weapon has +3 ATK this combat.

Stalk of Corruption, 2, DrMaPrShLo (Ancients-229U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
[Basic] (6), [Activate] >>> Your hero deals 2 shadow damage divided as you choose to any number of target heroes and/or allies.

Stalwart Bear Form, 4, Druid (Elderlimb-9U, Throne-36U)
Instant Ability—Feral Bear Form, Form (1)
Target up to two opposing allies. Your hero deals 2 melee damage to each of them. <p> Ongoing: Your hero has **Protector** and +5 [Health].

Stance Mastery, 2, Warrior (Worldbreaker-121R)
Ability—Protection
Ongoing: [Activate] >>> Your hero has +1 ATK this combat.

Starburst, 4, Druid (Elements-38R)
Ability—Balance
Your hero deals 3 arcane damage to target hero or ally. Then, you may put this ability into your resource row face down and exhausted.

Starfire, 6, Druid (Azeroth-31R, Class-34R, Horde Druid-10R, 🐰 Horde Druid-8R)
Basic Ability—Balance
Your hero deals 5 arcane damage to target hero or ally. <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.

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.

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.

Steady Shot, 3, Hunter (Citadel Raid-41U, Horde Hunter-12U, Sylvanas-5U, Worldbreaker-48U)
Ability—Marksmanship
Ongoing: At the start of your turn, your hero may deal 1 ranged damage to target hero or ally.

Steal Essence, 2, Warlock (Alliance Warlock-12U, ⊽ Alliance Warlock-7U, Azeroth-134U, Class-114U)
Instant Ability—Affliction
Your hero deals 2 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

Steal Steel, 2, Rogue (Worldbreaker-92R)
Ability—Subtlety Finishing Move
As an additional cost to play this ability, remove up to five [Rogue] abilities in your graveyard from the game. <p> Search target opponent's deck for an equipment with cost less than or equal to the number of cards removed this way and put it into play under your control.

Steelguard Adamson, Alliance (Throne-8)
Hero—Worgen Warrior, 30 Health
(3), Flip Adamson >>> Choose one: Add a +1 ATK counter to target weapon; or add a +1 [DEF] counter to target armor.

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.

Stevrona Forgemender, 3, Alliance (Elements-126R)
Ally—Dwarf Shaman, 2 [Fire] / 5 Health
Token allies you control have +1 / +1. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Ready target token ally.

Stonebranch, Ancient of War, 4 (Crown-159U, Elderlimb-22U)
Monster Ally—Ancient Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Ferocity**. *(They can attack immediately.)*

The Stonemother's Gift, 3 (Elements-105U)
Ability
Ongoing: When this ability enters play, put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Protector** this turn.

Storm of the Ages, 2+X, Shaman (Betrayal-46R)
Basic Ability—Elemental
**Rift** *(Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.)* <p> Your hero deals X nature damage divided as you choose to any number of target heroes and/or allies.

Stormwind Investigator, 2, Alliance (Dungeon Treasure-16C)
Ally—Human Hunter, 3 [Melee] / 2 Health
When this ally enters play, you may look at the top card of target player's deck. You may put that card into his graveyard.

Stormwind Recruit, 3, Alliance (Reign-91C)
Instant Ally—Human Warrior, 3 [Melee] / 1 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Stormwind Summoner, 1, Alliance (Ancients-111C)
Ally—Human Warlock, 0 [Shadow] / 1 Health
**Assault 1** *(This ally has +1 ATK on your turn.)*
<p> When this ally is destroyed, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Stormwind Tabard, 5, Alliance, DkDrHuMaPaPrRoShLoWa (Ancients-218U)
Equipment—Item, Tabard (1)
[Basic] (3), [Activate] >>> Put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**. You pay (1) less to use this power for each Human ally you control.

Strangulate, 3, Death Knight (Worldbreaker-30U)
Instant Ability—Blood
Interrupt target ability. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Opponents can't play abilities this turn.

Strength of Will, 3 (Sylvanas-9C, Throne-94C)
Ability
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Strife, 3, Warrior (Ancients-70R)
Basic Ability—Fury
Ongoing: Heroes have **Assault 3**. <p> Damage is unpreventable. <p> Damage can't be healed.

Strike, 1 (Ancients-81C)
Basic Ability
Your hero deals 1 melee damage to target hero or ally.

String of Beaded Bubbles, 2, DrMaPrShLo (Worldbreaker Badge-4E)
Equipment—Item, Neck (1)
As this item enters play, choose arcane, fire, forst, or nature. <p> On your turn: (2) >>> Your hero deals 1 damage of the chosen type to target hero or ally.

Stromdak of Ironforge, Alliance (Alliance Warrior-1)
Hero—Dwarf Warrior, 30 Health
On your turn: (5), Flip Stromdak >>> Search your deck for an equipment, reveal it, and put it into your hand.

Strongroot, Ancient of War, 5 (Ancients-197U)
Monster Ally—Ancient Druid, 1 [Nature] / 9 Health
This ally can protect Monster heroes and allies you control. <p> When an opposing ally attacks, ready this ally.

Subdue, 2, Priest (Aspects Treasure-19C)
Ability—Discipline
Attach to target opposing ally. Draw a card. <p> Ongoing: Attached ally can attack only heroes.

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.

Sumi'jin, Guardian of Cenarius, Horde (Twilight-18)
Hero—Troll Druid, 27 Health
[Front]: (3) >>> Flip Sumi'jin face down.
[Back]: When an ally enters play under your control, Sumi'jin may heal 1 damage from herself.

Summoning Portal, 2, Warlock (Alliance Warlock-13R, Worldbreaker-112R)
Ability—Demonology
Search your deck for an ally, reveal it, and put it into your hand.

Suncaller Haruh, Horde (Twilight-19)
Hero—Tauren Priest, [Front]: 27, [Back]: 32 Health
[Front]: (2) >>> Flip Haruh face down.
[Back]: *(Haruh has +5 [Health].)*

Sunhoof Consecrator, 4, Horde (Caverns Treasure-50C)
Ally—Tauren Paladin
Ready allies you control have +2 ATK and **Spellshield**.

Sunstalker Maelan, 6, Horde (Tomb-113C)
Ally—Blood Elf Rogue, 6 [Melee] / 5 Health

Sunwalker Lighthorn, 6, Horde (Reign-115C)
Ally—Tauren Paladin, 4 [Holy] / 8 Health

Sunwalker Nahano, Horde (Elements-16)
Hero—Tauren Paladin, 30 Health
[Front]: (3) >>> Flip Nahano face down.
[Back]: Allies you control with **Protector** have +1 ATK while defending.

Sura Lightningheart, 7, Horde (Worldbreaker-191C)
Ally—Tauren Shaman, 4 [Nature] / 5 Health
When this ally enters play, if you control another [Nature] card, she may deal 4 nature damage to target hero or ally.

Surge of Blood, 2, Death Knight (Alliance DK-11C, Wrathgate-29C)
Ability—Blood
Your hero deals 2 melee damage to target hero or ally. Weapons you control have **Assault 2** this turn.

Surge of Power, 3 (Throne-95R)
Ability
Ongoing: Token allies you control have +1 / +1.

Suvok Frozeneye, Horde (Worldbreaker-17)
Hero—Orc Mage (Frost), 25 Health
[Front]: (4) >>> Flip Suvok face down.
[Back]: At the start of your turn, Suvok deals 1 frost damage to target opposing ready ally.

Swarmtooth, 2 (Murkdeep-17U, Throne-192U)
Monster Ally—Murloc Mage, 1 [Frost] / 1 Health
When this or another Murloc ally enters play under your control, you may reveal the top card of your deck. If it's a Murloc, put it into your hand.

Swift Brewfest Ram, 2 (Holiday 🍺-5R)
Ally—Ram, Mount (1), 0 [Melee] / 4 Health
When you place a resource face up into your resource row, choose one at random: Each player draws a card; or each player discards a card. *(Mounts can't attack or be attacked.)*

Swift Hand of Justice, 1, DkHuPaRoWa (Worldbreaker-232U)
Equipment—Item, Trinket (2)
(2), Put this equipment into its owner's hand >>> Target ally has **Ferocity** this turn. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Add an heirloom counter to target equipment you control.

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.

Swindle, 1, Rogue (Twilight-75U)
Ability—Subtlety
Ready target opposing equipment, then gain control of it until end of turn.

Swirling Flames, 3, Mage (Caverns Treasure-15U)
Basic Ability—Fire
This turn, your hero has "(1) >>> Your hero deals 1 fire damage to target hero or ally."

Sylvanas, Queen of the Forsaken, 5, Horde (Crown-119E)
Ally—Undead Hunter, Sylvanas (1), 4 [Melee] / 4 Health
When Sylvanas enters play, you may remove any number of [Horde] allies in your graveyard from the game. If you do, put a 1 [Melee] / 1 [Health] Skeleton ally token into play for each ally removed this way. <p> Sylvanas has **Assault 1** for each Skeleton ally you control.

Sylvanas Windrunner, Alliance (Timewalkers-8)
Hero—High Elf Hunter, 28 Health
[Front]: **Sight of Sylvanas** <p> [Basic] (2), Flip Sylvanas >>> Look at the top three cards of target opponent's deck. Put one on top of his deck and the rest on the bottom.
[Back]: **Aim of Sylvanas** <p> Once per game: [Basic] (8) >>> Sylvanas deals 13 ranged damage to target ally.

Tabard of the Legion, 1, DkDrHuMaPaPrRoShLoWa (Ancients-219U)
Equipment—Item, Tabard (1)
(3), [Activate] >>> Look at the top card of your deck. You may put that card on the bottom of your deck. You pay (1) less to use this power for each Demon ally you control.

Tactical Mastery, 2, Warrior (Reign-60R)
Instant Ability—Protection
Opposing heroes and allies must attack this turn if able. <p> When an opponent proposes a combat this turn, you may change any number of the proposed defenders. *(They must be legal choices for the attacker.)*

Taerinar, Fang of Goldrinn, Alliance (🐺 Alliance Rogue-1U)
Hero—Night Elf Rogue, 27
[Basic] (3), Flip Taerinar >>> Weapons you control have +2 ATK this turn.

Tailgunner! (Tomb-199C)
Quest
If you control an ally with an ability attached to it: Pay (2) to complete this quest. <p> Reward: Draw a card.

Takara, Timewalker Warlord, 2, Horde (Ancients-148R)
Ally—Orc Warrior, 3 [Melee] / 4 Health
**Ferocity** <p> This ally can attack only heroes. <p> When this ally attacks, the defending player reveals the top card of his deck. If it's an ally, he puts it into his hand.

Talaan Solaras, 3, Horde (Elements-146C)
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health
**Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Your hero deals 1 melee damage to target damaged ally.

Talian Bladebender, 3, Alliance (Alliance Priest-24C, Illidan-141C)
Ally—Night Elf Warrior, 2 [Melee] / 4 Health
Opponents can't strike with weapons.

Taliax the Ironjaw, 2, Alliance (Tomb-94R)
Ally—Gnome Warrior, 2 [Melee] / 2 Health
**Protector** <p> While you control a weapon, double this ally's ATK. <p> While you control an armor, double this ally's [Health].

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.

Tania Falan, 2, Alliance (Twilight-125U)
Ally—Worgen Mage, 2 [Arcane] / 3 Health
When this ally enters play, you may draw a card. If you do, discard a card.

Taretha's Diversion (Betrayal-200C)
Quest
[Basic] Pay (2) to complete this quest. <p> Reward: Turn target opposing face-up resource face down. If it was a location, you may draw a card.

Tar'gak the Felcrazed, 9 (Hogger-18U, Throne-196U)
Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health
You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance (🐺 Alliance Shaman-7C, Crown-93C)
Ally—Dwarf Rogue, 6 [Melee] / 1 Health
**Stealth** *(This ally can't be protected against.)*

Tarn Darkwalker, 2, Horde (Betrayer-180C, Horde Warlock-19C)
Ally—Orc Warlock, 3 [Shadow] / 1 Health
Demons have **Ferocity**. *(They can attack immediately.)*

Tarnished Raging Berserker's Helm, 3, HuSh (Twilight-184R)
Equipment—Armor—Mail, Head (1), 2 DEF
If this armor has three or more heirloom counters: [Activate] >>> Ready up to three other target cards you control. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tarwila Gladespring, 2, Alliance (Ancients-112C, Legion-167C)
Ally—Night Elf Druid, 1 [Nature] / 1 Health
**Elusive** *(This ally can't be attacked.)* <p> [Activate] >>> You pay (1) less to play your next card this turn.

Tattered Dreadmist Mantle, 3, MaPrLo (Worldbreaker-227R)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF
If this equipment would prevent magical damage, it prevents that much +3 instead. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: The next time target hero or ally would be dealt magical damage this turn, prevent it.

Tattered Dreadmist Mask, 1, MaPrLo (Twilight-185R)
Equipment—Armor—Cloth, Head (1), 1 DEF
If this armor has three or more heirloom counters: [Activate] >>> Look at the top three cards of your deck. Put one into your hand and the rest on the bottom of your deck. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tattered Dreadmist Robe, 4, MaPrLo (Elements-186R)
Equipment—Armor—Cloth, Chest (1), 1 DEF
If your hero would deal damage with an ability, it deals that much +1, and plus an additional 1 for each heirloom counter on this armor instead. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tauren Deathwalker, 5, Horde (Betrayal-106C)
Ally—Tauren Death Knight, 3 [Frost] / 7 Health

Tauren Lightcaller, 4, Horde (Betrayal-107C)
Ally—Tauren Paladin, 2 [Holy] / 5 Health
**Absorb** *(When this ally deals combat damage to a hero, he heals that much damage from your hero.)*

Tauren Mystic, 2, Horde (Betrayal-108C)
Ally—Tauren Shaman, 2 [Nature] / 3 Health
**Tribe**: When this or another Tauren ally enters play under your control, this ally deals 1 nature damage to target hero and heals 1 damage from your hero.

Tauren Plainsrider, 3, Horde (Betrayal-109C)
Ally—Tauren Hunter, 1 [Ranged] / 5 Health
**Long-Range** *(Defenders deal no combat damage to this ally.)*

Tauren Sunhoof, 6, Horde (Betrayal-110C)
Ally—Tauren Paladin, 5 [Holy] / Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Tauren Tracker, 1, Horde (Betrayal-111C)
Ally—Tauren Hunter, 1 [Ranged] / 3 Health
When this ally attacks, he deals 1 ranged damage to target hero.

Tauren Wildmender, 3, Horde (Betrayal-112C)
Ally—Tauren Druid, 3 [Nature] / 3 Health
When this ally enters play, she heals 3 damage from your hero.

Taz'dingo, 3, Horde (Azeroth-260C, Class-195C, Horde Hunter-22C, Horde Warrior-17C)
Ally—Troll Hunter, 2 [Ranged] / 2 Health
When this ally enters play, he deals 1 ranged damage to target hero or ally.

Tazrik Crankrust, Horde (Elements-17)
Hero—Goblin Shaman, 28 Health
[Front]: (4) >>> Flip Tazrik face down.
[Back]: Tazrik has **Assault 1** for each Elemental ally you control.

Tears of Aessina, 1, Druid (Horde Druid-11C, Twilight-34C)
Instant Ability—Restoration
Your hero heals 2 damage from each of up to two target heroes and/or allies.

Teldrassil Tracker, 1, Alliance (Ancients-113C)
Ally—Night Elf Hunter, 1 [Ranged] / 2 Health
**Elusive** *(This ally can't be attacked.)*

Teldrassil Wildguard, 3, Alliance (Ancients-114C)
Ally—Night Elf Druid, 2 [Nature] / 4 Health

Telor Sunsurge, 1, Horde (Worldbreaker-192C)
Ally—Blood Elf Warrior, 1 [Melee] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Tempest Elemental, 4, Shaman (Reign-48U)
Monster Ally—Air Elemental, Pet (1), 5 [Nature] / 5 Health
At the start of your turn, put an ally you control into its owner's hand.

Tempest, Son-of-Storms, 7, Horde (🐾 Horde Paladin-19R, Outland-188R)
Instant Ally—Tauren Shaman, 5 [Melee] / 5 Health
When this ally enters play, ready a hero or ally you control.

Tempest Totem, 4, Shaman (Elements-84R)
Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 4 Health
Ongoing: When this card enters play, you may put target Totem from your graveyard into your hand. <p> You pay (1) less to play Totems, to a minimum of (1). <p> *(Totems can't attack.)*

Temporal Shift, 1, Mage (Reign-26C)
Instant Ability—Arcane
Remove target defending ally from combat. It has **Elusive** this turn. *(It can't be attacked.)*

Tendrils of Darkness, 5, Priest (Throne-64U)
Ability—Shadow
Your hero deals 5 shadow damage to target ally. When that ally is destroyed this turn, its controller discards a card.

Terestian Illhoof, 5 (Betrayal-161R)
Monster Ally—Satyr Demon Warlock, Terestian (1), 2 [Shadow] / 6 Health
When this ally enters play, **Portal** *(Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.)* <p> At the end of your turn, you may destroy another Demon ally you control. If you do, Terestian deals shadow damage to target opposing hero or ally equal to the cost of that destroyed Demon.

Teretha of the Undercity, Horde (Horde Priest-1)
Hero—Undead Priest, 26 Health
On your turn: (3), Flip Teretha >>> Target opponent chooses an ally he controls and puts it into its owner's hand.

Terina Calin, 3, Alliance (Alliance DK-22C, Alliance Hunter-19C, Alliance Paladin-17C, Alliance Shaman-20C, Alliance Warrior-18C, Worldbreaker-160C)
Ally—Human Rogue, 4 [Nature] / 1 Health
When this ally enters play, if you control an equipment, you may destroy target equipment.

Teron Gorefiend, Horde (Timewalkers-19)
Hero—Orc Death Knight, 29 Health
[Front]: **Grip of Gorefiend** <p> [Basic] (3), Flip Gorefiend >>> Gorefiend deals 1 shadow damage to target ally and heals 1 damage from himself.
[Back]: **Gorefiend's Decay** <p> Once per game: [Basic] (7) >>> This turn, when a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Terrastra, 6 (Twilight-173R)
Ally—Earth Elemental Ascendant, Terrastra (1), 3 [Melee] / 9 Health
When this or another [Melee] card you control is destroyed, your hero has +1 ATK this turn.
<p> [Melee] allies you own everywhere have "**Stash**: Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play."

Terrifying Shout, 3, Warrior (Tomb-62C)
Ability—Fury Shout
Put target ally or equipment on top of its owner's deck.

Terror Hound, 1 (Reign-155C)
Monster Ally—Void Terror Demon, 1 [Melee] / 2 Health
When this ally enters play, you may switch the ATK and [Health] of target ally this turn.

Terror of the Tides (Reign-195C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ability, ally, or equipment with cost 3 or more into your hand and the rest on the bottom of your deck.

Terrorguard Detonator, 4 (Reign-156C)
Monster Ally—Terrorguard Demon, 4 [Shadow] / 2 Health
When this ally enters play, you may destroy another ally you control. If you do, destroy target ally.

Tesla, 4, Hunter (Alliance Hunter-9C, Worldbreaker-49C)
Ally—Wind Serpent, Pet (1), 3 [Nature] / 3 Health
**Assault 2** *(This ally has +2 ATK on your turn.)*
<p> **Ferocity** *(This ally can attack immediately.)*

Tessa Black, 6, Alliance (Ancients-115E)
Ally—Human Warlock, 0 [Shadow] / 0 Health
This ally has +ATK and +[Health] equal to the remaining health of your hero.

Tez Tez the Patchmonger, 2, Horde (Horde Mage-21C, Horde Warlock-20C, Outland-189C)
Ally—Troll Priest, 2 [Shadow] / 1 Health
When this ally enters play, target opposing ally has -3 ATK this turn.

Thadrus, Shield of Teldrassil, 3, Alliance (Crown-94R)
Ally—Night Elf Warrior, 1 [Melee] / 7 Health
**Protector** <p> This ally can't attack. <p> When this ally deals damage to an ally, destroy that ally.

Thane Kurdran Wildhammer, 6, Alliance (Betrayal-86R)
Ally—Dwarf Warrior, Kurdran (1), 3 [Nature] / 7 Health
**Protector** <p> When Kurdran enters play, put a 0 [Nature] / 1 [Health] Egg ally token into play. <p> At the start of your turn, target Egg ally you control becomes a 6 [Melee] / 6 [Health] Gryphon Beast Monster ally named Sky'ree with Sky'ree (1).

Thanu Sunhorn, 4, Horde (Tomb-114U)
Ally—Tauren Paladin, 2 [Holy] / 5 Health
**Protector** <p> When damage is healed from your hero, your hero may heal that much damage from target ally.

Tharal Wildbreeze, 2, Alliance (Crown-95C)
Ally—Night Elf Druid, 2 [Nature] / 1 Health
**Elisuve** *(This ally can't be attacked.)* <p> **Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)*

Tharuk Foulblade, 4, Horde (Elements-147C)
Ally—Orc Rogue, 3 [Nature] / 3 Health
This ally has +3 ATK while attacking an exhausted hero or ally.

The Forgotten (Tomb-2)
Monster Hero—Tol'vir Paladin, 29 Health
[Front]: (8) >>> Flip The Forgotten face down. <p> You pay (8) less to flip The Forgotten if you control an ability, an ally, and an equipment.
[Back]: When The Forgotten deals combat damage to an opposing hero, he heals that much damage from himself.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Therazane the Stonemother, 7 (Elements-171E)
Ally—Earth Elemental Lord, Therazane (1), 3 [Melee] / 9 Health
Earth Elementals you control have **Protector**. <p> At the start of your turn, put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> Destroy an Earth Elemental you control >>> Ready target hero or ally you control.

Thespius Bloodblaze, 2, Horde (Crown-120C, ⚜ Horde Mage-19C)
Ally—Blood Elf Mage, 3 [Fire] / 1 Health
**Elusive** *(This ally can't be attacked.)*

Thieving Little Pluckers (Tomb-200C)
Quest
If you control two or more equipment: Pay (2) to complete this quest. <p> Reward: Draw a card.

Thira Anvilash, Alliance (Elements-9)
Hero—Dwarf Warlock, 28 Health
[Front]: (3) >>> Flip Thira face down.
[Back]: When you attach an ability to an opposing hero or ally, Thira deals 1 shadow damage to that character and heals 1 damage from herself.

Thoglos, 2, Warlock (Betrayal-52U)
Monster Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health
This ally can protect your hero. <p>When this ally is dealt fatal damage, he heals 5 damage from your hero.

Thorns, 4, Druid (Alliance Druid-9R, Dark Portal-28R)
Instant Ability—Balance
Attach to target hero or ally. <p> Ongoing: When attached character is dealt combat damage, it deals 1 nature damage to the source of that combat damage.

Thorns of Nordrassil, 1, Druid (Betrayal-12U)
Basic Ability—Balance Attachment
Attach to target hero or ally. <p> <Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character, or 2 if you control another Ongoing ability.

Thornwood Staff, 3, DrHu (Caverns Treasure-68R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Nature], 3 Strike
[Basic] [Activate] >>> Exhaust target card. <p> On an opponent's turn: [Activate] >>> Ready another target 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 readies, 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-177E)
Ally—Orc Shaman, Thrall (1), 6 [Nature] / 6 Health
You pay (8) less to play this ally if you control each of the following: [Fire] card, [Frost] card, [Melee] card, and [Nature] card. <p> Other abilities, allies, and equipment you control can't be destroyed.

Thrall, Warchief of the Horde, 6, Horde (Class Promo-10E, Icecrown-142E)
Ally—Orc Shaman, Unique, 6 [Frost] / 6 Health
**Protector**, **Frost Resistance** <p> When this ally enters play, you may put target [Horde] card from your graveyard into your hand. <p> Other [Horde] allies you control have +2 / +2.

Thrall's Desire, 3 (Tomb-63R)
Ability—Aspect of Thrall, Desire (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero heals 1 damage from target hero or ally.

Thrall's Doubt, 4 (Tomb-64R)
Ability—Aspect of Thrall, Doubt (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.

Thrall's Fury, 2 (Tomb-65R)
Ability—Aspect of Thrall, Fury (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero deals 1 fire damage to target opposing hero.

Thrall's Patience, 5 (Tomb-66R)
Ability—Aspect of Thrall, Patience (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> When your hero attacks, if you control four exhausted Aspect of Thrall abilities, destroy all four of them. If you do, search your deck and/or hand for a master hero named Thrall the Earth-Warder and put it into play.

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.

Threadlinked Chain, 4, DrPaPrSh (Timewalkers Justice-12E)
Equipment—Item, Neck (1)
All allies have **Elusive** and **Protector**. <p> At the end of each turn, each ally heals all damage from itself.

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, Hogger-19C)
Monster Ally—Ogre Lord Warrior, 6 [Melee] / 6 Health
This ally can't attack unless you control another ally with 6 or more ATK.

Throne of the Tides (Throne-263R)
Location
(1), [Activate] >>> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Throwing Starfish, 1, DkDrHuMaPaPrRoShLoWa (Throne-243R, Throne Loot-2L)
Equipment—Item
At the start of your turn, you may add a starfish counter to this item. <p> (2), Remove a starfish counter from this item >>> Your hero deals 1 melee damage to target hero or ally.

Thrug the Hurler, 6 (Throne-197U)
Monster Ally—Ogre Warrior, 4 [Melee] / 4 Health
**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.

Thunder 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 Steelsnout, 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.

Thunder Hawk, 4 (Reign-157C)
Monster Ally—Hawk Beast, 4 [Melee] / 3 Health
**Stealth** *(This ally can't be protected against.)*

Thundercrash, 1, Warrior (Reign-61C)
Instant Ability—Protection
Your hero deals 1 melee damage to target hero or ally. A character dealt damage this way has -1 ATK this turn.

Thunderhorn Wildwalker, 6, Horde (Reign-116C)
Ally—Tauren Hunter, 2 [Ranged] / 7 Health
**Long-Range** *(Defenders deal no combat damage to this character.)*

Thunderous Challenge, 5, Warrior (Worldbreaker-122U)
Instant Ability—Protection
Your hero deals 2 melee damage to each opposing hero and ally. A character dealt damage this way has -2 ATK this turn.

Thunderpetal, 3, Horde (Crown-121U)
Ally—Tauren Shaman, 2 [Nature] / 4 Health
**Mend 1** *(At the start of your turn, this ally may heal 1 damage from target hero or ally.)* <p> When 1 or more damage is healed from a hero or ally you control, this ally deals 1 nature damage to target opposing hero.

Thunderstrike Weapon, 1, Shaman (Worldbreaker-102U)
Ability—Enhancement
Attach to target equipment you control. <p> Ongoing: When attached equipment exhausts, you may pay (1). If you do, your hero deals 1 nature damage to target hero or ally.

Tidal Elemental, 1, Mage (Elements-54U)
Ally—Water Elemental, Pet (1), 2 [Frost] / 2 Health
**Elusive** *(This ally can't be attacked.)* <p> (2), [Activate] >>> Exhaust target ally.

Tidal Totem, 2, Shaman (Crown-44U)
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 3 Health
Ongoing: When this totem enters play, it heals 3 damage from target hero or ally. <p> **Mend 3** *(At the start of your turn, this Totem may heal 3 damage from target hero or ally.) (Totems can't attack.)*

The Tidehunter's Gift, 3 (Elements-106U)
Ability
Ongoing: When this ability enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Elusive** this turn.

Tidus the Relentless, 5, Alliance (Elements-127R)
Ally—Worgen Hunter, 0 [Arcane] / 1 Health
**Aberration**, **Ferocity** <p> This ally has +1 ATK for each exhausted resource you control.

Tilly Fiddlelight, Alliance (Worldbreaker-9)
Hero—Gnome Priest (Holy), 26 Health
[Front]: (3) >>> Flip Tilly face down.
[Back]: Each ally you control has **Mend 1**. *(At the start of your turn, it may heal 1 damage from target hero or ally.)*

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.

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 Agony, 2, Priest (Betrayal-37U)
Basic Ability—Shadow
**Echo** *(When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.)* <p> Target opponent removes the top three cards of his deck from the game.

Timeless Aim, 2, Hunter (Betrayal-18U)
Instant Ability—Marksmanship
**Echo** *(When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.)* <p> Your hero deals 2 ranged damage to target hero or ally.

Timeless Arcana, 2, Mage (Betrayal-25U)
Instant Ability—Arcane
**Echo** *(When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.)* <p> Draw a card.

Timeless Bounty, 3, Druid (Betrayal-13U)
Instant Ability—Balance
**Echo** *(When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.)* <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Timeless Deception, 3, Rogue (Betrayal-40U)
Basic Ability—Subtlety
**Echo** *(When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. 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 Undeath, 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-188C)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 2 Strike
When this weapon enters play, switch the ATK and [Health] of target ally this turn.

Timewalker Grunt, 1, Horde (Ancients-154C)
Ally—Orc Warrior, Unlimited, 1 [Melee] / 1 Health
**Assault 1** (This ally has +1 ATK on your turn.)
<p> 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.

Timriv the Enforcer, 4, Horde (Elements-148U)
Ally—Goblin Warrior, 3 [Melee] / 3 Health
**Time is Money** (This ally may use [Activate] powers immediately.) <p> [Activate] >>> Destroy all opposing damaged allies.

Tinker Casey Springlock, 4, Alliance (Alliance Shaman-21C, Drums-146C)
Ally—Gnome Warrior, 4 [Melee] / 4 Health
This ally has **Protector** while she's undamaged.

Tinker Priest Cassie, Alliance (Throne-9)
Hero—Gnome Priest, 26 Health
On your turn: (5), Flip Cassie >>> Target opponent chooses an ability, ally, and equipment he controls. Put each of them into its owner's hand.

Ti'tahk, the Steps of Time, 5, Mage (Aspects Treasure-73C)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike
The first time your hero would deal damage with an ability each turn, it deals that much +3 instead.

To Arms!, 6, RoWa (Elements-103E)
Ability—Arms Combat
Ongoing: Your hero has Dual Wield. <p> Melee weapons you control have +5 ATK. <p> You pay (5) less to strike with Melee weapons.

Toho Bloomhorn, 4, Horde (Ancients-156U)
Ally—Tauren Druid, 1 [Nature] / 5 Health
**Protector** <p> When this ally is destroyed, you may put him from the graveyard into his owner's resource row face down and exhausted.

Tol'zin, 3, Horde (Elements-149R)
Ally—Troll Druid, 2 [Arcane] / 2 Health
This ally has +2 / +2 for each token ally you control. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Token allies you control have **Assault 1** this turn.

Tomadae the Magnificent, 6, Alliance (🛡 Alliance Warlock-20U, Outland-145U)
Ally—Draenei Mage, 5 [Arcane] / 5 Health
If your hero would deal damage with an ability, it deals that much +1 instead.

Tommi Spazzratchet, 1, Alliance (🛡 Alliance Rogue-16C, Crown-96C)
Ally—Gnome Rogue, 2 [Melee] / 1 Health
**Stealth** (This ally can't be protected against.)

Tor Earthwalker, 4, Horde (Crown-122C)
Ally—Tauren Druid, 2 [Nature] / 4 Health
When you attach an ability to a hero or ally, you may put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Toraan, Eye of O'ros, 2, Alliance (Ancients-119R)
Ally—Draenei Hunter, 1 [Ranged] / 1 Health
When this ally deals combat damage to an opposing hero, you pay (1) less to play your next card this turn for each damage dealt.

The Torch of Retribution (Worldbreaker-266C)
Quest
Pay (4) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw a card.

Torkar the Bloodsworn, 3, Horde (Caverns Treasure-51R)
Ally—Orc Death Knight, 4 [Frost] / 5 Health
**Protector** <p> When your hero is dealt combat damage, destroy this ally.

Tormenting Gouge, 1, Rogue (Elements-77C)
Instant Ability—Combat
Exhaust each opposing ally with cost 4 or less.

Torrid Abyssal, 4 (Reign-158C)
Monster Ally—Abyssal Demon, 6 [Fire] / 2 Health

Torr'nag, 7 (Crown-139U)
Monster Ally—Ogre Shaman, 6 [Frost] / 6 Health
**Enrage** *(As this ally enters play, you may reveal the top card of your deck.)* <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn. <p> **Smash** *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Tortolla, 6 (Ancients-198R)
Monster Ally—Turtle Beast Demigod, Tortolla (1), 1 [Melee] / 13 Health
**Monster Hero Required** <p> **Protector** <p> Other Monster heroes and allies you control have **Spellshield**. *(They can't be targeted by opponents.)*

Torturous Poison, 1, Rogue (Reign-43R)
Basic 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, add a poison counter to this ability. Then, your hero deals 1 nature damage to attached character for each poison counter on this ability.

Torzuk Soulfang, 2, Horde (Ancients-157E)
Ally—Orc Warlock, 2 [Fire] / 1 Health
**Spellshield** <p> When this ally deals combat damage to a hero, you may pay (3). If you do, put a 5 [Fire] / 5 [Health] Infernal Demon Monster ally token named Infernius into play with Infernius (1) and **Smash**.

Toshe Chaosrender, 4 (Throne-222R)
Ally—Taunka Shaman, Toshe (1), 0 [Nature] / 0 Health
Opponents can't complete quests. <p> You can complete opposing quests. *(You get the rewards.)* <p> Toshe has +1 / +1 for each opposing face-down resource.

Totem from Beyond, 4, Shaman (Reign-49U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 3 Health
**Warp** *(As this totem is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Ongoing: At the start of your turn, this Totem deals 2 fire damage to target opposing hero or ally.

Totemic Cleanse, 1, Shaman (Aspects Treasure-25C)
Instant Ability—Restoration
Play only if you control a Totem. <p> Destroy target ability.

Totemic Infusion, 4, Shaman (Caverns Treasure-30R)
Basic Ability—Restoration
Ongoing: While you control an Air Totem, your hero has **Spellshield**. <p> While you control an Earth Totem, your hero has **Mend 4**. <p> While you control a Fire Totem, your hero has **Assault 4**. <p> While you control a Water Totem, your hero has **Elusive**.

Totemic Vigor, 3, Shaman (Elements-85R)
Ability—Enhancement
**Enhancement Talent** *(You can't put Elemental Talents or Restoration Talents in your deck.)* <p> Ongoing: Totems you control have +2 [Health]. <p> Your hero has **Assault 1** for each Totem you control.

Touch of Brilliance, 1, Mage (Throne-51U)
Ability—Arcane
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to an opposing hero, draw a card.

Tower of Radiance, 4, Paladin (Tomb-35R)
Ability—Holy
**Holy Talent** *(You can't put Protection Talents or Retribution Talents in your deck.)* <p> This ability enters play with four radiance counters on it. <p> Ongoing: At the start of your turn, remove a radiance counter from  this ability. If none remain, destroy this ability. <p> Your hero has Assault 1 and Mend 1 for each radiance counter on this ability.

Toz'jun, 5, Horde (Horde Shaman-19C, Worldbreaker-194C)
Ally—Troll Shaman, 4 [Nature] / 3 Health
**Ferocity** *(This ally can attack immediately.)*

Track Dragonkin, 1, Hunter (Worldbreaker-50C)
Instant Ability—Survival
Target ally has -2 ATK this turn, or -4 ATK if it's a Dragonkin.

Track Enemy, 1, Hunter (Throne-45U)
Ability—Survival
Attach to target hero or ally you control, then **Delve**. <p> Ongoing: When attached character deals damage to an opposing hero, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Track from Beyond, 3, Hunter (Reign-19U)
Instant Ability—Survival
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Look at the top four cards of your deck. Put one into your hand and the rest on the bottom of your deck.

Tracker's Blade, 2, Rogue (Caverns Treasure-69C)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike
**Dual Wield** <p> **Stealth** *(When you strike with this weapon, your hero can't be protected against this combat.)*

Tracker's Mark, 2, Hunter (Aspects Treasure-10U)
Ability—Marksmanship
Attach to target opposing hero. <p> Ongoing: At the start of your, your hero deals 1 ranged damage to attached hero. <p> At the end of your turn, if 5 or more damage was dealt to attached hero this tur, look at the top card of that hero's controller's deck. You may put that card on the bottom of that deck.

Trade Prince Gallywix, 2, Horde (Worldbreaker-195E)
Ally—Goblin Trade Prince, Gallywix (1), 3 [Melee] / 2 Health
Goblin allies you control have **Time is Money** and "[Activate] >>> Ready a resource you control."

Trag'ush, 4 (Crown-140C)
Monster Ally—Ogre Warlock, 6 [Fire] / 4 Health
**Conspicuous** *(Opposing heroes and allies can protect against this ally.)*

Traitors! (Tomb-201C)
Quest
Pay (1) to complete this quest. <p> Reward: An opponent chooses one: You draw a card; or your hero heals 3 damage from itself.

Traxel Emberklik, 5, Horde (Worldbreaker-196C)
Ally—Goblin Warlock, 1 [Fire] / 7 Health
**Time is Money** *(This ally can use [Activate] powers immediately.)* <p> [Activate] >>> This ally deals 1 fire damage to target hero or ally.

Treads of Fleeting Joy, 2, DrRo (Aftermath Justice-4E)
Equipment—Armor—Leather, Feet (1) , 1 DEF
If your hero would deal 5 or more combat damage while attacking, it deals that much +5 instead.

Treespeaker Onaha, 5, Horde (Throne-170R)
Ally—Tauren Druid, 3 [Nature] / 7 Health
When damage is healed from this ally, put that many 1 [Melee] / 1 [Health] Treant ally tokens into play.

Tribulation, 2, Death Knight (Caverns Treasure-4C)
Basic Ability—Unholy
Ongoing: At the start of your turn, each opponent puts a card from the top of his deck into his graveyard for each hero and ally he controls.

Trickster Tesslah, 2, Horde (Tomb-115C)
Ally—Goblin Rogue, 1 [Melee] / 3 Health
**Assault 2** *(This ally has +2 ATK on your turn.)*

Trickster's Edge, 5, RoSh (Ancients-230R)
Equipment—1H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
**Dual Wield** <p> This weapon enters play with a +1 ATK counter on it. <p> When your hero deals combat damage to an opposing hero with this weapon, double the number of +1 ATK counters on this weapon.

Trickster's Gambit, 3, Rogue (Alliance Rogue-11R, Elements-78R)
Instant Ability—Subtlety
The next time damage would be dealt to your hero this turn, it's dealt to another target hero or ally instead.

Trickster's Reflex, 1, Rogue (Tomb-47U)
Instant Ability—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.

Tristani the Sunblade, 4, Horde (Crown-123R)
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health
**Stealth** <p> When this ally deals combat
damage to an opposing hero, that hero's
controller reveals a random card from their
hand. This ally deals melee damage to that hero
equal to that revealed card's cost unless its
controller discards that card.

Triton Legplates, 2, DkPaWa (Throne-225R)
Equipment—Armor—Plate, Legs (1), 2 DEF
At the end of each opponent's turn, if your hero
was not dealt damage this turn, you may add a
triton counter to this armor. <p> On your turn:
[Activate], Remove five triton counters from this
armor >>> Your hero has **Assault 10**, and
combat damage that it would deal is
unpreventable this turn.

Trixie Boltclunker, 2, Alliance (Alliance Mage-21C, Alliance Paladin-18C, Alliance Rogue-20C,
Alliance Shaman-22C, Class-159C, Scourgewar-158C)
Ally—Gnome Warrior, 1 [Melee] / 4 Health
**Protector** *(This ally may exhaust to become the
defender when an opposing hero or ally attacks.)*

Trogg Earthrager, 5 (Ancients-199C)
Monster Ally—Trogg Shaman, 4 [Melee] / 4
Health
When this ally enters play, target Monster hero
or ally has **Assault 1** this turn for this and each
other Monster hero and ally you control.

Troggbane, Axe of the Frostborne King, 3,
DkPaWa (Worldbreaker-247E)
Equipment—1H Weapon—Axe, Melee (1), 0
[Frost], 0 Strike
(X) >>> This equipment has +X ATK this turn.

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.

Trophy Kill, 3, Hunter (Alliance Hunter-10C,
Class-46C, Dark Portal-40C)
Instant Ability—Marksmanship
Destroy target ally with cost 4 or more.

Turn the Blade, 1, Hunter (🛡 Alliance Hunter-12C, Citadel Raid-42C, Drums-33C, Horde
Hunter-13C, Sylvanas-6C)
Basic Ability—Survival Attachment
Attach to target ally or weapon. <p> Ongoing:
Attached card has -3 ATK.

Twilight Assassin, 3 (Aspects Treasure-53C)
Ally—Blood Elf Rogue, 2 [Melee] / 2 Health
When this ally enters play, draw a card for each
other player, unless that player chooses and
discards a card.

Twilight 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
damge 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 Wyrmkiller, 6 (Twilight-165U)
Ally—Twilight Dragonkin, 6 [Melee] / 3 Health
When this ally enters play, if an ability, ally, or
equipment was destroyed this turn, this ally has
**Ferocity** this turn.

Twilight's Hammer, 7, DrPaPrSh (Twilight-203R)
Equipment—1H Weapon—Mace, Melee (1), 1
[Melee], 3 Strike
On your turn: [Activate]; Exhaust your hero;
destroy another ability, ally, or equipment you
control >>> Gain control of target opposing card
if it shares a card type with that destroyed card.

Twined Band of Flowers, 2, DrPaPrSh
(Worldbreaker Badge-8E)
Equipment—Item, Ring (2)
On your turn: [Activate] >>> Your hero heals 1
damage from each ally you control and has
**Assault 1** this turn for each damage healed this
way.

Twist of Faith, 5, Priest (Alliance Priest-10R,
Legion-78R)
Ability—Shadow
Attach to target ally. <p> Ongoing: You control
attached ally.

Twisted Arcana, 1, Mage (Twilight-53U)
Instant Ability—Arcane
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Draw two cards.

Twisted Death Pact, 2, Death Knight (Twilight-29U)
Instant Ability—Blood
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Put a 3 [Melee] / 3 [Health] Ghoul ally token
into play.

Twisted Fire Nova, 5, Shaman (Twilight-85U)
Ability—Elemental
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Your hero deals 7 fire damage divided as you
choose to any number of target heroes and/or
allies.

Twisted Infernal, 7, Warlock (Twilight-92U)
Ally—Infernal Demon, Pet (1), 8 [Fire] / 8
Health
As an additional cost to play this ally, destroy an
ability, ally, or equipment you control. <p>
**Ferocity** *(This ally can attack immediately.)*

Twisted Light, 2, Paladin (Twilight-60U)
Instant Ability—Holy
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Prevent the next 3 damage that target friendly
hero or ally would be dealt this turn. <p> Your
hero deals 3 unpreventable holy damage to
target opposing hero or ally.

Twisted Massacre, 5, Rogue (Twilight-76U)
Ability—Assassination
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Destroy all exhausted opposing allies.

Twisted Mind Spike, 1, Priest (Twilight-69U)
Ability—Shadow
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Your hero deals 3 shadow damage to target ally.
Then, its controller discards a card.

Twisted Rampage, 3, Warrior (Twilight-101U)
Ability—Fury
As an additional
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Ready your hero and all Melee weapons you
control. Melee weapons you control have +2
ATK, and you pay (2) less to strike with them
this turn.

Twisted Wrath, 2, Druid (Twilight-35U)
Instant Ability—Balance
As an additional cost to play this ability, destroy
an ability, ally, or equipment you control. <p>
Your hero deals 5 nature damage to target hero.

Tyrande, High Priestess of Elune, 4, Alliance (Crown-97E)
Ally—Night Elf Priest, Tyrande (1), 3 [Arcane] / 5 Health
**Elusive** <p> When Tyrande enters play, you may shuffle any number of [Alliance] allies from your graveyard into your deck. If you do, put a 0 [Nature] / 1 [Health] Wisp ally token into play for each ally shuffled back into the deck this way. <p> At the end of your turn, for each Wisp you control, Tyrande deals 1 nature damage to target opposing hero and heals 1 damage from each hero and ally you control.

Tyrande Whisperwind, Alliance (Timewalkers-9)
Hero—Night Elf Priest, 26 Health
[Front]: **Tyrande's Light** <p> [Basic] (3), Flip Tyrande >>> Tyrande heals all damage from target ally you control.
[Back]: **Tyrande's Pet** <p> Once per game: [Basic] (7) >>> Put a 4 [Melee] / 4 [Health] Frostsaber Beast ally token named Ash'alah into play with **Ferocity**.

Tyrande'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).

Tyrennius Scatheblade, 2, Horde (Citadel Raid-72C, Class-196C, Horde Mage-22C, Horde Warrior-18C, Legion-206C)
Ally—Blood Elf Paladin, 3 [Holy] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Tyrus Blackhorn (Crown-3)
Monster Hero—Satyr Demon Warlock, 28 Health
[Front]: (8) >>> Flip Tyrus face down. <p> You pay (8) less to flip Tyrus if an opposing hero has 15 or more damage.
[Back]: When an attacking Demon hero or ally you control deals combat damage to a hero, that hero's controller chooses and discards a card.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Tyrus Lionheart, 1, Alliance (Alliance Paladin-19C, Gladiators-118C)
Ally—Human Paladin, 1 [Holy] / 1 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> This ally has +4 ATK while defending.

Tyrygosa, 6 (Elements-160R)
Ally—Blue Dragonkin Consort, Tyrygosa (1), 3 [Arcane] / 8 Health
At the start of your turn, reveal the top card of your deck. If it's an ability, you can play it immediately without paying its cost. *(If it has X in its cost, X is 0.)*

Tyrygosa the Blue, 7 (Aspects Treasure-55R)
Ally—Blue Dragonkin Consort, Tyrygosa (1), 4 [Arcane] / 10 Health
When Tyrygosa enters play, you may remove a non-Ongoing ability in your hand from the game. <p> At the start of your turn, you may copy that ability. If you do, you may play the copy without paying its cost.

Uberserc, 5, Hunter (Tomb-24R)
Monster Ally—Core Hound, Pet (1), 4 [Fire] / 7 Health
**Beast Mastery Talent** *(You can't put Marksmanship Talents or Survival Talents in your deck.)* <p> This ally can attack two opposing heroes and/or allies at the same time. *(This ally deals combat damage to both defenders, and both defenders deal combat damage back to this ally.)*

Uldum (Tomb-202R)
Location
(2), [Activate] >>> Choose one: Target weapon has +3 ATK this turn; or target armor has +3 [DEF] this turn.

Ultramarine Qiraji Battle Tank, 4 (Aftermath Crafted-7E)
Monster Ally—Qiraji, Mount (1), 0 [Melee] / 5 Health
On your turn: [Activate], Remove an ally in your graveyard from the game >>> Put a 2 [Melee] / 2 [Health] Qiraji Monster ally token into play. *(Mounts can't attack or be attacked.)*

Umbral Assault, 2, Priest (Caverns Treasure-23C)
Basic Ability—Shadow
Ongoing: If one or more cards from the top of an opponent's deck would be removed from the game, remove that many +1 instead.

Unbinding (Twilight-218C)
Quest
On your turn: Pay (1) to complete this quest. <p> Reward: Look at the top card of target opponent's deck. You may remove that card from the game.

The Unbreakable Will, 4, DkPaRoWa (Caverns Treasure-70R)
Equipment—1H Weapon—Sword, Melee (1), 0 [Melee], 0 Strike
This weapon enters play with a +1 ATK counter for each face-up resource you control.

Unholy Ground, 4, Death Knight (Horde DK-10R, Worldbreaker-31R)
Ability—Unholy
Ongoing: When a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Unleash Elements, 3, Shaman (Elements-86R)
Ability—Enhancement
Put a copy of each token ally you control into play.

Unleash Inferno, 3, Shaman ( [Alliance] 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 Beasts, 9, Hunter (Reign-20R)
Basic Ability—Beast Mastery
Ongoing: When this ability enters play, reveal the top five cards of your deck. Put any number of revealed Pet and/or Beast allies into play, and the rest on the bottom of your deck. <p> You can control any number of Pets. <p> Pet and Beast allies you control have **Ferocity** and **Smash**.

Unleash the Swarm!, 4 (Murkdeep-7U, Throne-91U)
Ability
Reveal the top seven cards of your deck. Put all revealed Murloc allies with cost 1 or less into play and the rest on the bottom of your deck.

Unleashed Rage, 2, Shaman (Tomb-52R)
Ability—Enhancement
**Enhancement Talent** *(You can't put Elemental Talents or Restoration Talents in your deck.)* <p> Attach to target ally you control. <p> Ongoing: Your hero has **Assault X**, where X is attached ally's attack.

Unstable Corruption, 3 (Throne-218R)
Monster Ally—Water Elemental, 1 [Nature] / 5 Health
When this ally deals combat damage to an opposing hero, you may put a token copy of this ally into play exhausted.

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, 4 [Fire] / 4 Health
When this ally enters play, target opposing ally can't protect this turn.

Unyielding Faith, 2, Paladin ( [Horde] Horde Paladin-9R, Wrathgate-57R)
Instant Ability—Holy
**Holy Talent** *(You can't put Protection Talents or Retribution Talents in your deck.)* <p> Prevent all damage that would be dealt this turn.

Ursoc the Mighty, 4 (Ancients-201R)
Monster Ally—Bear Beast Demigod, Ursoc (1), 5 [Melee] / 4 Health
Ursoc can protect allies you control named Ursol the Wise. <p> While you control Ursoc the Mighty and Ursol the Wise, if they would deal combat damage while attacking, they deal double that much instead.

Ursol the Wise, 5 (Ancients-202R)
Monster Ally—Bear Beast Demigod, Ursol (1), 4 [Nature] / 7 Health
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.

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.

Uzak'zim, Horde (Elements-18)
Hero—Troll Warlock, 28 Health
[Front]: (4) >>> Flip Uzak'zim face down.
[Back]: At the start of your turn, Uzak'zim deals 1 shadow damage to each opposing hero and ally that has an attachment you control.

Vaakia, 1, Alliance (🛡 Alliance Shaman-18C, Throne-130C)
Ally—Draenei Shaman, 2 [Fire] / 1 Health
When this ally attacks, she deals 1 fire damage to target hero.

Vaaros the Venerable, Alliance (🛡 Alliance Shaman-1U)
Hero—Draenei Shaman, 28 Health
[Basic] (3), Flip Vaaros >>> 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-197C, 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 itself.

Vakus the Inferno, 1, Alliance (Twilight-126R)
Ally—Worgen Warlock, 4 [Fire] / 1 Health
**Aberration**, **Ferocity** <p> This ally can attack only heroes. <p> At the end of your turn, destroy this ally.

Vala Carville, 5, Horde (Horde DK-21C, Horde Druid-21C, Horde Mage-23C, Worldbreaker-197C)
Ally—Undead Mage, 5 [Arcane] / 5 Health

Valak the Vortex, 1, Alliance (Throne-131R)
Ally—Worgen Mage, 2 [Arcane] / 1 Health
When this ally attacks, you may discard an ability. If you do, he deals arcane damage to target ally equal to the cost of that ability.

Valanos, 4, Alliance (Alliance Hunter-20C, Class-160C, Dark Portal-193C)
Ally—Draenei Hunter, 2 [Melee] / 5 Health

Valathar Blackstorm, 6, Alliance (Aspects Treasure-37C)
Ally—Night Elf Death Knight, 0 [Shadow] / 1 Health
**Elusive** <p> This ally has +1 ATK for each ally in all graveyards.

Valeera, 4 (Aspects Treasure-56R)
Ally—Green Dragonkin, Valeera (1), 4 [Nature] / 4 Health
When Valeera enters play, reveal the top three cards of your deck. Place all revealed quests and locations into your resource row exhausted as additional resources, and put the rest on the bottom of your deck.

Valerie Worfield, Horde (Worldbreaker-18)
Hero—Undead Hunter (Survival), 28 Health
[Front]: (3) >>> Flip Valerie face down.
[Back]: Prevent the first 1 damage that would be dealt to Valerie each turn.

Valik, Timewalker Sharpshooter, 2, Horde (Reign-117U)
Ally—Undead Hunter, 2 [Ranged] / 2 Health
When this ally enters play and when he is revealed from your deck, target friendly ally has +2 ATK this turn.

Valytha Colton, 4, Horde (Elements-150C, Horde Druid-22C)
Ally—Undead Hunter, 4 [Arcane] / 4 Health

Vampiric Siphon, 6, Death Knight (Crown-10R)
Ability—Blood
Destroy up to two target allies. Your hero heals damage from itself equal to the combined remaining health of allies destroyed this way.

VanCleef's Boots, 4, DrRo (Betrayal-173R)
Equipment—Armor—Leather, Feet (1), 1 DEF
When this armor enters play, choose "Demon," a [Horde] race, or an [Alliance] race. <p> [Activate] >>> Reveal the top three cards of your deck. Put a revealed ally of the chosen race into your hand and the rest on the bottom of your deck.

Vanda Skydaughter, 6, Horde (Class-198C, Dark Portal-239C, Horde Druid-23C, Horde Shaman-20C)
Ally—Tauren Druid, 6 [Nature] / 5 Health

Vandos, Herald of War, 4, Alliance (Throne-132U)
Ally—Human Warrior, 3 [Melee] / 4 Health
**Empower Warrior:** When this ally enters play, if you control another Warrior hero or ally, reveal the top five cards of your deck. Put all revealed equipment into your hand and the rest on the bottom of the deck.

Vanessa VanCleef, 5 (Dungeon Treasure-33R)
Ally—Human Rogue, Vanessa VanCleef (1), 4 [Nature] / 5 Health
**Stealth**, **Untargetable** <p> When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

Vanira Raventhorne, Alliance (Elements-10)
Hero—Worgen Druid, 27 Health
[Front]: (5) >>> Flip Vanira face down.
[Back]: Vanira has **Assault 2** while you control a Form. *(She has +2 ATK on your turn.)*

Varah, Fury of the Stars, 6, Alliance (Alliance Druid-21C, Class-161C, Scourgewar-159C)
Ally—Night Elf Druid, 6 [Arcane] / 5 Health
**Assault 2** *(This ally has +2 ATK on your turn.)*

Varandas Silverleaf, 2, Alliance (Worldbreaker-161U)
Ally—Night Elf Druid, 3 [Nature] / 1 Health
When this ally enters play, you may turn a quest you control face down. If you do, this ally deals 3 nature damage to target ally.

Variable Pulse Lightning Capacitor, 4, DrMaPrShLo (Tomb-182R)
Equipment—Item, Trinket (2)
When you play an ability, you may add an overload counter to this item. <p> On your turn: (2), [Activate], Destroy this item >>> Destroy all abilities, allies, and equipment with cost less than or equal to the number of overload counters on this item.

Varimathras, Dreadlord Insurgent, 5 (Reign-159R)
Monster Ally—Dreadlord Demon, Varimathras (1), 3 [Shadow] / 4 Health
**Monster Hero Required** <p> When Varimathras enters play, **Portal**. <p> If you would reveal three cards with a **Portal** power, reveal six cards instead.

Vazu'jin, 5, Horde (Crown-124C, 🛡 Horde Druid-17C, Sylvanas-19C)
Ally—Troll Rogue, 4 [Melee] / 4 Health
**Elusive** *(This ally can't be attacked.)*

Velen, Prophet of the Naaru, 7, Alliance (Tomb-95E)
Ally—Draenei Priest, Velen (1), 5 [Holy] / 7 Health
At the end of your turn, Velen deals 5 unpreventable holy damage to target opposing [Horde] or Monster hero or ally. If that character is dealt fatal damage this way, draw a card.

Veliana Felblood, 4, Horde (Tomb-116U)
Ally—Blood Elf Warlock, 2 [Fire] / 3 Health
At the end of your turn, you may destroy another ally you control. If you do, this ally deals 5 fire damage to target opposing hero.

Veline Bladestar, 2, Horde (Worldbreaker-198C)
Ally—Blood Elf Warrior, 0 [Melee] / 6 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Velkin Gray, 4, Alliance (Crown-98U)
Ally—Human Death Knight, 1 [Shadow] / 5 Health
**Protector** <p> When this ally enters play, if an ally you controlled was destroyed this turn, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Vendetta, 2, Rogue (Throne-69R)
Ability—Assassination
**Assassination Talent** *(You can't put Combat Talents or Subtlety Talents in your deck.)* <p> Destroy target exhausted ally, or gain control of it if you have no cards in your hand.

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.

Venerable Mass of McGowan, 2, DkRoShWa (Worldbreaker-248R)
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike
While your hero is attacking an ally, this equipment has +2 ATK for each heirloom counter on it. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Add an heirloom counter to target equipment you control.

Vengeful Crusader Strike, 2, Paladin (Elements-62U)
Instant Ability—Retribution
Your hero deals 4 melee damage to target attacker.

Verdant Boon, 2, Druid (Elderlimb-10U, Throne-37U)
Ability—Balance
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.

Verdant Vengeance, 1, Druid (Aspects Treasure-6R)
Ability—Balance
Ongoing: When a Treant you control is destroyed, add a seed counter to this ability. <p> At the start of your turn, if there are 10 or more seed counters on this ability, you may destroy it. If you do, put ten 1 [Melee] / 1 [Health] Treant ally tokens into play.

Vesh'ral, 3, Horde (Azeroth-264C, Citadel Raid-73C, Class-199C, Horde Priest-20C)
Ally—Troll Mage, 3 [Fire] / 1 Health
**Ferocity** *(This ally can attack immediately.)*

Veteran's Tactics, 2, Warrior (Caverns Treasure-38R)
Basic Ability—Arms Attachment
Attach to target armor or weapon. <p> Ongoing: Attached card has +3 ATK if it's a weapon. <p> Attached card has +3 DEF if it's an armor. <p> [Basic] (2) >>> Reattach this ability to another target armor or weapon.

Vial of Stolen Memories, 6, DkDrPaWa (Crown-177R)
Equipment—Item, Trinket (2)
When this item enters play, search your deck for three cards with different names, reveal them, and remove them from the game face down. <p> [Activate], Name a card >>> Look at a random card removed this way. If that card has that name, you may reveal it and put it into your hand.

Vicious Grell, 1 (Crown-165U, Crown Loot-1L)
Monster Ally—Grell, Pet (1), 1 [Fire] / 1 Health
If this ally would be destroyed on an opponent's turn, you may pay (1). If you do, return him to his owner's hand instead.

Vicious Strike, 1, Rogue (Twilight-77C)
Instant Ability—Combat
Your hero deals 3 melee damage to target ally with cost 4 or less.

Viciousness, 2, Alliance (Worldbreaker-125U)
Ability
Ongoing: (1), [Activate] >>> Target Worgen ally you control has **Ferocity** this turn.

Victor Baltus, Alliance (Worldbreaker-10)
Hero—Worgen Warlock (Demonology), 28 Health
[Front]: (2) >>> Flip Victor face down.
[Back]: Demons you control have +1 / +1.

Vigil of the Light, 6, PaPr (Worldbreaker-124E)
Ability—Holy
Put target ally from your graveyard into play. If you do, attach this ability to it. <p> Ongoing: At the start of each turn, your hero heals all damage from attached ally.

Vigilant Guard, 1, DkPaWa (Ancients-75C)
Instant Ability
Target opposing ally must attack your hero this turn if able. Draw a card.

Vile Strike, X, Death Knight (Aspects Treasure-4U)
Ability—Unholy
Target hero has –X [Health] this turn.

Vile Watcher, 5 (Betrayal-162C)
Monster Ally—Floating Eye Demon
When this ally enters play, you may look at the top card of each opponent's deck.

Vilegut, 3, Death Knight (Reign-7R)
Monster Ally—Abomination, Pet (1), 3 [Melee] / 3 Health
**Protector** <p> This ally has +1 / +1 for each ally in opposing graveyards.

Vincent Brayden, 5, Alliance (Elements-128C)
Ally—Human Paladin, 6 [Melee] / 3 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Vindicator Saaris, 6, Alliance (Throne-133R)
Ally—Draenei Warrior, 6 [Melee] / 4 Health
When this ally enters play, each opponent destroys an equipment he controls until he controls only one.

Vindicator's Shock, 1, Paladin (Crown-30U)
Ability—Holy
Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Violet Proto-Drake, 7 (Worldbreaker Crafted-12E)
Ally—Dragonkin, 5 [Melee], 5 Health
You pay (1) less to play this ally for each different color among Dragonkin you control. <p> Other Dragonkin you control have +2 / +2.

Violet Signet of the Archmage, 3, DrMaPaPrShLo (Timewalkers Justice-5E)
Equipment—Item, Ring (2)
(2), [Activate], Turn a face-up resource you control face down >>> Add a charge counter to this item. <p> [Basic] [Activate] >>> You pay (1) less to play your next ability this turn for each charge counter on this item.

Violet Signet of the Grand Restorer, 6, DrPaPrSh (Timewalkers Justice-6E)
Equipment—Item, Ring (2)
[Activate] >>> Put target card from your graveyard on the bottom of your deck. Then, your hero heals damage from itself equal to that card's cost.

Violet Signet of the Great Protector, 3, DkDrPaWa (Timewalkers Justice-7E)
Equipment—Item, Ring (2)
Your hero has **Protector**. <p> While you control five or more allies, your hero has +12 [Health].

Violet Signet of the Master Assassin, 6, DrHuRoSh (Timewalkers Justice-8E)
Equipment—Item, Ring (2)
[Basic] (X), [Activate], Destroy this item >>> Destroy all abilities, allies, and equipment with cost X.

Virendra Moonglow, 7, Alliance (Betrayal-87U)
Ally—Night Elf Priest, 5 [Holy] / 5 Health
**Haste 2** *(You pay (2) less to play this ally if an ally you controlled dealt damage to an opposing hero this turn.)* <p> When this ally enters play, if you control another Night Elf ally, you may destroy target ability.

Virgil, Timewalker Marshal, 5, Alliance (Ancients-120R)
Ally—Human Warrior, 3 [Melee] / 5 Health
**Protector** <p> At the start of each opponent's turn, ready all Human allies you control.

Visage of the Destroyer, 7, DrMaPrLo (Aspects Treasure-74U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
When this weapon enters play, you may remove target from the game. If you do, your hero heals damage from itself equal to that ally's ATK. <p> When this weapon leaves play, put that removed ally into play under its owner's control.

Vishanka, Jaws of the Earth, 7, Hunter (Aspects Treasure-75R)
Equipment—Weapon—Bow, Ranged (1), 0 [Ranged], 0 Strike
**Long-Range** <p> This weapon enters play with five +1 ATK counters. <p> At the start of your turn, remove a +1 ATK counter from this weapon. If none remain, destroy it.

Vitality, 4, Warrior (Hogger-8R, Illidan-114R)
Ability—Protection
**Protection Talent** *(You can't put Arms Talents or Fury Talents in your deck.)* <p> Ongoing: At the start of your turn, add a might counter. <p> For each might counter, your hero has +1 ATK while attacking and +1 [Health].

Vizo Arctwister, 3, Horde (Crown-125C)
Ally—Goblin Mage, 4 [Arcane] / 3 Health

Void Brute, 4 (Reign-160C)
Monster Ally—Voidwalker Demon, 1 [Shadow] / 6 Health
Opposing heroes and allies can attack only this ally if able.

Void Rip, 4, Warlock (Twilight-93U)
Instant Ability—Destruction
Remove target ally from the game.

Void Terror, 5 (Ancients-203C)
Monster Ally—Void Terror Demon, 5 [Shadow] / 5 Health

Voidbringer Jindal'an, Horde (Throne-20)
Hero—Troll Warlock, 28 Health
(X), Flip Jindal'an >>> Reveal the top X cards of your deck. Put a revealed Demon into your hand and the rest on the bottom of your deck.

Voidshrieker, 1 (Betrayal-163C)
Monster Ally—Voidwalker Demon, 1 [Shadow] / 2 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Volatile Poison, 3, Rogue (Ancients-49U)
Basic Ability—Assassination Poison Attachment
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 4 nature damage to attached hero.

Volatile Terrorfiend, 4 (Ancients-204U)
Monster Ally—Terrorguard Demon, 3 [Fire] / 4 Health
When an ally you control is destroyed for the first time on each of your turns, this ally has +3 ATK and **Smash** this turn.

Volatile Thunderstick, 4, Hunter (Twilight-204U)
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 1 Strike
**Long-Range** <p> When you strike with this or another Ranged weapon, your hero deals 1 nature damage to target hero or ally.

Vol'jin, Darkspear Chieftain, 7, Horde (Throne-171E)
Ally—Troll Shadow Hunter, Vol'jin (1), 7 [Melee] / 7 Health
At the end of your turn, target opposing [Alliance] or Monster ally becomes 1 / 1, loses and can't have powers, and is also a Frog until it leaves play *(even if Vol'jin leaves play)*.

Voodoo Figurine, 3, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-8E)
Equipment Ally—Golem, 0 [Melee] / 0 Health
This ally has +ATK equal to the combined ATK of weapons you control. <p> This ally has +[Health] equal to the combined [DEF] of armor you control.

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. <p> If this ally would be dealt damage, remove that many +1 / +1 counters from him instead. Then, if none remain, destroy this ally. <p> **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.

Vorix Zorbuzz, Horde (Worldbreaker-19)
Hero—Goblin Rogue (Assassination), 27 Health
[Front]: (3) >>> Flip Vorix face down.
[Back]: If Vorix would deal melee damage, he deals that much nature damage +1 instead.

Vorn, Hand of Baine, 7, Horde (Caverns Treasure-52E)
Ally—Tauren Warrior, 6 [Melee] / 8 Health
Opposing allies must attack this ally if able. <p> Prevent all damage that this ally would be dealt with abilities.

Vortex, 0, Mage (Throne-52U)
Instant Ability—Arcane
Monster allies in your hand are instant this turn until you play a Monster ally.

Vor'zun, 4, Horde (Crown-126C)
Ally—Troll Hunter, 3 [Melee] / 2 Health
When this ally enters play, target ally has **Long-Range** this turn. *(Defenders deal no combat damage to it.)*

Voss Treebender, 1, Horde (Azeroth-266C, Horde Druid-24C, [W] Horde Warrior-15C)
Ally—Tauren Druid, 2 [Nature] / 1 Health
When this ally attacks, you may exhaust target hero or ally.

Vuza'jin, 2, Horde ([W] Horde DK-19C, Throne-172C)
Ally—Troll Death Knight, 2 [Frost] / 3 Health
(2) >>> Token allies you control have +1 ATK this turn.

Vylokx, 6 (Crown-148R)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health
When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <p> Other Demon and Monster allies you control have +2 / +2.

Wake of Destruction (Hogger-28U, Throne-260U)
Quest
If you control two or more Monster heroes and/or allies: Pay (2) to complete this quest. <p> Reward: Draw a card.

Waking the Beast (Hogger-29C, Throne-261C)
Quest
Pay (1) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's a Monster ally, put it into your hand. Otherwise, leave it on top of your deck.

Wand of Mana Stealing, 4, MaPrLo (Reign-188U)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 4 Strike
When your hero deals combat damage with this weapon to a hero, that hero's controller chooses and discards a card and you draw a card.

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 to a hero, it also heals 1 damage from itself.

Wand of the Forgotten Star, 1, MaPrLo (Alliance Priest-25U, Gladiators-188U)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When combat damage is dealt with this weapon to a hero, that hero's controller puts that many cards from the top of his deck into his graveyard.

War Party Hitching Post, 1, DkDrHuMaPaPrRoShLoWa (Elements-189R, Elements Loot-2L)
Equipment—Item
You can control any number of Mounts.

Warchief Garrosh Hellscream, 4, Horde (Twilight-149E)
Ally—Orc Warrior, Garrosh (1), 6 [Melee] / 3 Health
When another [Horde] ally enters play under your control, it has **Assault 2**, **Ferocity**, and "At the end of your turn, destroy this ally." this turn.

Warchief's Revenge, Horde (Worldbreaker-252R)
Quest
Goblin Hero Required <p> On your turn: For each ally you control, you may pay (1) to complete this quest. <p> Reward: Your hero deals 1 nature damage to target hero or ally for each (1) paid this way.

Warden Maiev, 10, Alliance (Reign-92E)
Ally—Night Elf  Rogue, Maiev (1), 5 [Ranged] / 1 Health
**Elusive**, **Ferocity**, **Long-Range**, **Protector**, **Spellshield**, **Stealth** <p> **Haste X**, where X is the highest cost among allies you controlled that dealt damage to an opposing hero this turn.

Warden Tonarin, 1, Alliance (⚒ Alliance Warlock-13C, Azeroth-222C)
Ally—Night Elf Warrior, 1 [Melee] / 1 Health
**Elusive**, **Protector**

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.

Warlord Grok'thol (Crown-4)
Monster Hero—Ogre Shaman, 31 Health
[Front]: (8) >>> Flip Grok'thol face down. <p> You pay (8) less to flip Grok'thol if you control at least two allies each with 6 or more ATK.
[Back]: **Assault 3**, **Smash** *(If Grok'thol would deal more than fatal combat damage to a defending ally, he deals the rest to that ally's controller's hero.)*
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Warmace of Menethil, 5, DkPaWa (Alliance Warrior-22R, Worldbreaker-250R)
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike
When damage is dealt with this equipment, draw a card.

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.

Warsong Deadblade, 3, Horde (Reign-118C)
Ally—Orc  Death Knight, 5 [Shadow] / 2 Health

Wasteland Tallstrider, 5 (Throne-219E, Throne Loot-3L)
Monster Ally—Tallstrider, 4 [Melee] / 4 Health
**Ferocity** <p> When this ally attacks, you may reveal the top card of your deck. If you revealed a quest or location this way, this and other allies you control have +2 ATK and **Ferocity** this turn.

Wastewalker Shoulderpads, 3, DrRo (⚒ Alliance Rogue-14U, Illidan-217U)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When your hero attacks, you may exhaust target hero or ally.

Watchman Visi, 4, Alliance (Worldbreaker-162C)
Ally—Human Hunter, 4 [Nature] / 3 Health
This ally has **Assault 2** while an opposing hero is face down. *(It has +2 ATK on your turn.)*

Waters of Elune (Throne-262C)
Quest
On your turn: Pay (4) to complete this quest. <p> Reward: Draw a card.

Watsun, Timewalker Lightshield, 3, Alliance, Horde (Betrayal-126R)
Ally—Dwarf Paladin, 2 [Holy] / 5 Health
**Protector** <p> At the start of your turn, choose one: this ally heals damage from your hero equal to this ally's ATK; or this ally deals unpreventable holy damage to target hero equal to this ally's ATK. <p> If you control two or more allies that share a [Horde] or [Alliance] race, you may choose both.

Wazix Blonktop, 5, Alliance (Worldbreaker-163C)
Ally—Gnome Priest, 5 [Holy] / 4 Health
**Untargetable**

Waz'luk, 1, Horde (Citadel Raid-74C, Class-200C, Dark Portal-242C, Horde Priest-21C, Horde Warlock-21C, ⚒ Horde Mage-20C, Sylvanas-20C)
Ally—Troll Mage, 2 [Fire] / 1 Health
When this ally enters play, he deals 1 fire damage to target hero.

The Well of Eternity (Ancients-239C)
Quest
If you control two or more allies that share a [Horde] or [Alliance] race: Pay (2) to complete this quest. <p> Reward: Draw a card.

Wendy Anne, 2, Alliance (Crown-99C, Jaina-19C)
Ally—Human Mage, 2 [Frost] / 3 Health
When this ally enters play, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Wentletrap Vest, 2, HuSh (Throne-226C)
Equipment—Armor—Mail, Chest (1), 2 DEF

What Illidan Wants, Illidan Gets . . . (Alliance Warlock-30U, Horde Warlock-28U, Illidan-252U)
Quest
If you control a Demon: Pay (2) to complete this quest. <p> Reward: Draw a card.

What's Haunting Witch Hill? (Worldbreaker-267C)
Quest
Pay (2) and an additional (1) for each opposing face-up resource to complete this quest. <p> Reward: Draw a card.

Whirlwind, 5, Warrior (Class-123U, Betrayer-126U, Horde Warrior-9U)
Instant Ability—Fury
Your hero deals melee damage to each opposing ally equal to the ATK of a Melee weapon you control.

White Camel, 3 (Tomb-163E, Tomb Loot-3L)
Ally—Camel, 0 [Melee] / 3 Health
When you place a resource face up into your resource row, this ally has +3 ATK and **Sentinel** this turn.

Whiteout, 6, Mage (Citadel Raid-50U, Icecrown-45U, Jaina-8U)
Ability—Frost
Your hero deals 3 frost damage to each opposing hero and ally. <p> Ongoing: Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

The Widow Deadsie, 3, Alliance (Reign-93R)
Ally—Human  Priest, 4 [Holy] / 3 Health
**Unity**: While you control three or more Human allies, prevent all damage that would be dealt to this ally.

Widow Venom, 4, Hunter (Elements-45U)
Ability—Beast Mastery
Attach to target hero or ally. <p> Ongoing: Attached character can't be healed. <p> At the start of your turn, your hero deals 2 nature damage to attached character.

Wild Attunement, 5, Druid (Ancients-14R)
Basic Ability—Balance
Ongoing: If one or more token allies with the same type would be put into play under your control, put that many +1 into play instead.

Wild Cascade, 6, Druid (Crown-16R)
Ability—Balance
Ongoing: At the start of your turn, put a token copy of each token ally you control into play.

Wild 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 Harmony, 4, Druid (Reign-14C)
Instant Ability—Balance
Choose one: Your hero deals 4 arcane damage to target hero or ally; or your hero heals 4 damage from target hero or ally.

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 Rejuvination, 2, Druid (Tomb-18U)
Instant Ability—Restoration
Attach to your hero. <p> Ongoing: At the start of your turn, put a 1 [Melee] / 1 [Health] Treant ally token into play if your hero is undamaged. Otherwise, your hero heals 1 damage from itself.

Wild Roots, 3, Druid (Throne-38U)
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 token into play for each ally that was dealt fatal damage this way.

Wild Swipes, 2, Druid (Caverns Treasure-8C)
Basic Ability—Feral
Ongoing: Your hero has **Assault 2** while you control a Form.

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 token into play.

Wildfire, 5, Mage (Tomb-29U)
Instant Ability—Fire
Choose one: Your hero deals 5 fire damage to target hero or ally; or your hero deals 1 fire damage to each opposing hero and ally.

Wildhammer Gryphon, 4 (Betrayal-164U)
Monster Ally—Gryphon Beast, 3 [Melee] / 3 Health
While an opponent controls a [Horde] hero, this ally has +2 ATK and **Elusive**.

Wildlife Defender, 2, PaShWa (Elements-187R)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
While you control a Dragonkin, your hero has **Protector**. <p> **Stash**: Put target Dragonkin from your graveyard on top of your deck.

Wildseer Varel, Alliance (Throne-10)
Hero—Worgen Druid, 27 Health
On your turn: (4), Flip Varel >>> Search your deck for an attachment, reveal it, and put it into your hand.

Wildweaver Masa'zun, 6, Horde (Twilight-150C)
Ally—Troll Druid, 4 [Nature] / 6 Health
When this ally enters play, she heals 3 damage from each hero and ally you control.

Will from Beyond, 5, Death Knight (Reign-8U)
Basic Ability—Blood
**Warp** *(As this ability is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.)* <p> Ongoing: Your hero has +10 [Health] and **Protector**.

Will of Cenarius, 2, Druid (Aspects Treasure-7C)
Ability—Restoration
Each player puts the top card of his deck into his resource row face down and exhausted.

Windguard Totem, 2, Shaman (Throne-75U)
Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 4 Health
Ongoing: At the start of each opponent's turn, you may ready all allies you control. <p> *(Totems can't attack.)*

The Windlord's Gift, 3 (Elements-107U)
Ability
Ongoing: When this ability enters play, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Untargetable** this turn.

Windrunner's Bow, 4, Hunter (Betrayal-191R)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged] / 0 Strike
While your hero has 5 or less remaining health, double the ATK of this weapon, and it has **Long-Range**.

Windrunner's Heartseeker, 5, Hunter (Citadel-27R, Sylvanas-24R)
Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 0 Strike
**Long-Range** <p> When this weapon enters play, put two 1 [Melee] / 1 [Health] Undead ally tokens into play. <p> This weapon has +1 ATK for each Undead you control.

Windspeaker Nuvu, 1, Alliance (Alliance Shaman-23C, Twilight-127C)
Ally—Draenei Shaman, 1 [Nature] / 2 Health
When this ally attacks for the first time each turn, ready him.

Wing Clip, 1, Hunter (Dark Portal-42C, Worldbreaker-51C)
Instant Ability—Survival
Target hero or ally can't attack your hero this turn. Your hero deals 1 melee damage to it.

Winter Garb, 7, DkDrHuMaPaPrRoShLoWa (Holiday 🦃-1R)
Equipment—Armor—Cloth, Head (1), Chest (1), Feet (1), 3 DEF
(2), [Activate] >>> Put a 0 [Melee] / 1 [Health] Present ally token into play with "This ally can't attack." <p> When a Present you control is destroyed, reveal the top card of your deck and put it into your hand.

Winterhoof Frostheart, 2, Horde (Reign-119C)
Ally—Tauren Death Knight, 1 [Frost] / 4 Health
**Tribe**: When this or another Tauren ally enters play under your control, target opposing ally has -1 ATK this turn.

Wisdom, 4 (Tomb-72C)
Ability
Draw two cards.

Wisp Amulet, 4, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-5E)
Equipment—Item
When a non-token ally in your party is destroyed, put a 0 [Nature] / 1 [Health] Wisp ally token into play. <p> Wisps you control have **Harmonize**.

Witch Doctor Ka'booma, 2, Horde (Crown-127R)
Ally—Troll Warlock, 4 [Shadow] / 1 Health
When this ally deals combat damage to a defending hero, reveal the top card of your deck. This ally deals shadow damage to your hero equal to that revealed card's cost, then put that card into your hand.

The Witch's Bane (Worldbreaker-268C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card for each five opposing face-down resources.

Withering Decay, 4, Death Knight (Worldbreaker-32U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> On your turn, allies in attached hero's party have -1 [Health].

Wolpertinger, 8 (Holiday 🦃-5R)
Monster Ally—Wolpertinger, 10 [Melee] / 10 Health
**Elusive, Stealth, Untargetable** <p> When this ally is destroyed, destroy your hero.

Word of Glory, 3, Paladin (Twilight-61U)
Ability—Holy
Ongoing: Your hero has **Protector** and **Mend 1**.

The Worldbreaker (Twilight-219R)
Quest
Pay (8) and turn all other quests you control named The Worldbreaker face down to complete this quest. <p> Reward: Your hero has **Assault 5** and [Fire] this turn, plus an additional **Assault 5** this turn for each other quest turned face down this way.

Wrath, 2, Druid (Alliance Druid-10C, Class-36C, Dark Portal-30C, Horde Druid-12C, 🦃 Horde Druid-9C, Worldbreaker-42C)
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**.

Wrathguard Defender, 3 (Betrayal-165C)
Monster Ally—Wrathguard Demon
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Wrathion, 6 (Aspects Treasure-57R)
Ally—Black Dragonkin, Wrathion (1), 4
[Shadow] / 4 Health
At the start of each player's turn, that player
chooses and destroys a card he controls.

Wrath of Turalyon, 4, Paladin (Alliance Paladin-
8R, Betrayer-76R)
Instant Ability—Retribution
Destroy all allies that attacked this turn.

Wrex, 2, Horde (🌀 Horde Druid-18C, 🌀 Horde
Paladin-20C, Tomb-117C)
Ally—Goblin Death Knight, 1 [Frost] / 4 Health
**Protector** *(This ally may exhaust to become the
defender when an opposing hero or ally attacks.)*

Wuzlo Grindergear, 3, Alliance (🌀 Alliance
Rogue-217C, Throne-134C)
Ally—Gnome Warrior, 1 [Melee] / 5 Health
Weapons you control have **Assault 2**. *(They
have +2 ATK on your turn.)*

Wyndarr Shadefist, 4, Alliance (Alliance Rogue-
21C, Wrathgate-128C)
Ally—Night Elf Rogue, 4 [Melee] / 3 Health
This ally has **Stealth** while an opponent controls
an ally with cost 4 or less.

Wyrmrest Captain, 5 (Aspects Treasure-58U)
Ally—Tauren Warrior, 0 [Melee] / 4 Health
At the start of your turn, reveal the top card of
your deck. This ally has +ATK this turn equal to
the cost of that revealed card.

Wyrmrest Protector, 6 (Aspects Treasure-59U)
Ally—Red Dragonkin, 5 [Fire] / 5 Health
Allies you control have "When this ally deals
damage to an opposing hero, this ally also heals
that much damage from your hero."

Wyrmwing Treads, 2, HuSh (Worldbreaker-
228U)
Equipment—Armor—Mail, Feet (1), 1 DEF
(1), Exhaust a Dragonkin you control >>> Ready
target exhausted ally.

Wysko, 2, Horde (Horde Rogue-21U, Horde
Warrior-20U, Legion-209U)
Ally—Troll Warrior, 3 [Melee] / 2 Health
Weapons you control have +1 ATK while your
hero is attacking.

Wyvern Sting, 1, Hunter (Worldbreaker-52R)
Instant Ability—Survival Sting
**Survival Talent** *(You can't put Beast Mastery
Talents or Marksmanship Talents in your deck.)*
<p> Attach to target ally, or target hero or ally if
you control a Ranged weapon. <p> Ongoing:
Attached character can't attack or exhaust
unless its controller pays (2).

Xander Blackcrow, 5, Alliance (Betrayal-88U)
Ally—Human Hunter, 1 [Ranged] / 1 Health
When this ally enters play, put two 1 [Melee] / 1
[Health] [Alliance] Human Warrior ally tokens
into play with **Protector**. <p> This ally has
+1/+1 for each other Human ally you control.

Xarantaur, 5, Horde (Ancients-159R)
Ally—Tauren Druid, Xarantaur (1), 0 [Melee] / 0
Health
Xarantaur has +1 / +1 for each card in all
players' hands. <p> At the start of each player's
turn, that player draws a card.

Xavius (Timewalkers-29)
Monster Hero—Satyr Demon Druid, 27 Health
[Front]: **Xavius's Power** <p> [Basic] (4), Flip
Xavius >>> You may place an additional
resource this turn.
[Back]: **Xavius's Corruption** <p> Once per
game: [Basic] (8) >>> Put a 1 [Melee] / 1
[Health] Satyr Demon Monster ally token into
play for each two resources you control.

Xeris, 3, Alliance (Elements-129C)
Ally—Draenei Death Knight, 3 [Melee] / 2
Health
**Protector** *(This ally may exhaust to become the
defender when an opposing hero or ally attacks.)*
<p> **Stash** *(As this enters your resource row, you
may have it enter face up. Immediately turn it
face down.)*: Target ally has -1 ATK this turn.

Xuurvis, 4, Alliance (Throne-135C)
Ally—Draenei Priest, 2 [Holy] / 6 Health
When 1 or more damage is healed from this ally,
you may draw a card.

Yana'mi, 3, Horde (🌀 Horde Druid-19C,
Throne-173C)
Ally—Troll Druid, 1 [Nature] / 5 Health
When you attach an ability to a hero or ally,
draw a card.

Yazli Earthspark, 2, Horde (Horde Druid-25C,
Horde Mage-24C, Horde Priest-22C, Twilight-
151C)
Ally—Goblin Shaman, 2 [Nature] / 2 Health
When this ally attacks, she may deal 2 nature
damage to target hero.

Yertle, 4, Hunter (Crown-20R)
Monster Ally—Turtle, Pet (1), 4 [Melee] / 0
Health
**Protector**, **Eternal** *(When this enters your
graveyard from anywhere, you may shuffle it into
your deck.)* <p> This ally has +1 [Health] for
each resource you control. <p> When this ally is
destroyed, put a Shell armor token into play
with [DEF] equal to the number of resources
you controlled as this ally was destroyed.

Yoza'tsu, 4, Horde (Elements-151C)
Ally—Troll Warlock, 4 [Fire] / 1 Health
When this ally enters play, target opposing ally
has -1 [Health] this turn.

Ysera the Dreamer, 20 (Worldbreaker-22E)
Master Hero—Green Dragonkin Aspect, 3
[Nature] / 40 Health
You pay (1) less to play Ysera for each face-
down resource you control. <p> **Mend 3** <p> At
the start of your turn, you may draw a card.

Yuna Sunridge, Horde (Worldbreaker-20)
Hero—Tauren Priest (Holy), 27 Health
[Front]: (3) >>> Flip Yuna face down.
[Back]: **Mend 1** *(At the start of your turn, Yuna
may heal 1 damage from target hero or ally.)*

Yunzo the Hexer, 1, Horde (Tomb-118U)
Ally—Troll Priest, 1 [Shadow] / 2 Health
(X), [Activate] >>> This ally deals X shadow
damage to target opposing hero, then heals that
much damage from your hero.

Zafira Ragebolt, 3, Horde (Betrayal-114U)
Ally—Orc Hunter, 3 [Ranged] / 1 Health
When this ally enters play, you may ready a
resource you control for this and each other Orc
ally you control.

Zakis Trickstab, 3, Horde (Horde Rogue-22C,
Horde Shaman-21C, Worldbreaker-199C)
Ally—Goblin Rogue, 3 [Nature] / 1 Health
**Elusive** *(This ally can't be attacked.)* <p> **Stealth**
*(This ally can't be protected against.)*

Zalabar the Dark Tinkerer, 8, Alliance (Tomb-
96R)
Ally—Gnome Priest, 6 [Shadow] / 9 Health
**Elusive** <p> At the end of your turn, this ally
deals 1 shadow damage to target hero for each
ally in that hero's controller's graveyard, then
heals that much damage from your hero.

Zalekor the Ferocious, 6 (Reign-161R)
Monster Ally—Doomguard Demon, 4 [Melee] /
3 Health
**Ferocity** <p> When this ally enters play, **Portal**.
<p> When a non-token ally enters play under
your control, if you didn't play it from your
hand, it has **Ferocity** this turn.

Zane the Sniper, Alliance (Twilight-10)
Hero—Human Hunter, 28 Health
[Front]: (2) >>> Flip Zane face down.
[Back]: You pay (1) less to strike with Ranged
weapons.

Zanrix Steelboot, 6, Horde (Tomb-119C)
Ally—Goblin Warrior, 6 [Melee] / 4 Health
(3), Exhaust an equipment you control >>>
Exhaust target ally.

Zarim Redskull, 4, Horde (Ancients-160U)
Ally—Orc Rogue, 5 [Melee] / 3 Health
**Bloodrush:** When this ally enters play, if an
opposing hero has more damage than your hero,
exhaust target opposing ally. It can't ready
during its controller's next ready step.

Zarixx, Herald of Death, 7, Horde (Throne-174U)
Ally—Goblin Death Knight, 4 [Melee] / 4 Health
**Empower Death Knight:** When this ally enters
play, if you control another Death Knight hero
or ally, put a 3 [Melee] / 3 [Health] Ghoul ally
token into play, and token allies you control
have +1 ATK and **Ferocity** this turn.

Zarvix the Tormentor, 5, Horde (Elements-
152R)
Ally—Goblin Priest, 2 [Shadow] / 7 Health
**Time is Money** <p> [Activate] >>> Target
player puts the top card of his deck into his
graveyard for each Goblin you control.

Zaza'jun, 4, Horde (Crown-128U, ⚙ Horde Warrior-16U)
Ally—Troll Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Zazel the Greedy, Horde (Twilight-20)
Hero—Goblin Rogue, 27 Health
[Front]: (6) >>> Flip Zazel face down.
[Back]: **Assault 2** *(Zazel has +2 ATK on your turn.)*

Zazzo Dizzleflame, 4, Alliance (Crown-100R)
Ally—Gnome Warlock, 1 [Fire] / 5 Health
On your turn: [Activate] >>> Destroy another target ally. If you do, that ally's controller reveals cards from the top of his deck until he reveals an ally. He puts that revealed ally into play and shuffles the rest into his deck.

Zealotry, 3, Paladin (Reign-32R)
Basic Ability—Retribution
**Retribution Talent** *(You can't put Holy Talents or Protection Talents in your deck.)* <p> Ongoing: Heroes and weapons you control have **Sentinel**. *(When each one exhausts for the first time each turn, ready it.)*

Zeherah's Dragonskull Crown, 2, HuSh (Timewalkers Justice-4E)
Equipment—Armor—Mail, Head (1), 1 DEF
(2) >>> Target ally has **Ferocity** this turn. <p>
(2) >>> Target ally has **Assault 1** this turn.

Zeni'vun, 3, Horde (Elements-153U)
Ally—Troll Mage, 1 [Arcane] / 5 Health
(2), Discard a card >>> This ally deals 1 arcane damage to each opposing hero and ally.

Zerzu, 3, Horde (Horde Shaman-22C, Worldbreaker-200C)
Ally—Troll Druid, 2 [Nature] / 4 Health
When this ally enters play, she heals all damage from [Nature] allies you control.

Zhar'doom, 3, Warlock (Reign-55R)
Monster Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health
(1), Remove three ability cards in your graveyard from the game >>> This ally deals 3 shadow damage to target hero or ally and heals 3 damage from your hero.

Zimzi the Trickster, Horde (Elements-19)
Hero—Goblin Rogue, 27 Health
[Front]: (2) >>> Flip Zimzi face down.
[Back]: Zimzi and allies you control with **Stealth** also have **Assault 1**.

Zin-Azshari (Ancients-240R)
Location
If an opposing hero has 15 or more damage on it: [Basic] [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Zindalan, 6, Horde (Tomb-120R)
Ally—Troll Shaman, 1 [Nature] / 6 Health
**Harmonize** <p> When this ally enters play, put a 0 [Nature] / 3 [Health] Earth Totem token into play with "Ongoing: **Harmonize**."

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-34U, Horde Hunter-14U, Sylvanas-7U)
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health
**Ferocity** *(This ally can attack immediately.)*

Zizzlix Drizzledrill, 2, Horde (Throne-175C)
Ally—Goblin Priest, 1 [Shadow] / 5 Health
Opponents can't target this ally.

Zog, Herald of Death, 5 (Tomb-140U)
Monster Ally—Ogre Death Knight, 6 [Shadow] / 3 Health
**Empower Death Knight**: When this ally enters play, if you control another Death Knight hero or ally, target opponent puts the top three cards of his deck into his graveyard.

Zoid's Firelit Greatsword, 1, DkPaWa (Tomb-195U)
Equipment—2H Weapon—Sword, Melee (1), 0 [Fire], 3 Strike
Exhaust an ally you control >>> Add a charge counter to this weapon. <p> While this weapon has six or more charge counters on it, it has +6 ATK.

"Zooti" Fizzlefury, 5, Alliance (Elements-130U, Jaina-20U)
Ally—Gnome Mage, 3 [Frost] / 4 Health
**Elusive** <p> When this ally enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Zor'chal the Shadowseer, 6 (Throne-198U)
Monster Ally—Ogre Warlock, 6 [Shadow] / 4 Health
**Enrage** *(As this ally enters play, you may reveal the top card of your deck.)* <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Zor'dul Deathbinder, 1, Horde (Twilight-152C)
Ally—Orc Mage, 0 [Arcane] / 1 Health
**Assault 1** *(This ally has +1 ATK on your turn.)*
<p> When this ally is destroyed, you may draw a card.

Zores, Herald of War, 4 (Tomb-141U)
Monster Ally—Ogre Warrior, 5 [Melee] / 3 Health
**Empower Warrior**: When this ally enters play, if you control another Warrior hero or ally, this turn, target weapon you control has +2 ATK and you pay (2) less to strike with it.

Zor'ka, Timewalker Shaman, 3, Alliance, Horde (Betrayal-127U)
Ally—Orc Shaman, 1 [Nature] / 3 Health
While you control two or more allies that share a [Horde] or [Alliance] race: [Basic] [Activate] >>> This ally deals 2 nature damage divided as you choose to any number of target heroes and/or allies.

Zovaar the Fallen (Timewalkers-30)
Monster Hero—Draenei Paladin, 29 Health
[Front]: **Zovaar's Blessing** <p> [Basic] (3), Flip Zovaar >>> Zovaar heals 1 damage from target hero or ally for each ally you control.
[Back]: **Zovaar's Vengeance** <p> Once per game: [Basic] (6) >>> Zovaar has +ATK this turn equal to the remaining health of target ally you control.

Zudzo, Herald of the Elements, 5, Horde (Throne-176U)
Ally—Goblin Shaman, 5 [Nature] / 5 Health
**Empower Shaman:** When this ally enters play, if you control another Shaman hero or ally, this ally deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Zuglisch, 4 (Tomb-142C)
Monster Ally—Ogre Warrior, 6 [Melee] / 2 Health

Zulanji, 2, Horde (Horde Hunter-23C, Horde Warrior-21C, Worldbreaker-201C)
Ally—Troll Priest, 4 [Holy] / 1 Health

Zulbraka, 6, Horde (Horde Priest-23C, Worldbreaker-202C)
Ally—Troll Warrior, 6 [Melee] / 4 Health
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Zul'jin, 3, Horde (Betrayal-115R)
Ally—Troll Rogue, Zul'jin (1), 1 [Melee] / 5 Health
**Stealth** <p> Zul'jin has +1 ATK for each damage on him. <p> Once per turn: [Basic] Put 1 damage on Zul'jin >>> Ready Zul'jin.

Zumix of Kezan, Horde (Horde Mage-1)
Hero—Goblin Mage, 25 Health
On your turn: (4), Flip Zumix >>> Draw two cards.

Zunjo of Sen'jin, Horde (Horde Hunter-1)
Hero—Troll Hunter, 28 Health
On your turn: (2), Flip Zunjo >>> Target ally has -4 ATK this turn.

Zuur, 4, Alliance (Alliance Shaman-24C, Worldbreaker-164C)
Ally—Draenei Shaman, 3 [Nature] / 3 Health
When this ally enters play, you may put target [Nature] card from your graveyard into your hand.

Zygore Bladebreaker, 6, Horde (Azeroth-275C, Class-203C, Horde Warrior-22C)
Ally—Orc Warrior, 4 [Melee] / 3 Health
When this ally enters play, you may destroy target armor or weapon.