

World of Warcraft Trading Card Game Official Card Reference

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Abacus of Violent Odds, 3, DrHuPaRoShWa (Outland-208E)

Item, Trinket (2)

When your hero attacks, roll a die. If it's even, remove your hero from combat. If it's odd, ready your hero and all of your weapons at the end of this combat.

The Abominable Greench, 9 (Winter Veil-5R)

Ally—Yeti, Unique, 7 [Melee] ATK / 5 Health

If an opponent would draw a card, you draw one instead.

Absolute Poise, 3, Warrior (Drums-83U)

Instant Ability—Protection

Interrupt target ability or equipment card.

Absorb Magic, 2, Priest (Legion-67C)

Instant Ability—Discipline

Destroy target ability. If you do, your hero heals damage from itself equal to that ability's cost.

Abyss Walker's Boots, 2, MaPrLo (Legion-255U)

Armor—Cloth, Feet (1), 1 DEF

[Activate] >>> Remove target card in a graveyard from the game.

"Acid Hands" McGillicutty, 4, Horde (Legion-172C)

Ally—Undead Rogue, 4 [Melee] ATK / 3 Health

When Acid Hands is destroyed, you may destroy target equipment.

Acolyte Demia, 6, Alliance (Azeroth-173U)

Ally—Human Warlock, 3 [Shadow] ATK / 6 Health

On your turn: (1), Put 1 damage on Demia >>> Demia deals 1 shadow damage to target hero or ally.

Acolyte Kemistra, 5, Alliance (Illidan-117U)

Ally—Human Warlock, 3 [Shadow] ATK / 7 Health

(1), Put 2 damage on Kemistra >>> Draw a card.

A'dal, 10 (Legion-246E)

Ally—Naaru, Unique, 0 [Holy] ATK / 10 Health

Prevent all damage that would be dealt.

A'dal's Signet of Defense, 1, PaWa (Magtheridon-8R)

Item, Ring (2)

[Activate] >>> Target armor has +3 DEF this turn.

Adam Eternum, 3, Alliance (Honor-92R)

Ally—Human Warrior, Unique, 5 [Melee] ATK / 3 Health

Pay (2) or remove an honor counter from a card you control >>> Remove Adam from the game. Put him into play at the start of the next turn.

Addisyn the Untouchable, Horde (Honor-10)

Hero—Blood Elf Paladin (Protection),

Engineering/Jewelcrafting, 29 Health

(3), Flip Addisyn >>> Choose arcane, fire, frost, nature, or shadow. Addisyn has the chosen **resistance** this turn.

Adept Breton, 2, Alliance (Azeroth-174U)

Ally—Human Mage, 1 [Arcane] ATK / 1 Health

(3), [Activate] >>> Adept Breton deals 1 arcane

damage to each opposing hero and ally.

Adrenaline Rush, 7, Rogue (Legion-79R)

Ability—Combat Talent

Combat Hero Required <p> Ready all of your resources. Draw cards until you reach your maximum hand size. At the next end of turn, discard your hand.

Adyen the Lightwarden, 3 (Legion-212E)

Ally—Draenei Paladin, Unique, 3 [Holy] ATK / 3 Health

Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> Cards can't leave opposing graveyards.

Aegis of the Blood God, 5, PaShWa (Dark Portal-247E)

Armor—Shield, Off-Hand (1), 0 DEF

Aegis of the Blood God has +1 DEF for each damage on your hero.

Aegis of the Vindicator, 4, PaSh (Magtheridon-1R)

Armor—Shield, Off-Hand (1), 2 DEF

When an opposing hero or ally becomes exhausted, your hero heals 2 damage from itself.

Aesadonna Al'mere, 4, Horde (Betrayal-157R)

Ally—Blood Elf Rogue, 5 [Melee] ATK / 4 Health

Stealth <p> When Aesadonna attacks, destroy

target exhausted ally.

Aftermath, 2, Warlock (Illidan-95R)

Instant Ability—Destruction Talent

Destruction Hero Required <p> Ongoing: When you play an ability, you may exhaust target hero or ally.

Against the Illidari (Illidan-235C)

Quest

If you control an ability, pay (2) to complete this quest. <p> Reward: Draw a card.

Against the Legion (Legion-294C)

Quest

If an opponent has more resources than you, pay (1) to complete this quest. <p> Reward: Draw a card.

Ahkara, 5, Alliance (Knight-13C)

Ally—Draenei Death Knight, 3 [Melee] ATK / 3 Health

When Ahkara enters play, put a Ghoul ally token into play with 3 [Melee] ATK / 3 health.

The Aim of Eagles, 2, Hunter (Gladiators-26U)

Instant Ability—Marksmanship

Your hero deals 1 ranged damage to target hero or ally. Ready one of your resources for each damage dealt this way.

Aimed Shot, 1+X, Hunter (Azeroth-32R)

Ability—Marksmanship Talent

Marksmanship Hero Required <p> Your hero deals X ranged damage to target hero or ally.

Akama, 8 (Illidan-195E)

Ally—Broken Elder Sage, Unique, 7 [Melee] ATK / 9 Health

Loyal Hero Required <p> **Protector**, **Stealth** <p>

Other allies in your party are **untargetable**. <p> Traitor cards can't be played.

Akama's Promise (Illidan-236C)

Quest

Loyal Hero Required (*Can't put this in your deck if your hero is a Traitor.*) <p> Pay (1) for each card in your hand to complete this quest. <p> Reward: Draw a card.

Akama's Sash, 4, MaPrLo (Illidan-204R)

Armor—Cloth, Waist (1), 0 DEF

Loyal Hero Required <p> If your hero would deal damage with an ability, it deals that much unpreventable damage +1 instead. <p> When an ally is destroyed by fatal damage dealt with an ability you control, remove that ally from the game.

Aknot Whetstone, 2, Horde (Gladiators-120C)

Ally—Orc Warrior, 0 [Melee] ATK / 4 Health

Protector <p> **Hardiness** (*If this ally would be dealt damage, prevent 1 of it.*) <p> (2), Destroy another ally in your party >>> Destroy target weapon.

Alamira Grovetender, 1, Alliance (Illidan-118C)

Ally—Night Elf Druid, 2 [Nature] ATK / 1 Health

Nature Resistance (*Prevent all nature or [Nature] damage that this ally would be dealt.*)

ALAMO, 3, Horde (Drums-156R)

Ally—Tauren Druid, 3 [Melee] ATK / 3 Health

Other friendly Druids have +1 ATK / +1 health.

Alas, Andorhal (Dark Portal-311U)

Quest

On your turn, pay (2) to complete this quest. <p> Reward: Remove up to three target cards in one graveyard from the game.

Alchemist Norrin'thal, 3, Horde (Betrayal-158C)

Ally—Blood Elf Mage, 3 [Frost] ATK / 3 Health

Once per turn: (0) >>> Norrin'thal becomes an [Arcane] ally this turn. <p> Once per turn: (0) >>> Norrin'thal becomes a [Fire] ally this turn.

Alchemist's Stone, 2, DrHuMaPaPrRoShLoWa (Crafted-11E)

Item, Trinket (2)

Alchemy Hero Required <p> [Activate] >>>

Reveal the top card of your deck. You may discard a card with a different type. If you do, put that revealed card into hand.

Aldana, 2, Alliance (Legion-132U)

Ally—Night Elf Warrior, 2 [Melee] ATK / 3 Health

Your weapons have +2 ATK while your hero is defending.

Aldori Legacy Defender, 4, PaShWa (Outland-194U)

Armor—Shield, Off-Hand (1), 2 DEF

[Activate] >>> Target hero or ally has -2 ATK this turn.

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

Alexi Barov, 5, Horde (Drums-157E)
Ally—Undead Rogue, Unique, 5 [Melee] ATK / 5 Health
At the start of your turn, put three Peasant ally tokens into play with 1 [Melee] ATK / 1 health and **ferocity**. At the end of the next turn, destroy them.

Aleyah Dawnborn, Horde (Dark Portal-10)
Hero—Blood Elf Paladin (Holy),
Mining/Enchanting, 29 Health
(4), Flip Aleyah >>> When an ally in your party deals combat damage this turn, Aleyah heals that much from herself.

Alhas, 3, Alliance (Legion-133C)
Ally—Draenei Priest, 3 [Holy] ATK / 3 Health
At the start of your turn, Alhas heals 2 damage from target hero or ally.

Al'lanora, 3, Alliance (Drums-112U)
Ally—Night Elf Priest, 4 [Shadow] ATK / 1 Health
Shadowmeld (*Elusive and untargetable while ready.*) <p> [Activate] >>> Interrupt target card unless its controller pays (1).

Alterac Valley(Honor-202C)
Location—Battleground (8)
When you play a card, add an honor counter. <p>
On your turn: [Activate], Remove eight honor counters >>> Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Amani Mask of Death, 2, PaWa (Drums-203R)
Armor—Plate, Head (1), 1 DEF
At the end of each turn, destroy all abilities, allies, and equipment with the same name as another card in play.

Ambassador Jerrikar, 5 (Illidan-196R)
Ally—Satyr Demon, Unique, 4 [Melee] ATK / 5 Health
Jerrikar has **ferocity** if an opponent went first this game.

Ambush, 3, Rogue (Dark Portal-79R)
Instant Ability—Assassination Combo
Play only if your hero has **stealth**. <p> Your hero deals melee damage to target exhausted hero or ally equal to 5 plus the ATK of one of your Daggers.

Amice of Brilliant Light, 2, MaPrLo (Gladiators-156U)
Armor—Cloth, Shoulder (1), 1 DEF
At the start of your turn, your hero heals 1 damage from itself.

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

Anathema, 5, Priest (Dark Portal-270R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
When your hero deals shadow damage with an ability to a hero or ally, that character's controller discards a card. <p> Exhaust your hero >>> Put a card named Benediction from your graveyard into play.

Ancestral Spirit, 3, Shaman (Dark Portal-91C)
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. That ally enters play with damage equal to its health -1.

Anchorite Alonora, 4 (Legion-213C)
Ally—Draenei Priest, 3 [Holy] ATK / 5 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Inspire:** Ally (*You may ready one of your allies during each other player's ready step.*)

Anchorite Ceyla, 7 (Illidan-173R)
Ally—Draenei Priest, Unique, 6 [Holy] ATK / 7 Health
Aldor Reputation <p> When another ally in your party is destroyed, its owner may put it from his graveyard into hand at the start of the next turn.

Anchorite Fareena, 3 (Betrayal-184U)
Ally—Draenei Priest, 3 [Holy] ATK / 3 Health
Aldor Reputation <p> Once per turn: (0) >>> Attach target attachment to Fareena.

Anchorite Jaliah, 5 (Legion-214U)
Ally—Draenei Priest, 2 [Holy] ATK / 7 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> When an ally in your party is destroyed, Jaliah heals 2 damage from each hero and ally in your party.

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

Anchorite Karja, 7 (Betrayal-185E)
Ally—Draenei Priest, Unique, 6 [Holy] ATK / 6 Health
Aldor Reputation <p> Ready allies in your party have +3 ATK / +3 health.

Anchorite Kilandra, 1 (Illidan-174C)
Ally—Draenei Priest, 1 [Holy] ATK / 2 Health
Aldor Reputation <p> When Kilandra enters play, name a card in play you control. <p> **Inspire:** Card with that name (*You may ready a card you control with that name during each other player's ready step.*)

Anchorite Onkoth, 5 (Betrayal-186U)
Ally—Draenei Priest, 5 [Holy] ATK / 4 Health
Aldor Reputation <p> **Inspire:** Ability, ally, equipment, hero, or resource

Anchorite Viluaa, 3 (Legion-215C)
Ally—Draenei Priest, 3 [Holy] ATK / 3 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Inspire:** Hero (*You may ready your hero during each other player's ready step.*)

Ancient Bone Bow, 3, Hunter (Azeroth-311U)
Weapon—Bow, Ranged (1), 2 ATK, 2 Strike
When you strike with Ancient Bone Bow, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*)

Ancient Cornerstone Grimoire, 4, DrMaPrLo (Onyxia-20R)
Item, Off-Hand (1)
(2), [Activate] >>> Put a Skeleton ally token into play with 1 [Melee] ATK / 1 health, **ferocity**, **protector**, and "At end of turn, destroy this ally."

Andarius the Damned, Horde (Gladiators-10)
Hero—Undead Warlock (Affliction),
Alchemy/Jewelcrafting, 28 Health
(2), Flip Andarius >>> Put an attached ability you control into its owner's hand.

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

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

Anduin Wrynn, 6, Alliance (Gladiators-93E)
Ally—Human King, Unique, 0 [Melee] ATK / 4 Health
Other friendly Humans can protect Anduin. <p>
On your turn: [Activate] >>> Search your deck for a Human ally card and put it into play.

Anesthetic Poison, 1, Rogue (Outland-64C)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: When attached character becomes exhausted, its controller discards a card.

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

Anger Management, 3, Warrior (Dark Portal-115R)
Ability—Arms Talent
Arms Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to a hero, put the top card of your deck into your resource row face down and exhausted.

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

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

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

Annihilator, 2, HuPaShWa (Azeroth-312U)
Weapon—Axe, Melee (1), 3 ATK, 2 Strike
Combat damage that your hero would deal with Annihilator is unpreventable.

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

Antonidas's Aegis of Rapt Concentration, 3, PaSh (Gladiators-157R)
Instant Armor—Shield, Off-Hand (1), 2 DEF
Your ability cards can't be interrupted. <p> Your abilities are **untargetable**.

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

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

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

Apprentice Teep, 1, Alliance (Azeroth-176C)
Ally—Gnome Mage, 2 [Frost] ATK / 1 Health
Elusive (*Can't be attacked.*)

Aquatic Form, 1, Druid (Drums-19R)
Instant Ability—Feral, Form (1)
Ongoing: You may complete quest cards from your graveyard. As you do, remove them from the game as an additional cost.

Araelun, 2, Horde (Dark Portal-198C)
Ally—Blood Elf Paladin, 1 [Melee] ATK / 3 Health

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

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

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

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

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

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

Arcane Focus, 1, Mage (Betraye-57R)
Ability—Arcane Talent
Arcane Hero Required <p> Ongoing: If you've played another Arcane or [Arcane] card this turn: [Activate] >>> Ready one of your resources.

Arcane Guardian, 6 (Legion-229C)
Ally—Mechanical, 0 [Melee] ATK / 0 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> **Protector** <p> Arcane Guardian has +1 ATK / +1 health for each card in your hand.

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

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

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

Arcane Power, 1, Mage (Dark Portal-44R)
Ability—Arcane Talent
Arcane Hero Required <p> Ongoing: When you play an ability, you may pay (1). If you do and your hero would deal damage with that ability this turn, it deals that much +1 instead.

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

Arcane Revelation, 3, Mage (Onyxia-1U)
Instant Ability—Arcane
Each friendly player draws a card.

Arcane Shot, 2, Hunter (Azeroth-33C)
Instant Ability—Marksmanship
Your hero deals 1 arcane damage to target hero or ally. Draw a card.

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

Arcane Torrent, 3, Horde (Dark Portal-133U)
Instant Ability
Blood Elf Hero Required <p> Interrupt all other ability cards. Opponents can't play abilities this turn.

Arcane Warding, 2, MaPa (Honor-82C)
Instant Ability—Arcane Protection
Attach to target ally. <p> Ongoing: Attached ally is **untargetable**.

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

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

Arcanist Avelena, 1 (Legion-230C)
Ally—Blood Elf Mage, 1 [Arcane] ATK / 2 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> **Sabotage**: Ability (*This ally can attack opposing abilities.*) <p> When Avelena sabotages an ability, put it on top of its owner's deck.

Arcanist Bartis, 2 (Illidan-184C)
Ally—Blood Elf Mage, 1 [Fire] ATK / 1 Health
Scrier Reputation <p> **Sabotage**: Player (*This ally can attack opposing players.*) <p> When Bartis sabotages a player, that player discards a card or destroys an ally in his party.

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

Arcanist Lyronia, 1 (Betraye-199C)
Ally—Blood Elf Mage, 2 [Arcane] ATK / 1 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> When Lyronia enters play, look at the top card of target opponent's deck. You may put it on the bottom.

Arcanist Raith, 5 (Legion-231C)
Ally—Blood Elf Mage, 5 [Fire] ATK / 4 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> Opponents play with the top card of their decks revealed.

Arcanist Renaan, 1 (Illidan-185C)
Ally—Blood Elf Mage, 1 [Arcane] ATK / 2 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> If you would draw a card, you may draw it from the bottom of your deck instead.

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

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

Arcanite Dragonling, 1, DrHuMaPaPrRoShLoWa (Drums-216U)
Item, Trinket (2)
(1) >>> Arcanite Dragonling is also an ally with 2 [Melee] ATK / 2 health and **protector** this turn.

Arcanite Reaper, 7, HuPaWa (Azeroth-313R)
Two-Handed Weapon—Axe, Melee (1), 5 ATK, 0 Strike

Arcanite Steam-Pistol, 5, HuRo (Honor-170U)
Weapon—Gun, Ranged (1), 3 ATK, 2 Strike
When you strike with Arcanite Steam-Pistol, your hero has **long-range** this combat. <p> When a hero is dealt damage with Arcanite Steam-Pistol, if its controller went first this game, he destroys one of his resources.

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

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

Archdruid Hamuul Runetotem, 8, Horde (Outland-151E)
Ally—Tauren Druid, Unique, 7 [Melee] ATK / 7 Health
Druids in your party have +1 ATK while attacking.
<p> Druids in your party are **protectors**.

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

Ardent Defender, 6, Paladin (Legion-55R)
Ability—Protection Talent
Protection Hero Required <p> Ongoing: Prevent all damage that would be dealt to your hero while it has 25 or more damage.

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

Arena Grandmaster(Gladiators-190C)
Arena Quest
Pay (4) to complete this quest. <p> Reward: If an ally is in your party and the combined ATK of allies in your party is greater than the combined ATK of allies in an opponent's party, draw two cards.

Arena Master(Drums-245C)
Arena Quest
Pay (4) to complete this quest. <p> Reward: Each player chooses an ally in his party. If you chose the ally with the highest ATK, draw two cards.

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

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

Arktos, Alliance (Legion-1)
Hero—Night Elf Druid (Feral),
Mining/Jewelcrafting, 27 Health
(1), Flip Arktos >>> Prevent all damage that would be dealt to Arktos while defending in **bear form** this turn.

Arlek Stonehilt, 1, Alliance (Legion-136U)
Ally—Dwarf Warrior, 1 [Melee] ATK / 1 Health
Elusive <p> Each of your armor has +5 DEF while your hero is defending.

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

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

Arnerus Brightsteppe, 1, Horde (Legion-173U)
Ally—Tauren Shaman, 1 [Nature] ATK / 1 Health
Each of your armor has +5 DEF while your hero is attacking.

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

Ar'tor's Mainstay, 4, HuSh (Illidan-205R)
Armor—Mail, Hands (1), 2 DEF
When your hero deals damage with an ability, you may ready one of your resources.

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

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

Ashtongue Battlelord, 6 (Black Temple Raid-29C)
Ally—Broken Warrior, 3 [Melee] ATK / 2 Health
Traitor Hero: When Ashtongue Battlelord enters play, destroy target undamaged opposing ally. <p> Loyal Hero: When Ashtongue Battlelord enters play, destroy all damaged opposing allies.

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

Ashtongue Rogue, 4 (Black Temple Raid-30C)
Ally—Broken Rogue, 3 [Melee] ATK / 1 Health
Traitor Hero: **Elusive, Ferocity** <p> Loyal Hero: **Long-Range, Stealth**

Aspect of the Cheetah, 1, Hunter (Legion-31R)
Ability—Beast Mastery, Aspect (1)
Ongoing: You pay (1) less to complete quests, to a minimum of (1). <p> When your hero is dealt damage, put Aspect of the Cheetah from play into its owner's hand.

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

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

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

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

Atani of the Watch, 1 (Betrayer-187C)
Ally—Draenei Paladin, 0 [Melee] ATK / 4 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> If your hero would be dealt damage, it's dealt to Atani instead.

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

Auchindoun Spirit Towers(Drums-263U)
Location—Objective (5)
When you draw a card, add a capture counter. <p> [Activate], Remove five capture counters >>> Turn target resource face down.

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

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

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

Aura of Fanaticism, 2, Paladin (Betrayer-67U)
Ability—Traitor, Aura (1)
Traitor Hero Required <p> Ongoing: Your hero has +1 ATK for each ally in your party. <p> Allies in your party have -1 health.

Aurastone Hammer, 2, DrPaPrSh (Molten Core-14R)
Weapon—Mace, Melee (1), 1 ATK, 3 Strike
On your turn: (2), [Activate] >>> Put target ally from your party into its owner's hand.

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

Avenger's Shield, 4, Paladin (Outland-46R)
Ability—Protection Talent
Protection Hero Required <p> Exhaust up to three target heroes and/or allies, and each of them can't ready during its controller's next ready step. Your hero deals 1 holy damage to each of those characters.

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

Axe of the Legion, 4, HuShWa (Legion-274U)
Weapon—Axe, Melee (1), 2 ATK, 1 Strike
Your other Axes have +2 ATK. <p> Your hero has **dual wield**. *(Can have a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)*

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

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

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

Azuresong Mageblade, 4, MaPaLo (Molten Core-15R)
Weapon—Sword, Melee (1), 1 ATK, 3 Strike
When you draw a card, put a verse counter on Azuresong Mageblade. <p> (1), Remove three verse counters >>> Draw a card.

Backlash, 2, Warlock (Honor-68R)
Instant Ability—Destruction Talent
Destruction Hero Required <p> Ongoing:
[Activate] >>> If an opposing hero or ally dealt damage to your hero this turn, draw a card.

Backstab, 3, Rogue (Azeroth-91R)
Instant Ability—Combat Combo
Your hero deals melee damage to target exhausted hero or ally equal to 3 plus the ATK of one of your Daggers.

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

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

Baelgond Soulgrace, 3, Alliance (Honor-93U)
Ally—Dwarf Priest, 1 [Holy] ATK / 1 Health
When Baelgond enters play, reveal the top three cards of your deck. Put a revealed ability card into hand and the rest on the bottom of your deck.

Bait the Trap, 2, Hunter (Illidan-35U)
Instant Ability—Survival
Ongoing: **Trap** cards in your hand also have "You may exhaust a defending ally in your party rather than pay this card's cost."

Bakaar, 1, Alliance (Legion-137U)
Ally—Draenei Hunter, 2 [Ranged] ATK / 1 Health
Your hero has **long-range**. *(Defenders deal no combat damage to it.)*

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

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

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

Band of the Inevitable, 2, DrPaSh (Illidan-218R)
Item, Ring (2)
On your turn: (X), Destroy Band of the Inevitable >>> Destroy each equipment with cost X or less.

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

Band of Vile Aggression, 2, DrHuRo (Gladiators-168R)
Item, Ring (2)
(5), [Activate] >>> Destroy target resource.

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

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

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

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

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

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

Barkskin, 1, Druid (Legion-19R)
Instant Ability—Balance
Ongoing: Your ability, ally, and equipment cards can't be interrupted.

Barman Shanker, 2, Rogue (Azeroth-315U)
Weapon—Dagger, Melee (1), 2 ATK, 2 Strike
Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.

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

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

Barov Peasant Caller, 3, DrHuMaPaPrRoShLoWa (Azeroth-304R)
Item, Trinket (2)
(2), [Activate], Destroy Barov Peasant Caller >>> Put three Peasant ally tokens into play with 1 [Melee] ATK / 1 health, **ferocity**, and "At end of turn, destroy this ally."

Bash, 2, Druid (Azeroth-17U)
Instant Ability—Feral, Form (1)
Exhaust target hero or ally. <p> Ongoing: Your hero is in **bear form**. *(Is a **protector**. Destroy this card when you strike with a weapon or play a non-Feral ability.)*

"Batter Brains" McGillicutty, 1, Horde (Drums Starter-5U)
Ally—Undead Rogue, 1 [Melee] ATK / 1 Health
When Batter Brains is destroyed, target player discards a card.

Battle Mage's Baton, 6, DrMaPrLo (Gladiators-172R)
Arena Two-Handed Weapon—Staff, Melee (1), 1 ATK, 5 Strike
(X), Exhaust your hero >>> Destroy target ability, ally, or equipment with cost X.

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

Battle of the Crimson Watch(Illidan-238C)

Quest

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

Reward: Draw a card for each (3) paid this way.

Battle "Preparations", 4 (Outland-100U)

Ability

Allies can't attack until after your next turn.

Battle Shout, 3, Warrior (Azeroth-135C)

Instant Ability—Fury Shout

Ongoing: Allies in your party have +1 ATK.

Battle Tactics, 7, Warrior (Drums-84R)

Ability—Protection

Ongoing: Opposing heroes and allies must attack each turn if able. <p> When an opponent proposes a combat, you may change the proposed defender. *(It must be a legal choice for the attacker.)*

Battlecast Pants, 3, MaPrLo (Gladiators Crafted-1E)

Armor—Cloth, Legs (1), 0 DEF

[Activate] >>> Cards in your hand are instant this turn until you play a card.

Battlemage Vyara, 7 (Illidan-187R)

Ally—Blood Elf Battlemage, Unique, 6 [Melee] ATK / 6 Health

Scryer Reputation <p> You may exhaust Vyara rather than pay the cost of an ability with cost 7 or less, or a weapon's strike cost of 7 or less.

Bear Form, 1, Druid (Azeroth-18U)

Instant Ability—Feral, Form (1)

Ongoing: Your hero is in **bear form**. *(Is a protector. Destroy this card when you strike with a weapon or play a non-Feral ability.)* <p> When Bear Form is destroyed, you may pay (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

Bearlady Brala, 1, Alliance (Betrayer-132R)

Ally—Dwarf Hunter, 1 [Ranged] ATK / 1 Health
When Brala enters play, make up a name. <p> At the start of your turn, put a unique Bear ally token into play with that name and 1 [Melee] ATK / 1 health.

The Beast Within, 1, Hunter (Illidan-36R)

Instant Ability—Beast Mastery Talent

Beast Mastery Hero Required <p> While you control a Pet this turn, prevent all damage that your hero would be dealt, and your hero has +3 ATK.

Behead, 2, Warrior (Drums-85C)

Instant Ability—Fury

If target ally is damaged, destroy it. Otherwise, your hero deals 1 melee damage to it.

Belt of Blasting, 6, MaPrLo (Crafted-9E)

Armor—Cloth, Waist (1), 1 DEF

(X), Exhaust your hero >>> Your hero deals X arcane damage to target hero or ally.

Belt of Deep Shadow, 4, DrRo (Crafted-10E)

Armor—Leather, Waist (1), 0 DEF

Your hero has **stealth**. <p> If your hero would deal combat damage, it deals that much +2 instead.

Belt of the Archmage, 5, MaPrLo (Dark Portal-249R)

Armor—Cloth, Waist (1), 1 DEF

When Belt of the Archmage enters play, reveal the top three cards of your deck. Put all revealed ability cards into your hand and the rest on the bottom of your deck.

Benediction, 5, Priest (Molten Core-16R)

Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike

When your hero heals damage with an ability, draw a card. <p> Exhaust your hero >>> Put a card named Anathema from your graveyard into play.

The Benefits of Practice, 2, Warrior (Gladiators-75U)

Instant Ability—Arms

Your hero deals 1 melee damage to target hero or ally. You may choose one of your weapons. If you do, put a +1 ATK counter on it for each damage dealt this way.

Benethor Draigo, 3, Horde (Azeroth-228C)

Ally—Undead Mage, 4 [Fire] ATK / 2 Health

Bernard, Zealot of the Light, 1, Alliance (Drums Starter-1U)

Ally—Human Paladin, 2 [Melee] ATK / 1 Health (1), Destroy Bernard >>> Destroy target attacking ally.

Berserker Bracers, 4, DkPaWa (Honor-153R)

Armor—Plate, Wrist (1), 4 DEF

When your hero is dealt damage, ready Berserker Bracers.

Berserker Rage, 4, Warrior (Outland-91R)

Ability—Fury

You may destroy any number of abilities attached to your hero. <p> Ongoing: Your hero has +1 ATK while attacking for each 5 damage on it.

Berserker Stance, 3, Warrior (Azeroth-136R)

Ability—Fury, Stance (1)

Ongoing: If your hero would deal damage, it deals that much +1 instead. <p> If your hero would be dealt damage, it's dealt that much +1 instead.

Berserking, 3, Horde (Dark Portal-134U)

Ability

Troll Hero Required <p> Ongoing: When your hero is dealt damage, put a berserk counter on Berserking. <p> When your hero attacks, remove all berserk counters from Berserking. Your hero has +1 ATK this combat for each counter removed this way.

Besh'iah, 6, Horde (Azeroth-229C)

Ally—Troll Priest, 4 [Shadow] ATK / 4 Health

Destroy an ally in your party >>> Destroy target ability.

Bestial Swiftiness, 2, Hunter (Legion-32R)

Ability—Beast Mastery Talent

Beast Mastery Hero Required <p> Ongoing: [Activate] >>> Target Pet has **ferocity** this turn.

Bestial Wrath, 1, Hunter (Azeroth-35R)

Instant Ability—Beast Mastery Talent

Beast Mastery Hero Required <p> Target Pet has +3 ATK this turn. Prevent all damage that would be dealt to it this turn.

Betrayal(Knight-24C)

Quest

On your turn, destroy an ally in your party and pay (1) to complete this quest. <p> Reward: Draw a card.

Bhenn Checks-the-Sky, 2, Horde (Dark Portal-199C)

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

When Bhenn Checks-the-Sky enters play, you may exhaust target ally.

Big Game Hunter(Azeroth-348C)

Quest

Pay (2) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed equipment card into your hand and the rest on the bottom of your deck.

Bildros Nullvoid, Alliance (Legion-2)

Hero—Gnome Warlock (Demonology),

Alchemy/Tailoring, 28 Health

(2), Flip Bildros >>> Pet cards in your hand are instant this turn.

Bimble Blackout, 3, Alliance (Illidan-119U)

Ally—Gnome Warlock, 4 [Shadow] ATK / 2 Health

When Bimble is removed from the game from anywhere, draw a card.

Binding Heal, 2, Priest (Outland-55C)

Instant Ability—Holy

Your hero heals 5 damage from itself and 5 damage from a second target hero or ally.

Bindings of Lightning Reflexes, 3, HuSh (Crafted-12E)

Armor—Mail, Wrist (1), 0 DEF

When you play an ability, put a bolt counter on Bindings of Lightning Reflexes. <p> Heroes and allies in combat with your hero have -1 ATK for each bolt counter.

Bitties, 3, Alliance (Outland-111U)

Ally—Gnome Rogue, 4 [Melee] ATK / 4 Health
At the end of your turn, if Bitties is damaged, destroy him.

Bizzazz, 3, Alliance (Legion-138C)

Ally—Gnome Rogue, 3 [Ranged] ATK / 2 Health
When Bizzazz enters play, draw a card.

Bizzik Sparkcog, 4, Alliance (Azeroth-178U)

Ally—Gnome Warlock, 2 [Fire] ATK / 4 Health
[Activate], Destroy an ally in your party >>> Draw a card.

Black Amnesty, 2, RoSh (Drums-221R)

Weapon—Dagger, Melee (1), 2 ATK, 1 Strike

Your hero has **dual wield**. <p> (1), [Activate] >>> If your hero is defending against an ally, remove your hero from combat.

Black Bow of the Betrayer, 4, HuRoWa (Black Temple-7R)

Weapon—Bow, Ranged (1), 4 ATK, 4 Strike

When you strike with Black Bow of the Betrayer, your hero has **long-range** this combat. <p> [Hunter] Hero: When an ally is dealt combat damage with Black Bow of the Betrayer, ready up to four of your resources.

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

"Black Ice" Fizzlefreeze, Alliance (Illidan-1)
Hero—Gnome Mage (Frost),
Engineering/Tailoring, 25 Health
(1), Flip Black Ice >>> Black Ice deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Blackcrow, 2, Hunter (Dark Portal-271U)
Weapon—Crossbow, Ranged (1), 1 ATK, 1 Strike
When you strike with Blackcrow, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*)

Blackened Spear, 4, Horde, PaWa (Honor-185R)
Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 1 Strike
Blackened Spear has +1 ATK if an ally with **arcane torrent** is in your party. This is also true for **berserking**, **hardiness**, **war stomp**, and **will of the forsaken**.

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

Blade Flurry, 4, Rogue (Dark Portal-80R)
Ability—Combat Talent
Combat Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to an ally, you may have your hero deal that much melee damage to a second target hero or ally.

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

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

Blade Twisting, 3, Rogue (Betrayal-87R)
Ability—Combat Talent
Combat Hero Required <p> Ongoing: When your hero deals combat damage to an ally, destroy it, and its controller discards a card.

Bladefist's Breadth, 3, DrHuPaRoShWa (Legion-270U)
Item, Trinket (2)
When you play a weapon, ready your hero.

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

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

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

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

Blast Wave, 2, Mage (Illidan-47R)
Ability—Fire Talent
Fire Hero Required <p> Your hero deals 2 fire damage to each opposing hero and ally. A character dealt damage this way can't protect this turn.

Blastenheimer 5000 Ultra Cannon, 7 (Darkmoon Faire-1R)
Ability
Ongoing: (3), [Activate] >>> You may put an ally card from your hand into play. If you do, destroy it at the start of the next turn.

Blastershot Launcher, 5, HuRoWa (Molten Core-17R)
Weapon—Gun, Ranged (1), 3 ATK, 2 Strike
When you strike with Blastershot Launcher, your hero has **long-range** this combat. <p> [Hunter]
Hero: When Blastershot Launcher enters play, your hero deals 3 ranged damage to target hero or ally.

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

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

Blessed Defense, 1, Paladin (Honor-40C)
Instant Ability—Protection
Target ally is a **protector** this turn. Prevent all damage that it would be dealt while defending this turn.

Blessed Life, 2, Paladin (Betrayal-69R)
Ability—Holy Talent
Holy Hero Required <p> Ongoing: If your hero would be dealt damage, you may put Blessed Life from play into its owner's hand. If you do, prevent that damage.

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

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

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

Blessing of Freedom, 1, Paladin (Dark Portal-55C)
Instant Ability—Protection Blessing
Attach to target hero or ally in your party. <p> Ongoing: Attached character is **untargetable**. <p> At end of turn, destroy Blessing of Freedom.

Blessing of Kings, 5, Paladin (Honor-41R)
Ability—Protection Talent Blessing
Protection Hero Required <p> Ongoing: Each ally in your party has +X ATK / +X health, where X is its cost.

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

Blessing of Protection, 2, Paladin (Azeroth-63U)
Instant Ability—Protection Blessing
Attach to target hero or ally in your party. <p> Ongoing: Prevent all damage that would be dealt to and dealt by attached character. <p> At end of turn, destroy Blessing of Protection.

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

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

Blessing of Sanctuary, 2, Paladin (Illidan-56R)
Instant Ability—Protection Talent Blessing
Protection Hero Required <p> Attach to target hero or ally. <p> Ongoing: Prevent all combat damage that attached character would be dealt. When damage that an attacking ally would deal is prevented this way, destroy that ally. <p> At end of turn, destroy Blessing of Sanctuary.

Blessing of the Heavens, 3, DrPa (Gladiators-82C)
Instant Ability—Restoration Protection Blessing
Attach to target ally. <p> Ongoing: Attached ally has +2 ATK / +2 health. <p> When attached ally is destroyed, you may put Blessing of the Heavens from its owner's graveyard into his hand.

Blessing of the Martyr, 1, Paladin (Betrayal-70C)
Instant Ability—Protection Blessing
Attach to target ally. <p> Ongoing: Attached ally has +2 ATK while attacking. <p> When attached ally is destroyed, its owner puts it from his graveyard into hand.

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

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

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

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

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

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

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

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

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

Blood Boil, 2, Death Knight (Knight-3U)
Ability—Blood
Destroy any number of Diseases you control. Your hero deals 2 shadow damage to each opposing ally for each Disease destroyed this way.

Blood Frenzy, 1, Warrior (Honor-76R)
Ability—Arms Talent
Arms Hero Required <p> Ongoing: Heroes and allies in your party have +1 ATK while in combat with heroes and allies with an attachment.

Blood Fury, 4+X, Horde (Dark Portal-135U)
Ability
Orc Hero Required <p> Ongoing: Blood Fury enters play with X fury counters. <p> Your hero has +1 ATK while attacking for each fury counter.

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

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

The Blood is Life(Legion-295C)
Quest
On your turn, destroy an ally in your party and pay (1) to complete this quest. <p> Reward: Your hero heals damage from itself equal to that ally's health.

Blood Knight Haeleth, 3, Horde (Honor-121C)
Ally—Blood Elf Paladin, 1 [Holy] ATK / 5 Health
Protector <p> Once per turn: (2) >>> Haeleth heals 2 damage from target hero or ally.

Blood Knight Kyria, 3, Horde (Illidan-147C)
Ally—Blood Elf Paladin, 2 [Holy] ATK / 3 Health
Protector <p> When you play an ability, Kyria heals 4 damage from target hero or ally.

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

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

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

Bloodbath, 2, Warrior (Betrayer-118R)
Ability—Traitor
Traitor Hero Required <p> Ongoing: (1), Destroy an ally in your party >>> Put a +1 ATK counter on each of your weapons.

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

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

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

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

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

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

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

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

Bloodsea Brigand's Vest, 3, DrRo (Gladiators-158U)
Armor—Leather, Chest (1), 1 DEF
(2), Destroy Bloodsea Brigand's Vest >>> Put the top two cards of your deck into your resource row face down and exhausted.

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

Bloodskull Destroyer, 2, PaShWa (Betrayer-235U)
Weapon—Mace, Melee (1), 3 ATK, 2 Strike
(1), Destroy Bloodskull Destroyer >>> Destroy target ally with **protector**.

Bloodsoul, 1, Horde (Legion-177C)
Ally—Orc Warlock, 2 [Shadow] ATK / 3 Health
Bloodsoul can attack only heroes.

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

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

Bloodwarder's Rifle, 4, Hunter (Illidan-224R)
Weapon—Gun, Ranged (1), 3 ATK, 2 Strike
Your hero has **long-range**.

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

Bloody Mary, Horde (Legion-10)
Hero—Undead Warrior (Fury), Mining/Blacksmithing, 30 Health
(2), Flip Bloody Mary >>> Opposing allies have -1 ATK this turn.

Bloody Ritual, 4, LoWa (Drums-92C)
Ability—Affliction Protection
As an additional cost to play, put 4 damage on your hero. <p> Draw four cards.

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

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

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

Blueleaf Tubers(Azeroth-349C)
Quest
Pay (2) to complete this quest. <p> Reward:
Shuffle your graveyard into your deck.

Bluffwatchers, 3, Horde (Dark Portal-200C)
Ally—Tauren Warrior, Unlimited, 2 [Melee] ATK / 2 Health
Bluffwatchers has +1 ATK / +1 health for each other ally named Bluffwatchers in your party.

Boarguts the Impaler, Horde (Drums-10)
Hero—Orc Warrior (Fury),
Blacksmithing/Engineering, 30 Health
(3), Flip Boarguts >>> Boarguts has +1 ATK this turn for each of your weapons.

Boat to Booty Bay, 4 (Dark Portal-138E)
Ability, Unique
Ongoing: On your turn: [Activate] >>> Remove an ally in your party from the game. <p> On your turn: [Activate], Destroy Boat to Booty Bay >>> Put all ally cards removed by Boat to Booty Bay into your party.

Boggspine Knuckles, 6, RoShWa (Gladiators-173U)
Instant Weapon—Fist, Melee (1), 3 ATK, 1 Strike
Your hero has **dual wield**. <p> Boggspine Knuckles has +3 ATK while your hero has more damage than an opposing hero.

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

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

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

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

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

Bonechewer Behemoth, 5 (Black Temple Raid-231C)
Ally—Fel Orc Warrior Traitor, 4 [Melee] ATK / 3 Health
Traitor Hero Required <p> When Bonechewer Behemoth enters play, he deals 4 fire damage to target hero.

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

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

Bonereaver's Edge, 6, PaWa (Molten Core-18R)
Two-Handed Weapon—Sword, Melee (1), 5 ATK, 2 Strike
When Bonereaver's Edge enters play, you may destroy target armor.

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

"Bonewall" Simms, Horde (Gladiators-11)
Hero—Undead Warrior (Protection),
Alchemy/Blacksmithing, 30 Health
(2), Flip Bonewall >>> Target hero or ally is a **protector** this turn.

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

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

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

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

Boum Headshot, 5, Horde (Drums-158C)
Ally—Orc Hunter, 4 [Ranged] ATK / 2 Health
Ferocity (*Can attack immediately.*)

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

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

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

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

Bracers of the Green Fortress, 3, PaWa (Crafted-6E)
Armor—Plate, Wrist (1), 0 DEF
Each of your face-down resources is also an armor with 1 DEF.

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

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

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

Brain Hacker, 4, HuPaWa (Azeroth-316U)
Two-Handed Weapon—Axe, Melee (1), 3 ATK, 2 Strike
When your hero deals combat damage with Brain Hacker to a hero, that hero's controller discards a card.

Brain Lock, 4, Mage (Illidan-48C)
Ability—Frost
Ongoing: Brain Lock enters play with two frost counters. <p> If an opponent would draw a card, he skips drawing that card and you remove a frost counter instead. If none remain, destroy Brain Lock.

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

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

Braxiss the Sleeper, 6, Alliance (Azeroth-179U)
Ally—Night Elf Druid, 6 [Melee] ATK / 4 Health
Elusive

Braxis' Staff of Slumber, 4, Druid (Legion-276R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
While you control a Form, your hero has +2 ATK while attacking and each of your armor has +2 DEF.

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

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

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

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

Bretander of the Claw, 6, Alliance (Dark Portal-156C)
Ally—Night Elf Druid, 5 [Melee] ATK / 5 Health
Protector, Stealth

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

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

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

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

Brodien, 4, Alliance (Illidan-120U)
Ally—Gnome Mage, 4 [Fire] ATK / 4 Health
As Brodien enters play, choose whether he is **elusive** or **untargetable**.

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

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

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

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

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

Brumdor Dreadforge, 4, Alliance (Knight-14C)
Ally—Dwarf Death Knight, 3 [Melee] ATK / 4 Health
(1), Destroy one of your equipment >>> Draw a card.

Brutal Gladiator's Greatsword, 5, Paladin (Grand Melee-6R)
Arena Two-Handed Weapon—Sword, Melee (1), 5 ATK, 3 Strike
Preparation (On your first turn, you may play this card without paying its cost.)

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

Bubula del Kissel, 2, Alliance (Dark Portal-158C)
Ally—Gnome Rogue, 2 [Melee] ATK / 2 Health
Stealth (Can't protect against this character.) <p> [Activate] >>> Target hero or ally has **stealth** this turn.

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

Bulvai of the Watch, 4 (Betrayer-188C)
Ally—Draenei Paladin, 3 [Melee] ATK / 5 Health
Aldor Reputation (Can't put Sryer cards in your deck.) <p> **Protector** <p> If your hero would be dealt damage, it's dealt to Bulvai instead.

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

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

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

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

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

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

Buying Time(Legion-296U)
Quest
On your turn, pay (2) to complete this quest. <p> Reward: You and target opponent each put the top card of your decks into your resource rows face down and exhausted.

Caddrick Von Styler, 6, Alliance (Outland-113R)
Ally—Human Warlock, 2 [Shadow] ATK / 7 Health
(5), [Activate] >>> Each player destroys one of his resources.

Cairne Bloodhoof, 9, Horde (Drums-159E)
Ally—Tauren Warrior, Unique, 7 [Melee] ATK / 20 Health
Protector <p> Other Tauren in your party have +10 health.

Call of the Wild, 3, Druid (Outland-19C)
Instant Ability—Feral, Form (1)
Ongoing: When your hero attacks, it deals 1 melee damage to target opposing hero. <p> Your hero is in **cat form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Call the Spirit, 2 (Azeroth-157C)
Ability
Put target ally card from your graveyard into hand.

Call to Arms: Alterac Valley(Honor-187C)
Quest—Battleground
Pay (4) to complete this quest. <p> Reward: Draw a card. You pay (4) less to complete your next quest this turn. You may add an honor counter to a Battleground card you control.

Call to Arms: Arathi Basin(Honor-188C)
Quest—Battleground
Pay (5) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put all revealed ability, ally, and equipment cards into hand and the rest on the bottom of your deck. You may add an honor counter to a Battleground card you control.

Call to Arms: Eye of the Storm(Honor-189C)
Quest—Battleground
On your turn, pay (3) to complete this quest. <p> Reward: Draw a card, and target hero or ally can't ready during its controller's next ready step. You may add an honor counter to a Battleground card you control.

Call to Arms: Warsong Gulch(Honor-190C)
Quest—Battleground
If a **protector** is in your party, pay (2) to complete this quest. <p> Reward: Draw a card. You may add an honor counter to a Battleground card you control.

Canissa the Shadow, 3, Horde (Gladiators-121C)
Instant Ally—Blood Elf Rogue, 2 [Melee] ATK / 3 Health
Arcane Torrent (When this ally enters play, target opposing card in play loses and can't have powers this turn.)

Cannibalize, 2, Horde (Dark Portal-136U)
Ability
Undead Hero Required <p> Remove any number of ally cards in graveyards from the game. Your hero heals 2 damage from itself for each card removed this way.

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

Capture a Mine(Honor-191C)
Quest

Pay (1) to complete this quest. <p> Reward:
Reveal the top three cards of your deck. Put a revealed location or quest card into hand and the rest on the bottom of your deck.

Caretaker Devonar, 4, Alliance (Legion-140C)
Ally—Night Elf Druid, 5 [Nature] ATK / 3 Health
Protector <p> Devonar is **elusive** while ready.

Caretaker Heartwing, 2, Alliance (Legion-141C)
Ally—Night Elf Priest, 4 [Shadow] ATK / 1 Health
Heartwing is **untargetable** while ready.

Caretaker Mooncrier, 3, Alliance (Legion-142C)
Ally—Night Elf Priest, 3 [Holy] ATK / 3 Health
Ready allies in your party have +2 ATK.

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

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

Cat Form, 2, Druid (Dark Portal-19C)
Instant Ability—Feral, Form (1)
Ongoing: Your hero is in **cat form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.) <p> When Cat Form is destroyed, you may pay (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

Catarina Clark, 5, Alliance (Drums-116C)
Ally—Human Paladin, 1 [Holy] ATK / 6 Health
Protector <p> [Activate] >>> Catarina heals 4 damage from target hero or ally.

Caught Off-Guard, 1 (Azeroth-158C)
Instant Ability
Target hero or ally has -2 ATK this turn.

Celee Cogfreeze, 2, Alliance (Outland-114R)
Ally—Gnome Mage, 2 [Frost] ATK / 2 Health
When you play an ability, you may draw a card. If you do, discard a card.

Celerity, 3, RoSh (Honor-83C)
Ability—Combat Enhancement
Ongoing: [Activate] >>> If your hero is defending against an ally, remove your hero from combat.

Celestial Communion, 2, Druid (Drums-20U)
Instant Ability—Balance
Your hero deals 1 arcane damage to target hero or ally for each [Arcane] ally in your party. Draw a card.

Celestial Shard, 4, Druid (Honor-19U)
Ability—Balance
Your hero deals 3 arcane damage to target hero or ally. <p> Ongoing: At the start of your turn, you may put Celestial Shard into its owner's hand.

Center of Attention, 2 (Gladiators-91R, Gladiators Loot-2L)
Ability
Attach to target ally. <p> Ongoing: Attached ally is **AWESOME!** (*At the start of your turn, each player may compliment this ally. If he does, he draws a card.*)

Centurion Addisyn, 1, Horde (Drums-160C)
Ally—Blood Elf Paladin, 1 [Holy] ATK / 1 Health
Protector <p> As Addisyn enters play, choose arcane, fire, frost, nature, or shadow. <p> Addisyn has the chosen **resistance**.

Cerrick Blood dawn, 4, Horde (Betraye-159C)
Ally—Blood Elf Paladin, 2 [Holy] ATK / 4 Health
Protector <p> When you play an ability, ready Cerrick.

Cerripha Sunstreak, Horde (Gladiators-13)
Hero—Blood Elf Mage (Fire),
Alchemy/Jewelcrafting, 25 Health
(1), Flip Cerripha >>> Cerripha deals 3 fire damage to target hero.

Cerwyn, 1, Alliance (Dark Portal-159C)
Ally—Night Elf Druid, 1 [Nature] ATK / 2 Health

Chaigon Steelsight, Alliance (Legion-4)
Hero—Dwarf Hunter (Survival), Mining/Skinning, 28 Health
(1), Flip Chaigon >>> Target ally has -3 ATK this turn.

Chain Heal, 2, Shaman (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)
Ability—Elemental
Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to a second hero or ally. Your hero may deal 1 nature damage to a third hero or ally.

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

The Challenge(Gladiators-191C)
Quest

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

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

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

Champion Zosimuus, 4, Alliance (Legion-143R)
Ally—Dranei Paladin, 2 [Holy] ATK / 5 Health
When a [Holy] ally in your party is dealt damage, it deals 2 holy damage to the source of that damage.

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

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

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

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

Chasing A-Me 01(Azeroth-350C)
Quest
Pay (3) to complete this quest. <p> Reward: Put target ally card from your graveyard into hand.

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

Chastise, 2, Priest (Azeroth-76U)
Ability—Holy
Your hero deals 2 unpreventable holy damage to target hero or ally.

Cheat Death, 2, Rogue (Legion-81R)
Instant Ability—Subtlety Talent
Subtlety Hero Required <p> Remove your hero from the game. As your next turn starts, put it into play flipped the same way and with the same damage. (*You can't play cards while your hero is removed.*)

Chen Stormstout, 7 (Outland-192E)
Instant Ally—Pandaren Brewmaster, Unique, 6 [Melee] ATK / 6 Health
When Chen Stormstout enters play, say "I bring PANDA-MONIUM!" and opposing allies can't attack this turn. <p> (3), Say "Another round?" >>> Target ally can't attack this turn.

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

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

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

Chief Researcher Kartos, 6, Alliance (Drums-117R)
Ally—Human Researcher, Unique, 5 [Melee] ATK / 7 Health
When you complete your first quest each turn, you may ready all resources exhausted to complete it.

Chill, 1, Shaman (Legion-91C)
Instant Ability—Elemental
Your hero deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

"Chillhands" Spigotgulf, 6, Alliance (Gladiators-94U)
Ally—Gnome Mage, 5 [Frost] ATK / 3 Health
If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, target ally can't attack this turn.

"Chipper" Ironbane, 2, Alliance (Dark Portal-160C)
Ally—Dwarf Warrior, 3 [Melee] ATK / 1 Health (X), Destroy Chipper >>> Destroy target ability or equipment with cost X.

Chloe Mithrilbolt, Alliance (Gladiators-2)
Hero—Gnome Warrior (Protection), Skinning/Engineering, 30 Health
(1), Flip Chloe >>> When Chloe protects this turn, ready her.

Choker of Fluid Thought, 4, DrPaPrShLo (Outland-211R)
Item, Neck (1)
[Activate] >>> Reveal the top card of target player's deck. You may remove that card from the game.

Choker of Vile Intent, 3, DrHuPaRoShWa (Betrayal-229R)
Item, Neck (1)
At the start of your turn, you may destroy an ability, ally, or equipment you control. If you do, each opponent destroys a card of that kind he controls.

Cholda Wildbloom, 3, Horde (Legion-180C)
Ally—Tauren Druid, 1 [Nature] ATK / 3 Health
When Cholda enters play, you and target opponent each put the top card of your decks into your resource rows face down and exhausted.

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

Christopher the Devout, 3, Alliance (Outland-115C)
Instant Ally—Human Warrior, 2 [Melee] ATK / 3 Health
Protector <p> (1), Destroy Christopher >>> Target hero or ally is a **protector** this turn.

Chromatic Cloak, 4, DrMaPaPrShLo (Azeroth-282U)
Armor—Cloth, Back (1), 0 DEF
If your hero would deal damage with an ability, it deals that much +1 instead.

Chromie, 6 (Azeroth-277E)
Ally—Dragonkin, Unique, 2 [Melee] ATK / 4 Health
[Activate], Remove Chromie from the game >>> Take an extra turn after this one.

The Cipher of Damnation (Illidan-239C)
Quest
Pay (3) to complete this quest. <p> Reward:
Reveal the top two cards of your deck. If they have different card types, put both into hand. Otherwise, put both on the bottom of your deck.

The Circle of Blood (Gladiators-203C)
Location—Arena (3)
When a hero or ally in your party deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Put an Arena Gladiator ally token into play with 1 [Melee] ATK / 1 health.

Circle of Healing, 3, Priest (Illidan-65R)
Instant Ability—Holy Talent
Holy Hero Required <p> Your hero heals 10 damage from each friendly hero and ally.

Circle of Life, 8, Druid (Azeroth-19R)
Ability—Restoration
Ongoing: When an ally is destroyed, its controller may search his deck for an ally card with the same name and put it into play exhausted.

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

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

Claw, 4, Druid (Dark Portal-20U)
Instant Ability—Feral Combo, Form (1)
Your hero deals 3 melee damage to target hero or ally. <p> Ongoing: Your hero is in **cat form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

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

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

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

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

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

Cloak of Subjugated Power, 3, DrMaPaPrShLo (Drums-206R)
Armor—Cloth, Back (1), 0 DEF
On your turn: (1), [Activate], Destroy an ally in your party with cost X >>> Gain control of target ally with cost less than X.

Cloak of the Pit Stalker, 2, DrHuRoShWa (Magtheridon-2R)
Armor—Cloth, Back (1), 1 DEF
[Activate] >>> Target attacker has -1 health this turn.

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

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

Cobrascale Hood, 2, DrRo (Crafted-2E)
Armor—Leather, Head (1), 0 DEF
At the start of your turn, your hero deals 2 nature damage to each opposing hero for each face-up resource its controller has.

Coif of the Wicked, 5, HuSh (Illidan-207R)
Armor—Mail, Head (1), 3 DEF
[Hunter] Hero: When you place a quest, ready your hero and all of your Ranged weapons. <p> [Shaman] Hero: When you place a quest, ready your hero and all of your Melee weapons.

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

Coilskar General, 6 (Black Temple Raid-34C)
Ally—Naga Warrior Traitor, 3 [Melee] ATK / 3 Health
Traitor Hero Required <p> When Coilskar General enters play, put three Naga ally tokens into play with 1 [Melee] ATK / 1 health.

Coilskar Wrangler, 3 (Black Temple Raid-35C)
Ally—Naga Traitor, 2 [Nature] ATK / 2 Health
Traitor Hero Required <p> (2), Destroy an ally in your party >>> Each opponent destroys an ally in his party.

Cold Blood, 1, Rogue (Azeroth-92R)
Instant Ability—Assassination Talent
Assassination Hero Required <p> Draw a card. When your hero deals damage to an ally this turn, destroy that ally.

Cold Forged Hammer, 3, DrPaSh (Drums-224R)
Weapon—Mace, Melee (1), 3 ATK, 1 Strike
You pay (1) less to play Cold Forged Hammer for each [Frost] ally in your party.

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

Cold Snap, 2+X, Mage (Azeroth-50R)
Instant Ability—Frost Talent
Frost Hero Required <p> Remove Cold Snap from the game. <p> Put up to X Frost ability cards with different names from your graveyard into hand.

Collateral Damage, 4, Warrior (Honor-77U)
Ability—Arms
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to each ally in attached hero's party.

Collidus the Warp-Watcher, 7 (Illidan-198E)
Ally—Demon, Unique, 6 [Shadow] ATK / 4 Health
When Collidus enters play, put each other ally into its owner's hand.

Combustion, 4, Mage (Gladiators-34R)
Ability—Fire Talent
Fire Hero Required <p> Your hero deals X fire damage to each hero and ally, where X is target ally's health.

Commander Michael Goodchilde, Alliance (Betrayal-1)
Hero—Human Paladin (Retribution), Blacksmithing/Engineering, 29 Health (2), Flip Michael >>> If a friendly ally would deal combat damage while defending this turn, it deals that much +2 instead.

Commanding Shout, 3, Warrior (Dark Portal-118C)
Instant Ability—Fury Shout
Ongoing: Allies in your party have +1 health.

Concentration Aura, 2, Paladin (Honor-42U)
Instant Ability—Holy, Aura (1)
Ongoing: Your ability cards are instant and can't be interrupted.

Concerted Efforts, Alliance (Honor-200C)
Quest
Pay (1) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with an even cost of 2 or more into hand and the rest on the bottom of your deck.

Confessor Mildred, 2, Horde (Azeroth-232C)
Ally—Undead Priest, 2 [Shadow] ATK / 2 Health (2), Destroy Mildred >>> Destroy target ability.

Conjured Cinnamon Roll, 2, Mage (Drums-35U)
Ability—Arcane
Ongoing: (1), Destroy Conjured Cinnamon Roll >>> Your hero heals 1 damage from itself for each of your resources. <p> (1) >>> Target player gains control of Conjured Cinnamon Roll.

Conjured Sparkling Water, 3, Mage (Dark Portal-47U)
Ability—Arcane
Ongoing: (4), Destroy Conjured Sparkling Water >>> Ready all of your resources. <p> On your turn: (1) >>> Target player gains control of Conjured Sparkling Water.

Conqueror Kagon Blackskull, 6, Horde (WOTLK Promo-1R)
Ally—Orc Death Knight, 5 [Frost] ATK / 4 Health
Protector <p> (3) >>> Remove target ally card in a graveyard from the game, and Kagon deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Consecration, 6, Paladin (Dark Portal-57R)
Instant Ability—Holy
Your hero deals 2 unpreventable holy damage to each hero and ally in target player's party.

Consul Rhys Lorgrand, 3, Alliance (Drums-118R)
Ally—Human Priest, 3 [Holy] ATK / 3 Health
Human Hero Required <p> **Diplomacy:** [Alliance] allies <p> Rhys has +1 ATK / +1 health for each different [Alliance] race among allies in your party other than Human. (*Draenei, Dwarf, Gnome, and Night Elf*)

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

Convalescence, 2, Priest (Dark Portal-69C)
Instant Ability—Holy
Your hero heals all damage from target ally. You may destroy an ability attached to that ally.

Convert, 3, Paladin (Honor-43U)
Instant Ability—Protection
Destroy target attacking ally. If you do, your hero heals damage from itself equal to that ally's ATK.

Convocation, 6, Druid (Honor-20R)
Ability—Restoration
Ongoing: When you play an ally, your hero either deals nature damage to or heals damage from target hero equal to that ally's cost.

"Cookie" McWeaksauce, 3, Alliance (Legion-144E)
Ally—Human Cook, Unique, 2 [Melee] ATK / 4 Health
When Cookie enters play, each opponent puts a Chicken ally token into play with 0 [Melee] ATK / 1 health. <p> [Activate] >>> Destroy all ally tokens.

Coordinated Attack, 4, Hunter (Onyxia-2U)
Ability—Marksmanship
Ongoing: Friendly heroes have "[Activate] >>> This hero deals 1 ranged damage to target hero or ally."

Core Hound Tooth, 2, HuRoShWa (Molten Core-20R)
Weapon—Dagger, Melee (1), 0 ATK, 1 Strike
At the start of your turn, put a +1 ATK counter on Core Hound Tooth. <p> When your hero deals combat damage with Core Hound Tooth, remove all +1 ATK counters from Core Hound Tooth.

Corki's Ransom, Alliance (Outland-227C)
Quest
Put Corki's Ransom from play into its owner's hand and pay (2) to complete this quest. <p> Reward: Draw a card.

Corpse Run, 7 (Outland-102E)
Ability
Ongoing: When an ally in your party is destroyed on your turn, you may put it from its owner's graveyard into his hand at the next end of turn.

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

Corruption of Earth and Seed (Drums-246C)
Quest
You pay (1) less to complete this quest for each [Nature] ally in your party. <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

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

Counterattack!, Horde (Azeroth-343U)
Quest
If there are more allies in an opponent's party than in yours, pay (3) to complete this quest. <p> Reward: Draw two cards.

Counterspell, 2, Mage (Azeroth-51R)
Instant Ability—Arcane
Interrupt target ability card.

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

Courageous Defense, 1, PaWa (Drums-93C)
Ability—Protection
Draw a card. <p> Ongoing: Your hero is a **protector**.

Cower, 2, Druid (Drums-21U)
Instant Ability—Feral, Form (1)
If your hero is in combat, remove it from combat and ready it. <p> Ongoing: Your hero is in **cat form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Cowering Shout, 2, Warrior (Gladiators-76C)
Instant Ability—Fury Shout
Target ally has -3 ATK / -3 health this turn.

Cowl of the Guiltless, 1, DrRo (Gladiators-160U)
Armor—Leather, Head (1), 1 DEF
When you play an ability, target hero or ally has **stealth** this turn.

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

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

Crackling Staff, 3, Alliance, DrMaPrLo (Honor-183U)
Two-Handed Weapon—Staff, Melee (1), 1 [Nature] ATK, 3 Strike
When a [Horde] ally is dealt nature or [Nature] damage, destroy it.

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

Crazy Igvan, 2, Alliance (Azeroth-180C)
Ally—Dwarf Warrior, 0 [Melee] ATK / 6 Health
Protector

Creeping Shadow, 3, PrLo (Drums-94C)
Ability—Shadow Affliction
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character.

Cremate, 1, Warlock (Honor-69C)
Ability—Destruction
Your hero deals 2 fire damage to target hero or ally. If you targeted a non-hero and it would be destroyed this turn, remove it from the game instead.

Crimson Felt Hat, 2, MaPrLo (Dark Portal-251U)
Armor—Cloth, Head (1), 1 DEF
When you play an ability, you may exhaust target armor.

Crimson Shocker, 3, MaPrLo (Legion-278U)
Weapon—Wand, Wand (1), 1 [Fire] ATK, 1 Strike
When Crimson Shocker enters play, your hero may deal 2 fire damage to target hero or ally.

Crippling Poison, 1, Rogue (Azeroth-94U)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of each turn, exhaust attached character unless its controller pays (3).

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

Cromarius Blackfist, 3, Horde (Drums-162C)
Ally—Orc Shaman, 2 [Nature] ATK / 3 Health
When Cromarius enters play, destroy target opposing ability if its controller has more abilities than you.

Crown of Destruction, 5, HuPaShWa (Dark Portal-252R)
Armor—Mail, Head (1), 1 DEF
At the end of each player's turn, that player destroys one of his abilities, allies, or equipment.

Crown of the Earth, Alliance (Dark Portal-289C)
Quest
Pay (3) to complete this quest. <p> Reward:
Choose one: Put your hand on the bottom of your deck, then draw that many cards; or draw a card. If your hero is a Night Elf, you may choose both.

The Cruel Hand of Timmy, 5, PaRoShWa (Azeroth-317R)
Weapon—Mace, Melee (1), 2 ATK, 3 Strike
When your hero deals combat damage with The Cruel Hand of Timmy to a hero, that hero's controller destroys one of his resources.

Cruelty, 3, Warrior (Dark Portal-119R)
Ability—Fury Talent
Fury Hero Required <p> Ongoing: Your hero has +1 ATK while you control a weapon.

Crusade, 3, Paladin (Betrayal-71R)
Ability—Retribution Talent
Retribution Hero Required <p> Ongoing: Your hero has +2 ATK while attacking. <p> When your hero deals combat damage to a Demon ally, destroy it.

Crusader Michael Goodchilde, Alliance (Betrayal-10)
Hero—Human Paladin (Traitor),
Blacksmithing/Engineering, 29 Health
(2), Flip Michael >>> If an opposing ally would be dealt combat damage while defending this turn, it's dealt that much +2 instead.

Crusader Strike, 5, Paladin (Drums-45R)
Instant Ability—Retribution Talent
Retribution Hero Required <p> Your hero deals melee damage to target hero or ally equal to 3 plus the ATK of one of your Melee weapons. <p> You may put an ongoing Judgement or Seal card from your graveyard into play.

Crusader's Sweep, 3, Paladin (Illidan-57C)
Instant Ability—Holy
Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Crush Soul, 2, Warlock (Illidan-97C)
Instant Ability—Destruction
Interrupt target ally card. If you do, remove it from the game and put damage on your hero equal to that card's ATK.

Crushing Blow, 4, Warrior (Dark Portal-120C)
Ability—Fury
Choose one or both: Destroy target armor; or destroy target weapon.

Crushing Shadows, 2, Priest (Black Temple Raid-15U)
Ability—Traitor
Traitor Hero Required <p> Each opponent discards a random card, and your hero deals shadow damage to his hero equal to that card's cost.

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

Crystalline Staff, 6, DrMaPrShLo (Legion-279U)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
Exhaust your hero >>> Target player draws a card.

Crystalheart Pulse-Staff, 4, DrPr (Magtheridon-18R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike
On your turn: (2), [Activate] >>> Remove a friendly ally from the game. If you do, its owner puts it into play at the end of your turn.

Cuffs of Devastation, 3, MaPrLo (Gladiators-161U)
Armor—Cloth, Wrist (1), 1 DEF
When Cuffs of Devastation enters play, your hero deals 4 arcane damage to target opposing ally.

Cul Rendhoof, Horde (Outland-10)
Hero—Tauren Druid (Restoration),
Herbalism/Alchemy, 28 Health
(3), Flip Cul >>> When target ally in your party is destroyed this turn, its owner puts it from his graveyard into his resource row face down and exhausted.

Cull the Weak, 3, Warlock (Onyxia-3U)
Instant Ability—Demonology
Each friendly player may destroy an ally in his party. Your hero deals shadow damage to target hero equal to the combined ATK of the destroyed allies.

Curse of Agony, 5, Warlock (Azeroth-121R)
Instant Ability—Affliction Curse
Attach to target hero or ally. <p> Ongoing: At the start of your turn, put an agony counter on Curse of Agony, then your hero deals 1 shadow damage to attached character for each agony counter on Curse of Agony.

Curse of Contagion, 2, Warlock (Legion-104C)
Instant Ability—Affliction Curse
Attach to target ally. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached ally. <p> When attached ally is destroyed, you may put Curse of Contagion from its owner's graveyard into play attached to target ally.

Curse of Endless Suffering, 3, Warlock (Gladiators-68C)
Ability—Affliction Curse
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character. <p> (3) >>> Search your deck for a card named Curse of Endless Suffering and attach it to attached character.

Curse of Exhaustion, 9, Warlock (Illidan-98R)
Ability—Affliction Talent Curse
Affliction Hero Required <p> Target player skips his next turn.

Curse of Fatigue, 1, Warlock (Drums-75U)
Instant Ability—Affliction Curse
Attach to target hero or ally. <p> Ongoing: At the start of your turn, put a fatigue counter on Curse of Fatigue. <p> Attached character has -1 health for each fatigue counter.

Curse of Frenzy, 1, Warlock (Betrayal-109U)
Ability—Affliction Curse
Attach to target ally. <p> Ongoing: Attached ally must attack if able and can attack only allies if able.

Curse of Midnight, 2, Warlock (Gladiators-69U)
Instant Ability—Affliction Curse
Attach to target hero, and you may turn it face down. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero.

Curse of the Elements, 7, Warlock (Honor-70R)
Ability—Affliction Curse
Attach to target hero. <p> Ongoing: If attached hero would be dealt fire, frost, or nature damage, it's dealt that much +3 instead.

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

Curse of Weakness, 2, Warlock (Honor-71C)
Ability—Affliction Curse
Attach to target hero or ally. <p> Ongoing: At the start of attached character's controller's turn, exhaust it unless he pays (4).

Cursed Vision of Sargeras, 3, DrRo (Black Temple-2R)
Armor—Leather, Head (1), 2 DEF
[Activate] >>> If you completed a quest this turn, turn target resource face down.

Cut to the Chase, 3, Rogue (Betrayer-89U)
Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals X melee damage to each opposing ally.

Cyclone, 1, Druid (Dark Portal-21C)
Instant Ability—Balance
Attach to target hero or ally, and put three wind counters on Cyclone. <p> Ongoing: Attached character can't attack or protect. <p> At the start of your turn, remove a wind counter from Cyclone. If none remain, destroy Cyclone.

Cymbre Shadowdrifter, 2, Alliance (Drums-119C)
Ally—Night Elf Druid, 3 [Melee] ATK / 2 Health
Shadowmeld (*Elusive and untargetable while ready.*)

Dagg'um Ty'gor, 5 (Drums-200U)
Ally—Two-Headed Ogre Ninja, 6 [Melee] ATK / 6 Health
Conspicuous (*Any opposing hero or ally may protect against this ally.*)

Dampen Magic, 2, Mage (Dark Portal-48U)
Instant Ability—Arcane
Attach to target friendly hero or ally. <p> Ongoing: If attached character would be dealt damage with an ability, prevent 1 of that damage.

Daniel Soortan, 2, Alliance (Drums-120C)
Ally—Human Priest, 1 [Shadow] ATK / 1 Health
Diplomacy: Dwarves (*You pay (1) less to play Dwarf allies, to a minimum of (1).*) <p> [Activate] >>> Target player puts the top two cards of his deck into his graveyard.

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

Darburn Steppeheart, 3, Horde (Drums-163C)
Ally—Tauren Warrior, 2 [Melee] ATK / 4 Health
Protector <p> **War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

Dark Archon Farrum, 1, Horde (Honor-125U)
Ally—Undead Priest, 2 [Holy] ATK / 1 Health
Will of the Forsaken (*This ally can't leave play unless it has fatal damage or 0 health.*) <p> Your hero can protect Farrum.

Dark Cleric Ismantal, 3, Horde (Dark Portal-204U)
Ally—Undead Priest, 1 [Shadow] ATK / 3 Health
On your turn: (4) >>> Dark Cleric Ismantal deals 1 shadow damage to target hero or ally. That character's controller discards a card for each damage dealt this way.

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

Dark Justice, 2, Warlock (Gladiators-70C)
Instant Ability—Affliction
Remove target ally from the game and put damage on your hero equal to that ally's ATK.

Dark Pact, 2, Warlock (Azeroth-122R)
Ability—Affliction Talent
Affliction Hero Required <p> As an additional cost to play, destroy one of your Pets. <p> Draw X cards, where X is the cost of the Pet you destroyed.

The Darkeater, 8, Alliance (Legion-145R)
Ally—Human Warlock, 7 [Shadow] ATK / 7 Health
Other [Shadow] allies have +2 ATK / +2 health.
<p> Non-[Shadow] allies have -2 ATK / -2 health.

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

Darkmoon Card: Madness, 4,
DrHuMaPaPrRoShLoWa (Darkmoon Faire-4R)
Item, Trinket (2)
On your turn: (2), [Activate] >>> Remove the top card of target opponent's deck from the game. If it's an ability, ally, or equipment card, he destroys a card of that kind he controls.

The Darkmoon Faire (Darkmoon Faire-5R)
Location—Faire
(1), [Activate], Discard a card >>> Draw a card.
<p> At the start of your turn, if you control cards in play with costs 1, 2, 3, 4, 5, 6, 7, and 8, you win the game.

Darkness, 7, Priest (Betrayer-78R)
Ability—Shadow Talent
Shadow Hero Required <p> Target player discards his hand.

Darkness Calling (Knight-25C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw two cards, then discard a card.

Darnassus, Alliance (Drums-257R)
Location—City
Night Elf Hero Required <p> On your turn: (1), [Activate] >>> Ready target Night Elf in your party. It can't attack this turn.

Darnassus Sentinels, 2, Alliance (Dark Portal-161C)
Ally—Night Elf Warrior, Unlimited, 1 [Melee] ATK / 2 Health
When Darnassus Sentinels enters play, you may pay (1). If you do, put a card named Darnassus Sentinels from your graveyard into hand.

Darok Steelstrike, 3, Alliance (Honor-96C)
Ally—Dwarf Rogue, 4 [Melee] ATK / 2 Health
Find Treasure (*When this ally enters play, you may draw a card. If you do, discard a card.*)

Darynus, 6 (Legion-216C)
Ally—Draenei Warrior, 6 [Melee] ATK / 4 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Protector** <p> **Inspire:** Ally (*You may ready one of your allies during each other player's ready step.*)

Dashel Stonefist, 1, Alliance (Illidan-121U)
Ally—Dwarf Rogue, Unique, 1 [Melee] ATK / 1 Health
Dashel can attack friendly heroes and allies (*including other characters in your party*).

Daspien Bladedancer, Horde (Dark Portal-13)
Hero—Blood Elf Rogue (Combat), Mining/Blacksmithing, 27 Health
(5), Flip Daspien >>> Daspien deals melee damage to target hero or ally equal to the combined ATK of your Melee weapons.

David Smythe, 1, Horde (Betrayer-160C)
Ally—Undead Warrior, 1 [Melee] ATK / 2 Health
Protector <p> When David readies, you may remove an ally card in your graveyard from the game. If you do, destroy target equipment.

Dawn Ravensdale, 5, Horde (Illidan-150C)
Ally—Undead Priest, 4 [Holy] ATK / 4 Health
When Dawn enters play, you may turn target face-down hero face up.

Dawn's Grace, 2, Priest (Drums-51U)
Instant Ability—Holy
Your hero heals 6 damage divided as you choose from any number of target heroes and/or allies.

Dayna Cousin-to-Sun, 2, Horde (Dark Portal-205C)
Ally—Tauren Druid, 1 [Melee] ATK / 0 Health
Dayna Cousin-to-Sun has +1 health for each resource you control.

Deacon Johanna, 2, Horde (Azeroth-234U)
Ally—Undead Priest, 2 [Holy] ATK / 2 Health
Once per turn: (2) >>> Deacon Johanna heals 2 damage from target hero or ally.

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

Deadliness, 4, Rogue (Gladiators-54R)

Ability—Subtlety Talent

Subtlety Hero Required <p> Choose one or more:
Destroy target exhausted ally; destroy target
exhausted equipment; or destroy target exhausted
resource.

Deadly Brew, 2, Rogue (Outland-65U)

Ability—Assassination

Choose a Poison attached to a hero or ally. Search
your deck for a card with the same name and attach
it to that character.

Deadly Poison, 1, Rogue (Azeroth-95U)

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.

Deafening Shout, 7, Warrior (Betrayal-120R)

Ability—Fury Shout

Ongoing: Opposing allies have -3 ATK / -3 health.

Death Coil, 3, Death Knight (Knight-6U)

Ability—Unholy

Your hero deals 3 shadow damage to target hero or
ally. <p> Ready a Ghoul in your party.

Death Coil, 1, Warlock (Outland-83U)

Ability—Affliction

Remove target ally in an opponent's party from the
game. At the start of your next turn, that opponent
puts that ally into play under his control, and your
hero deals 2 shadow damage to it.

Death Grip, 2, Death Knight (Knight-7U)

Instant Ability—Unholy

Ongoing: [Activate] >>> This turn, target opposing
hero or ally must attack if able and can attack only
your hero if able.

Death Shock, 2, Shaman (Betrayal-97U)

Instant Ability—Traitor

Traitor Hero Required <p> Your hero deals 1
nature damage to target ally for each damage on
your hero.

Death Trap, 5, Hunter (Betrayal-48R)

Instant Ability—Traitor

Traitor Hero Required <p> **Trap** (*You may exhaust
your defending hero rather than pay this card's
cost.*) <p> Destroy target attacking ally. If you do,
your hero deals 1 nature damage to each hero and
ally in that ally's party.

Deathblow, 1, Rogue (Drums-59U)

Instant Ability—Assassination Combo

Finishing Move (*To play, remove X Combo cards
in your graveyard from the game, where X is 5 or
less.*) <p> Your hero deals 1 plus X melee damage
to target hero or ally.

Deathbringer, 3, HuPaShWa (Onyxia-29R)

Weapon—Axe, Melee (1), 2 ATK, 2 Strike

When your hero deals combat damage with
Deathbringer to an ally, your hero also deals that
much shadow damage to target hero in that ally's
party.

Deathdealer Breastplate, 5, HuPaShWa (Azeroth-
283R)

Armor—Mail, Chest (1), 1 DEF

Your weapons have +2 ATK.

The Deathforge (Illidan-240U)

Quest

Remove three equipment cards in your graveyard
from the game to complete this quest. <p> Reward:
Draw a card.

"Deathgrip" Jones, 4, Horde (Illidan-151C)

Ally—Undead Warrior, 3 [Melee] ATK / 4 Health

Protector <p> Your weapons can't be targeted by
opponents.

Deathstalker Leanna, 6, Horde (Honor-126C)

Ally—Undead Rogue, 5 [Melee] ATK / 4 Health

Will of the Forsaken (*This ally can't leave play
unless it has fatal damage or 0 health.*) <p>
Leanna has +3 ATK while attacking an exhausted
hero or ally.

Debros Cousin-to-Moon, 2, Horde (Dark Portal-
206C)

Ally—Tauren Druid, 0 [Melee] ATK / 1 Health

Debros Cousin-to-Moon has +1 ATK for each
resource you control.

The Decapitator, 2, PaShWa (Gladiators-175R)

Weapon—Axe, Melee (1), 3 ATK, 2 Strike

(0) >>> The Decapitator has **thrown** this turn.
(*When you strike with this weapon, your hero has
long-range this combat. At the end of this turn, put
this weapon into its owner's hand.*)

Deep Freeze, 2, Mage (Dark Portal-49C)

Ability—Frost

Attach to target ally, and your hero deals 2 frost
damage to it. <p> Ongoing: Attached ally can't
attack.

Deep Sea Salvage (Betrayal-249C)

Quest

On your turn, pay (4) to complete this quest. <p>
Reward: Put a card from your graveyard on top of
your deck.

Defender Kaniya, 4, Horde (Drums-164C)

Ally—Tauren Warrior, 4 [Melee] ATK / 3 Health

Protector <p> **Nature Resistance** (*Prevent all
nature or [Nature] damage that this ally would be
dealt.*)

Defender Nagalaas, 1, Alliance (Illidan-122C)

Ally—Draenei Warrior, 0 [Melee] ATK / 3 Health

Protector <p> Nagalaas has +2 ATK on each
opponent's turn.

Defensive Breach, 5 (Outland-103C)

Instant Ability

Destroy target equipment.

Defensive Stance, 3, Warrior (Azeroth-139R)

Ability—Protection, Stance (1)

Ongoing: Your hero is a **protector**. <p> If your
hero would deal damage, prevent 1 of that damage.
<p> If your hero would be dealt damage, prevent 1
of that damage.

Defiance, 3, Warrior (Gladiators-77R)

Ability—Protection Talent

Protection Hero Required <p> Ongoing: Only one
character can attack on each opponent's turn.

The Defias Brotherhood, Alliance (Azeroth-340C)

Quest

If there are four or more allies in your party, pay
(1) to complete this quest. <p> Reward: Draw two
cards.

Defusing the Threat (Honor-192C)

Quest

If an opponent completed a quest this turn, pay (1)
to complete this quest. <p> Reward: Draw a card.

Delrach the Vile, 7, Horde (Betrayal-161C)

Ally—Undead Warlock, 7 [Shadow] ATK / 6

Health

When Delrach attacks, destroy any number of
allies with an attachment.

Demolish, 1, RoWa (Drums-95C)

Ability—Combat Protection

Destroy target equipment.

Demon Armor, 5, Warlock (Illidan-99U)

Ability—Demonology

Ongoing: (1), Remove an ability card in your
graveyard from the game >>> Your hero heals 2
damage from itself.

Demon Hide Spaulders, 3, DrRo (Legion-257U)

Armor—Leather, Shoulder (1), 1 DEF

[Activate] >>> Each of your weapons has +1 ATK
this turn. <p> [Activate] >>> Each of your armor
has +1 DEF this turn.

Demonblood Eviscerator, 5, RoShWa (Legion-
280R)

Instant Weapon—Fist, Melee (1), 4 ATK, 1 Strike
Your hero has **dual wield**. (*Can have a second
one-handed Melee weapon instead of an Off-Hand
equipment. Can strike with a second Melee weapon
during the same combat.*)

Demonfang Ritual Helm, 6, MaPrLo (Legion-
258R)

Armor—Cloth, Head (1), 1 DEF

When an ally in your party is destroyed, each other
player destroys an ally in his party.

Demonic Contamination (Legion-297C)

Quest

On your turn, put 1 damage on each of three
different allies in your party and pay (1) to
complete this quest. <p> Reward: Draw two cards.

Demonic Knowledge, 2, Warlock (Betrayal-110R)

Ability—Demonology Talent

Demonology Hero Required <p> Ongoing:

[Activate], Destroy a Demon in your party >>>
Draw two cards.

Demonologist's Pact, 2, Warlock (Grand Melee-
10R)

Arena Ability—Demonology

Preparation (*On your first turn, you may play this
card without paying its cost.*) <p> Ongoing: You
pay (1) less to play Pets.

Demonslayer, 5, HuPaWa (Legion-281E)

Two-Handed Weapon—Sword, Melee (1), 5 ATK,
1 Strike

When you strike with Demonslayer, you may
destroy target Demon ally.

Demoralizing Roar, 6, Druid (Outland-20R)

Instant Ability—Feral, Form (1)

Ongoing: Opposing allies have -2 ATK. <p> Your
hero is in **bear form**. (*Is a **protector**. Destroy this
card when you strike with a weapon or play a non-
Feral ability.*)

Demoralizing Shout, 3, Warrior (Azeroth-140U)
Instant Ability—Fury Shout
Ongoing: Opposing allies have -1 ATK.

The Depth of Shadows, 6, Rogue (Gladiators-55U)
Instant Ability—Assassination Combo
Your hero deals 1 melee damage to target hero or ally. Its controller destroys one of his resources for each damage dealt this way.

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

Desperate Block, 2 (Dark Portal-139C)
Instant Ability
Prevent the next 2 damage that would be dealt to target hero or ally this turn.

Destiny, 3, HuPaWa (Azeroth-318E)
Two-Handed Weapon—Sword, Melee (1), 1 ATK, 2 Strike
When your hero deals combat damage with Destiny, put a strength counter on Destiny. <p> Destiny has +1 ATK for each strength counter.

Detect Traps, 4, Rogue (Drums-60R)
Ability—Subtlety
Choose "ability," "ally," or "equipment," and then target player reveals his hand and discards all cards of that kind.

Dethvir the Malignant, 4, Horde (Honor-127R)
Ally—Undead Warlock, 4 [Fire] ATK / 5 Health
Undead Hero Required <p> **Will of the Forsaken**
<p> If another hero or ally in your party would be dealt damage, you may have it be dealt to Dethvir instead.

Devastate, 2, Warrior (Outland-92R)
Instant Ability—Protection Talent
Protection Hero Required <p> Your hero deals melee damage to target hero or ally equal to the ATK of one of your Melee weapons. This turn, that character must attack if able and can attack only your hero if able.

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

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

Devotion Aura, 5, Paladin (Azeroth-66R)
Ability—Protection, Aura (1)
Ongoing: If a hero or ally in your party would be dealt damage, prevent 1 of that damage.

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

Diplomacy, 3, Alliance (Dark Portal-128U)
Ability
Human Hero Required <p> Ongoing: You pay (1) less to play allies, to a minimum of (1).

Dirty Work, 2, Rogue (Illidan-75R)
Ability—Combat
Ongoing: If your hero would deal non-combat damage, it deals combat damage instead.

Disappear, 2, MaPr (Gladiators-84C)
Instant Ability—Arcane Shadow
Your hero is **elusiv**e this turn. (*It can't be attacked.*)

Disarm, 1, Warrior (Illidan-105C)
Ability—Protection
Destroy all of target player's weapons.

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

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

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

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

Disperse Magic, 1, Priest (Gladiators-48C)
Ability—Discipline
Ongoing: Destroy Disperse Magic >>> Destroy target ability.

Distract, 3, Rogue (Dark Portal-81C)
Ability—Subtlety
Exhaust all allies in target player's party. They can't ready during that player's next ready step.

Diversion, 3, Rogue (Betrayal-90C)
Ability—Subtlety
Ongoing: [Activate], Exhaust an ally in your party >>> Your hero has +2 ATK and **stealth** this turn.

Divine Favor, 5, Paladin (Gladiators-41R)
Ability—Holy Talent
Holy Hero Required <p> Ongoing: [Activate], Remove the top X cards of your deck from the game >>> Your hero heals X damage from target hero or ally.

Divine Illumination, 1, Paladin (Outland-48R)
Ability—Holy Talent
Holy Hero Required <p> You pay (1) less to play abilities this turn, to a minimum of (1). Draw a card.

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

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

Divine Riposte, 6, Paladin (Betrayal-72U)
Ability—Protection
Ongoing: When damage that would be dealt to a hero or ally in your party is prevented, your hero deals that much unpreventable holy damage to its source.

Divine Shield, 3, Paladin (Azeroth-67R)
Instant Ability—Protection
Destroy any number of abilities attached to your hero. <p> Prevent all damage that would be dealt to your hero this turn. <p> Your hero can't be targeted by opponents this turn.

Divine Spirit, 5, Priest (Illidan-66R)
Ability—Discipline Talent
Discipline Hero Required <p> Ongoing: [Activate] >>> Draw a card, or ready up to three of your resources.

Divino-matic Rod (Dark Portal-313C)
Quest
If an opponent has more resources than you, pay (3) to complete this quest. <p> Reward: Put the top card of your deck into your resource row face down and exhausted.

Dizdemona, Alliance (Azeroth-2)
Hero—Gnome Warlock (Affliction),
Mining/Tailoring, 28 Health
On your turn: (3), Flip Dizdemona, put X damage on her >>> Dizdemona deals X shadow damage to target ally.

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

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

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

A Donation of Mageweave (Outland-232C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw three cards, then discard three cards.

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

A Donation of Wool(Azeroth-351C)

Quest

Pay (1) to complete this quest. <p> Reward: Draw a card, then discard a card.

Donna Calister, 5, Alliance (Azeroth-181U)

Ally—Human Warrior, 1 [Melee] ATK / 7 Health

Protector <p> When an opposing hero or ally attacks, ready Donna Calister.

Doom Blossom, 1, Warlock (Black Temple Raid-18U)

Instant Ability—Traitor

Traitor Hero Required <p> Attach to target hero or ally, and put three blossom counters on Doom Blossom. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character for each blossom counter, and then you remove one. If none remain, destroy Doom Blossom.

Doom Lord Kazzak, 13 (Legion-248E)

Ally—Demon, Unique, 13 [Melee] ATK / 13 Health

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

Doomguard, 7, Warlock (Dark Portal-104R)

Ally—Doomguard Demon, Pet (1), 8 [Melee] ATK / 8 Health

When Doomguard enters play, choose another friendly hero or ally at random, then destroy that character. <p> At the end of your turn, destroy target opposing ally.

Doomplate Chestguard, 1, PaWa (Legion-260U)

Armor—Plate, Chest (1), 1 DEF

Your hero is a **protector** while you control five or more equipment.

Doomplate Legguards, 4, PaWa (Outland-195E)

Armor—Plate, Legs (1), 2 DEF

Your weapons have +3 ATK while you control five or more equipment.

Doomplate Shoulderguards, 2, PaWa (Illidan-208U)

Armor—Plate, Shoulder (1), 1 DEF

Each of your other equipment is **untargetable** while you control five or more equipment.

Doomplate Warhelm, 4, PaWa (Betrayal-221U)

Armor—Plate, Head (1), 3 DEF

Each of your armor has +3 DEF while you control five or more equipment.

Doomsayer Din'ju, 7, Horde (Drums-165R)

Ally—Troll Priest, 4 [Shadow] ATK / 8 Health

When Din'ju enters play, turn all opposing resources face down.

Doomwalker, 11 (Illidan-199E)

Ally—Mechanical, Unique, 11 [Melee] ATK / 11 Health

When an opposing ability, ally, or equipment becomes exhausted, destroy it.

Dorn the Tranquil, Horde (Honor-12)

Hero—Tauren Druid (Restoration),

Mining/Engineering, 28 Health

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

Dorric the Martyr, 1, Alliance (Azeroth-182C)

Ally—Dwarf Paladin, 1 [Holy] ATK / 2 Health (1), Destroy Dorric >>> Dorric heals all damage

from target ally.

Doshura Risestrider, 4, Horde (Legion-181U)

Ally—Tauren Druid, 2 [Melee] ATK / 4 Health

Protector <p> When Doshura enters play, you may destroy target exhausted ally.

Double Barrel, 1, Hunter (Legion-36U)

Instant Ability—Marksmanship

Ongoing: Your hero has **Ranged dual wield**. (*Can have a second Ranged weapon. Can strike with a second Ranged weapon during the same combat.*)

Double Time, 2, ShWa (Gladiators-85C)

Instant Ability—Enhancement Arms

Ready target equipment.

Dousing the Flames of Protection(Legion-298C)

Quest

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

Choose a hero or ally in your party. Damage that character would deal is unpreventable this turn.

Dr. Boom!(Betrayal-250C)

Quest

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

Reveal the top card of your deck, put damage on your hero equal to its cost, then put it into hand.

Draconian Deflector, 4, PaShWa (Azeroth-285U)

Armor—Shield, Off-Hand (1), 4 DEF

Your hero is a **protector**.

Dragonkin Menace, Alliance (Azeroth-341U)

Quest

On an opponent's turn, pay (3) to complete this quest. <p> Reward: Ready a hero or ally in your party.

Dragon's Breath, 3, Mage (Outland-39R)

Instant Ability—Fire Talent

Fire Hero Required <p> Your hero deals 3 fire damage divided as you choose to any number of target heroes and/or allies. A character dealt damage this way loses all powers this turn.

Dragonslayer's Signet, 3, DrMaPrShLo (Onyxia-21R)

Item, Ring (2)

If a friendly hero or ally would deal damage to a Dragon or Dragonkin, it deals that much +1 instead.

Dragonstalker's Helm, 2, Hunter (Onyxia-11E)

Armor—Mail, Head (1), 1 DEF

[Activate] >>> Target Pet has +1 ATK this turn.

<p> When you play a [Hunter] ability, ready Dragonstalker's Helm.

Dragonstalker's Legguards, 4, Hunter (Molten Core-2R)

Armor—Mail, Legs (1), 2 DEF

When you play a [Hunter] ability, you may pay (1).

If you do, target Ranged weapon has +2 ATK this turn.

Drain Mana, 4, Warlock (Legion-105R)

Ability—Affliction

Ongoing: At the start of your turn, destroy Drain Mana unless you pay (4). <p> At the end of your turn, target opponent discards a card and you draw a card.

Drain Will, 2, Warlock (Drums-76C)

Ability—Affliction

Target player discards a card and you draw a card.

Dralor, Alliance (Legion-5)

Hero—Human Rogue (Subtlety),

Mining/Blacksmithing, 27 Health

On your turn: (4), Flip Dralor >>> Look at target player's hand and choose an ally card. He discards that card.

Dramla Lifebender, 6, Horde (Dark Portal-207R)

Ally—Undead Warlock, 4 [Fire] ATK / 5 Health

Undead Hero Required <p> You can play ally cards from your graveyard. <p> If an ally would be put into your graveyard from play, remove it from the game instead.

Dread Infernal, 5, Warlock (Betrayal-111R)

Ally—Infernal Demon, Pet (1), 5 [Fire] ATK / 5 Health

When Dread Infernal enters or leaves play, he deals

1 fire damage to each opposing hero and ally.

Dreamstate, 5, Druid (Legion-20R)

Ability—Balance Talent

Balance Hero Required <p> Ongoing: When you play a Balance ability, draw a card.

Drek'Thar, 14, Horde (Honor-128E)

Ally—Orc Shaman, Unique, 7 [Melee] ATK / 9 Health

Protector <p> You pay (1) less to play Drek'Thar for each honor counter on cards you control. <p> (1), Remove an honor counter from a card you control >>> Put a Wolf ally token into play with 1 [Melee] ATK / 1 health and **ferocity**.

Drillbore Disk, 3, PaShWa (Molten Core-3R)

Armor—Shield, Off-Hand (1), 1 DEF

When Drillbore Disk prevents damage, your hero deals 1 arcane damage to the source of that damage.

Druid Training, 1, Druid (Legion-21U)

Ability—Balance

Attach to target friendly ally. <p> Ongoing: Attached ally has "[Activate] >>> Exhaust target ally."

Drusenna the Vigilant, 6, Horde (Outland-155U)

Ally—Orc Warrior, 5 [Melee] ATK / 5 Health

Protector

Dryad's Wrist Bindings, 2, DrMaPrLo (Honor-157U)

Armor—Cloth, Wrist (1), 1 DEF

[Activate], Destroy one of your resources >>> Draw a card.

Dual Wield, 1, HuRoWa (Dark Portal-127U)

Instant Ability

Ongoing: Your hero has **dual wield**. (*Can have a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.*)

Dundee, 3, Hunter (Honor-27R)

Ally—Crocokill, Pet (1), 4 [Melee] ATK / 4 Health

As each turn starts, prevent the next damage that Dundee would be dealt this turn.

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

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

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

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

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

Duty Bound, 2, Warrior (Illidan-106U)
Ability—Protection
Ongoing: Your hero is a **protector**. <p> When your hero protects, ready it.

Dwarven Hand Cannon, 4, Hunter (Azeroth-319E)
Weapon—Gun, Ranged (1), 1 ATK, 2 Strike
When you strike with Dwarven Hand Cannon, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*) <p> (2) >>> Dwarven Hand Cannon has +1 ATK this turn.

The Dying Balance(Dark Portal-315C)
Quest
Pay (2) to complete this quest. <p> Reward:
Reveal the top two cards of your deck. If they have different card types, put one into your hand and the other on the bottom of your deck. Otherwise, put both on the bottom of your deck.

Eagle Eye, 2, Hunter (Azeroth-37U)
Instant Ability—Beast Mastery
Look at the top four cards of your deck. Put one into your hand and the rest on the bottom of your deck.

Eagle Sight, 1, HuSh (Drums-96C)
Instant Ability—Beast Mastery Enhancement
Look at the top two cards of your deck. Put one into hand and the other on the bottom of your deck.

Earth and Sky, 4, Druid (Legion-22C)
Ability—Balance
Choose one: Your hero deals 4 nature damage to target hero or ally; or your hero deals 2 arcane damage to target hero or ally and you draw a card.

Earth Elemental Totem, 2, Shaman (Dark Portal-92R)
Instant Ability—Enhancement, Earth Totem (1), 1 Health
Ongoing: When Earth Elemental Totem enters play, put an Earth Elemental ally token into play with 2 [Melee] ATK / 2 health and **protector**. <p> (*Totems can be attacked or targeted like allies.*)

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

Earth Shield, 3, Shaman (Outland-75R)
Instant Ability—Restoration Talent
Restoration Hero Required <p> Ongoing: Earth Shield enters play with four shield counters. <p> When your hero is dealt combat damage, remove a shield counter, and your hero heals 3 damage from itself. When the last counter is removed, destroy Earth Shield.

Earth Shock, 4, Shaman (Outland-76R)
Instant Ability—Elemental
Your hero deals 4 nature damage to target hero or ally. If you targeted a hero, you may interrupt an ability card played by its controller.

Earthbind Totem, 2, Shaman (Azeroth-107U)
Instant Ability—Elemental, Earth Totem (1), 1 Health
Ongoing: Opposing allies can't ready during their controllers' ready step. <p> (*Totems can be attacked or targeted like allies.*)

Earthen Flurry, 5, Shaman (Honor-62C)
Ability—Enhancement
Target a hero or ally, and you may target an additional character for each Totem you control. Your hero deals 4 melee damage to each target.

Earthrend Weapon, 7, Shaman (Legion-92R)
Ability—Enhancement
Attach to one of your Melee weapons. <p> Ongoing: Attached weapon has +7 ATK.

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

Echo of the Elements, 3, Shaman (Legion-94R)
Ability—Elemental
Ongoing: When your hero heals damage, it also deals that much nature damage to target opposing ally.

Echo Totem, 4, Shaman (Gladiators-62R)
Ability—Elemental, Air Totem (1), 1 Health
Ongoing: At the start of your turn, you may remove a non-ongoing ability card in your graveyard from the game. If you do, you can play that card without paying its cost this turn. <p> (*Totems can be attacked or targeted like allies.*)

Echoes of the Shifting Sands, 15 (Dark Portal-140E)
Ability
Each player reveals his deck, puts all revealed ally cards into play, and then shuffles his deck.

Eclipse, 5, Priest (Betrayal-79U)
Instant Ability—Traitor
Traitor Hero Required <p> Ongoing: When damage is healed from an opposing hero or ally, your hero deals double that much shadow damage to that character.

Edgemaster's Handguards, 3, HuPaShWa (Azeroth-286U)
Armor—Mail, Hands (1), 1 DEF
You pay (1) less to strike with weapons.

Edward "Hack" Robinson, 4, Horde (Gladiators-122C)
Ally—Undead Warrior, 4 [Melee] ATK / 4 Health
Remove an ally card in your graveyard from the game >>> Edward is a **protector** this turn.

Edward the Odd, 5 (Illidan-200E)
Ally—Human Paladin, 5 [Melee] ATK / 5 Health
Cards in opposing hands lose and can't have instant.

El Pollo Grande, 2 (Honor-151R, Honor Loot-3L)
Ally—Chicken, 3 [Melee] ATK / 2 Health
When El Pollo Grande deals combat damage, you may put a Chicken ally token into play with 0 [Melee] ATK / 1 health.

Elaar, 6, Alliance (Illidan-123R)
Ally—Draenei Priest, 1 [Shadow] ATK / 7 Health (2), [Activate] >>> Gain control of target ally.

Elder Achillia, 2, Alliance (Gladiators-96C)
Ally—Draenei Mage, 1 [Frost] ATK / 3 Health
Inspiring Presence (*If a hero or ally in your party would deal non-combat damage, it deals that much +1 instead.*)

Elder Huntsman Swiftshot, 4, Horde (Illidan-152R)
Ally—Tauren Hunter, 3 [Ranged] ATK / 4 Health
Long-Range <p> When Swiftshot or another [Ranged] ally enters your party, it may deal 1 ranged damage to target hero or ally.

Elder Moorf, 1, Horde (Azeroth-235U)
Ally—Tauren Druid, 1 [Nature] ATK / 1 Health
Once per turn: (1) >>> Target ally has +2 ATK this turn.

Elder Narando, 2, Horde (Honor-129C)
Ally—Tauren Druid, 2 [Nature] ATK / 2 Health
When Narando readies, he has +2 ATK this turn.

Elder Tomas, 4, Alliance (Gladiators-97C)
Ally—Draenei Shaman, 3 [Fire] ATK / 4 Health
Inspiring Presence (*If a hero or ally in your party would deal non-combat damage, it deals that much +1 instead.*) <p> [Activate] >>> Ready another target ally.

Elder Valdar of the Exodar, 5, Alliance (Gladiators-98C)
Ally—Draenei Warrior, 3 [Melee] ATK / 6 Health
Protector <p> **Inspiring Presence** (*If a hero or ally in your party would deal non-combat damage, it deals that much +1 instead.*)

Elder Zeez, 7, Alliance (Gladiators-99C)
Ally—Draenei Hunter, 7 [Ranged] ATK / 4 Health
Elusive (*Can't be attacked.*) <p> **Inspiring Presence** (*If a hero or ally in your party would deal non-combat damage, it deals that much +1 instead.*)

Electrified Dagger, 2, Alliance, RoSh (Drums-237U)
Weapon—Dagger, Melee (1), 1 [Nature] ATK, 0 Strike
Destroy Electrified Dagger >>> Your hero deals 2 nature damage divided as you choose to any number of target [Horde] heroes and/or allies.

Elemental Focus, 2, Shaman (Azeroth-108R)
Ability—Elemental Talent
Elemental Hero Required <p> Ongoing: You pay (1) less to play Elemental abilities, to a minimum of (1).

Elemental Focus Band, 4, DrMaPrShLo (Outland-212R)
Item, Ring (2)
(1), [Activate], Discard an ability card >>> Your hero deals 2 fire damage to target hero or ally.

Elemental Precision, 7, Shaman (Betrayal-98R)
Ability—Elemental Talent
Elemental Hero Required <p> Ongoing: If a hero or ally in your party would deal nature damage, it deals double that much instead.

Elemental Weapons, 4, Shaman (Honor-63R)
Ability—Enhancement Talent
Enhancement Hero Required <p> Ongoing: Each of your weapons becomes a [Nature] weapon and has +X ATK, where X is its cost.

Elementalist Psyrin, 2, Alliance (Drums-122C)
Ally—Draenei Shaman, 3 [Nature] ATK / 3 Health
Psyrin can't attack. <p> [Activate] >>> Target ally has +3 ATK this turn.

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

Elendril, Alliance (Azeroth-3)
Hero—Night Elf Hunter (Marksmanship), Engineering/Leatherworking, 28 Health
(1), Flip Elendril >>> Your Ranged weapons have +3 ATK this turn.

Elithys Firestorm, 2, Horde (Dark Portal-208C)
Ally—Blood Elf Warlock, 2 [Fire] ATK / 2 Health
When Elithys Firestorm attacks, she deals 1 fire damage to each other hero and ally.

Elizabeth Crowley, 2, Horde (Drums-166C)
Ally—Undead Priest, 2 [Holy] ATK / 3 Health
(2), Discard a card >>> Elizabeth heals 4 damage from target hero or ally.

Elumeria Wildershot, Alliance (Illidan-4)
Hero—Night Elf Hunter (Beast Mastery), Alchemy/Jewelcrafting, 28 Health
(1), Flip Elumeria >>> Elumeria heals all damage from all of your Pets.

Elven Chain Boots, 3, HuSh (Dark Portal-253U)
Instant Armor—Mail, Feet (1), 2 DEF

Emek the Equalizer, Horde (Honor-13)
Hero—Undead Priest (Holy), Alchemy/Engineering, 26 Health
On your turn: Flip Emek >>> You and target opponent each discard a card.

Emerald Ripper, 4, HuRo (Gladiators-176R)
Weapon—Dagger, Melee (1), 1 ATK, 1 Strike
Your hero has **dual wild**. <p> (3) >>> Emerald Ripper has +X ATK this turn, where X is its ATK.

Emerald-Scale Greaves, 4, HuSh (Outland-196R)
Armor—Mail, Legs (1), 2 DEF
(2), Destroy Emerald-Scale Greaves >>> Ready target friendly ally.

Emmi Sprinklestrike, Alliance (Grand Melee-1)
Hero—Gnome Warrior (Arms), Herbalism/Enchanting, [Back]: 1 [Melee] ATK, 30 Health
(5) >>> You may flip Emmi.

Empty the Stables, 4, Hunter (Drums-27R)
Ability—Beast Mastery
Search your deck for up to three Pet cards with different names, reveal them, and put them into hand.

Endina the Hunted, 2, Alliance (Honor-99C)
Ally—Night Elf Druid, 2 [Melee] ATK / 2 Health
Protector <p> While Endina is exhausted, opposing heroes and allies can attack only Endina if able.

Enduring Shout, 3, Warrior (Drums-86U)
Ability—Fury Shout
Ongoing: While exactly one ally is in your party, it has +2 ATK / +2 health and is a **protector**.

Enemies, Old and New, Horde (Drums-243C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card. You may remove a counter from target card in play.

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

Energized, 2, Shaman (Drums-67C)
Instant Ability—Enhancement
Ready target ally.

Enfea Contha, 5, Alliance (Outland-116R)
Ally—Draenei Shaman, 4 [Nature] ATK / 4 Health
[Activate] >>> Enfea Contha heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

Engulfing Blaze, 3, MaLo (Drums-97C)
Ability—Fire Destruction
Your hero deals 3 fire damage to each hero and ally.

Enlightenment, 25, Priest (Betrayal-80R)
Ability—Discipline Talent
Discipline Hero Required <p> You pay (1) less to play Enlightenment for each ability card in your graveyard. <p> Ongoing: At the start of your turn, you win the game.

Enslave Demon, 2, Warlock (Illidan-100U)
Ability—Demonology
Attach to target Demon ally. <p> Ongoing: You control attached ally.

Enslaved Abyssal, 4, Warlock (Drums-77R)
Ally—Abyssal Demon, Pet (1), 5 [Fire] ATK / 7 Health
Fire Resistance <p> At the end of your turn, if you didn't play a Demon or Demonology card this turn, choose an opponent. He gains control of Enslaved Abyssal, and it loses this power.

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

Entry into the Black Temple (Black Temple-11R)
Quest
Pay (5) to complete this quest. <p> Reward: Draw a card for each different class among allies in your party.

Envenom, 3, Rogue (Outland-66R)
Instant Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals X nature damage to target hero or ally, or double that much if the targeted character has a Poison attached to it.

Envoy Aiden LeNoir, 3, Alliance (Drums-123C)
Ally—Human Rogue, 3 [Melee] ATK / 1 Health
Diplomacy: Gnomes (*You pay (1) less to play Gnome allies, to a minimum of (1).*) <p> (1), [Activate] >>> Draw a card.

Envoy Samantha Dillon, 3, Alliance (Drums-124C)
Ally—Human Priest, 2 [Shadow] ATK / 4 Health
Diplomacy: Night Elves (*You pay (1) less to play Night Elf allies, to a minimum of (1).*) <p> [Activate] >>> Ready another target ally in your party. It can't attack this turn.

Equal Opportunity, 2, Priest (Illidan-67C)
Instant Ability—Discipline
Each player puts an ally from his party into its owner's hand.

Equalize, 5, Priest (Drums-52R)
Ability—Discipline
Each player with more cards in play than you destroys cards in play he controls until he has the same number as you.

Eredar Wand of Obliteration, 4, PrLo (Magtheridon-19R)
Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike
When your hero deals shadow damage to an opponent's hero, you may destroy an ability, ally, or equipment you control. If you do, that opponent destroys an ability, ally, or equipment he controls.

Erindae Firestrider, 2, Horde (Drums-167C)
Ally—Blood Elf Mage, 2 [Arcane] ATK / 1 Health
Once per turn: (1) >>> Interrupt target card unless its controller pays (1).

Eriun Moonglow, Alliance (Illidan-5)
Hero—Night Elf Druid (Balance), Mining/Alchemy, 27 Health
On your turn: (X), Flip Eriun, shuffle X Balance ability cards from your graveyard into your deck >>> Eriun deals X nature damage to target ally.

Errzig Cogflicker, 6, Alliance (Drums-125C)
Ally—Gnome Mage, 5 [Arcane] ATK / 6 Health
Arcane Resistance (*Prevent all arcane or [Arcane] damage that this ally would be dealt.*)

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

E'sad, 1, Horde (Outland-157U)
Ally—Troll Hunter, 4 [Ranged] ATK / 2 Health
When E'sad enters play, target opponent puts the top card of his deck into his resource row face down.

Escape Artist, 1, Alliance (Dark Portal-129U)
Instant Ability
Gnome Hero Required <p> Choose one: Interrupt target ability card that's targeting your hero; or if your hero is defending, remove all attackers from combat.

Eskhandar's Collar, 2, DrHuPaRoShWa (Onyxia-22R)
Item, Neck (1)
Your hero has +1 ATK while in combat with an opposing hero. <p> Opposing heroes have -1 ATK while in combat with your hero.

Eskhandar's Right Claw, 3, HuRoShWa (Molten Core-21R)
Instant Weapon—Fist, Melee (1), 1 ATK, 0 Strike
You may remove an equipment card in your hand from the game rather than pay Eskhandar's Right Claw's cost.

The Essence Focuser, 2, DrPaPrSh (Legion-282U)
Weapon—Mace, Melee (1), 1 ATK, 3 Strike
If a hero or ally in your party would heal damage, it heals that much +1 instead.

Essence Gatherer, 2, MaPrLo (Betrayal-236U)
Weapon—Wand, Wand (1), 1 [Arcane] ATK, 1 Strike
When an opposing ally is destroyed, you may pay (1). If you do, draw a card.

Essence of Mending, 4, PrSh (Honor-84C)
Instant Ability—Holy Restoration
Your hero heals 6 damage from each friendly hero and ally.

Essence of the Martyr, 3, DrPaPrSh (Badge-2E)
Item, Trinket (2)
When an ally in your party is destroyed, you may remove it from the game. If you do, Essence of the Martyr becomes a copy of that ally with this power, and you remove all damage from it.

Establishing New Outposts, Alliance (Drums-239C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed [Alliance] card into hand and the rest on the bottom of your deck.

Eternium Runed Blade, 7, MaPrShLo (Crafted-8E)
Weapon—Dagger, Melee (1), 1 ATK, 4 Strike
Players can't play allies. <p> Allies can't be destroyed.

Ethereal Plunderer, 5 (Illidan-201R, Illidan Loot-3L)
Ally—Ethereal, 4 [Arcane] ATK / 4 Health
When Ethereal Plunderer leaves play, you may gain control of target equipment.

Evasion, 6, Rogue (Betrayal-91R)
Ability—Combat
Ongoing: Prevent all combat damage that would be dealt to your hero.

Everlasting Cold, 1, Mage (Honor-34C)
Ability—Frost
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached character, or 2 if that character didn't attack on its controller's last turn.

Eviscerate, 2, Rogue (Azeroth-97R)
Instant Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals 2+X melee damage to target hero or ally.

Evocation, 1, Mage (Dark Portal-50R)
Ability—Arcane
Ongoing: (2) >>> Draw a card. <p> When a card leaves your hand, destroy Evocation.

Exarch Onaala, 8 (Illidan-175E)
Ally—Draenei Priest, Unique, 4 [Holy] ATK / 8 Health
Aldor Reputation <p> On your turn: (5) >>> Onaala deals 4 unpreventable holy damage to target hero or ally. <p> On your turn: (4) >>> Onaala heals 14 damage from target hero or ally.

Exarch Orelis, 6 (Betrayal-189E)
Ally—Draenei Paladin, Unique, 5 [Holy] ATK / 7 Health
Aldor Reputation <p> **Inspire:** Ability, ally, equipment, hero, and resource

Exasperate, 2, Priest (Drums-53U)
Ability—Shadow
Target player discards a card for each [Shadow] ally in your party.

Exaura the Cryptkeeper, Horde (Outland-11)
Hero—Undead Mage (Arcane),
Enchanting/Tailoring, 25 Health
On your turn: (2), Flip Exaura >>> Remove two target ally cards in one graveyard from the game. Draw a card.

Execute, 1, Warrior (Azeroth-141C)
Instant Ability—Fury
Destroy target damaged ally.

Exemplar's Blades, 1, Shaman (Illidan-86U)
Instant Ability—Enhancement
Attach to target ally. <p> Ongoing: Attached ally has +X ATK, where X is the highest ATK among your Melee weapons.

Exemplar's Shield, 1, Paladin (Illidan-59U)
Instant Ability—Protection
Attach to target ally. <p> Ongoing: Attached ally has +X health, where X is the highest DEF among your armor.

Exhaustion, 2 (Azeroth-159C)
Instant Ability
Exhaust target ally.

The Exodar, Alliance (Gladiators-206R)
Location—City
Draenei Hero Required <p> (1), [Activate] >>> Draenei in your party have +1 ATK this turn.

Exodar Peacekeepers, 2, Alliance (Outland-117C)
Ally—Draenei Warrior, Unlimited, 2 [Melee] ATK / 1 Health
When Exodar Peacekeepers enters play, it heals 1 damage from target hero or ally for each ally named Exodar Peacekeepers in your party.

Exorcism, 1, Paladin (Legion-57U)
Instant Ability—Holy
Destroy target Demon ally or Undead ally.

Explosions!, 4 (Outland-104C)
Ability
Your hero deals 2 fire damage divided as you choose to any number of target allies.

Explosive Trap, 4, Hunter (Honor-28U)
Instant Ability—Survival
Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Destroy target attacking ally. If you do, exhaust all other heroes and allies in its party.

Expose Armor, 2, Rogue (Azeroth-98R)
Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Destroy X target armor.

The Eye of Command (Honor-193C)
Quest
On your turn, pay (7) to complete this quest. <p> Reward: Draw three cards.

Eye of Flame, 2, MaLo (Azeroth-287R)
Armor—Cloth, Head (1), 0 DEF
(1), Exhaust your hero >>> If your hero has dealt fire damage this turn, it deals 1 fire damage to target hero or ally.

Eye of Kilrogg, 2, Warlock (Dark Portal-105C)
Ability—Demonology
Look at target opponent's hand and choose a card. Remove that card from the game.

Eye of Magtheridon, 1, DrMaPaPrShLo (Magtheridon-10R)
Item, Trinket (2)
If 1 would be rolled on a die, you may change it to any value on that die instead.

Eye of Rend, 1, DrHuRo (Azeroth-288U)
Armor—Leather, Head (1), 0 DEF
Your weapons have +1 ATK.

Eye of the Storm (Honor-204C)
Location—Battleground (4)
When you play a card, add an honor counter. <p> [Activate], Remove four honor counters >>> Exhaust up to four target heroes and/or allies.

"Eyeball" Jones, 1, Horde (Illidan-153U)
Ally—Undead Rogue, 1 [Melee] ATK / 2 Health
When Eyeball deals combat damage to a hero or ally, exhaust that character, and it can't ready during its controller's next ready step.

Ezra Phoenix, 6, Horde (Legion-182C)
Ally—Tauren Hunter, 1 [Ranged] ATK / 8 Health
Ferocity (*Can attack immediately.*) <p> When Ezra readies, he deals 2 ranged damage to target hero or ally.

Ez'trin, 2, Horde (Outland-158U)
Ally—Troll Warrior, 2 [Melee] ATK / 3 Health
When Ez'trin enters play, you may exhaust target weapon.

Face Smash, 4, Alliance (Azeroth-150C)
Instant Ability
Target ally has "[Activate] >>> Destroy target ally" this turn.

Faces from the Past, 7, Priest (Illidan-68R)

Ability—Holy

Put any number of target ally cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Fade, 1, Priest (Betrayer-81U)

Instant Ability—Shadow

Play only if an ally is in your party. <p> Your hero is **elusive** and **untargetable** this turn.

Faeshia Firestalker, 1, Horde (Outland-159U)

Ally—Blood Elf Hunter, 2 [Ranged] ATK / 1 Health

Destroy one of your resources >>> Faeshia Firestalker has **long-range** this turn. (*Defenders deal no combat damage to her.*)

Faith Healer's Boots, 4, DrPrSh (Outland-197E)

Armor—Cloth, Feet (1), 0 DEF

If your hero healed damage this turn: [Activate] >>> Put an ally card from your graveyard into hand.

Falana of the Glen, 1, Alliance (Betrayer-135C)

Ally—Night Elf Druid, 1 [Nature] ATK / 2 Health
When Falana is destroyed, if an opponent has more resources than you, you may put Falana from the graveyard into her owner's resource row face down and exhausted.

Falcore, 4, Alliance (Drums-126C)

Ally—Night Elf Hunter, 3 [Ranged] ATK / 1 Health

Long-Range (*Defenders deal no combat damage to this character.*) <p> **Shadowmeld** (*Elusive and untargetable while ready.*)

Fall Back, 2 (Azeroth-160C)

Instant Ability

Put target ally from your party into its owner's hand.

The Fall of the Betrayer(Black Temple-12R)

Quest

Pay (2) to complete this quest. <p> Reward: If target opposing hero's printed health is more than your hero's, draw a card.

Fallenstar, Alliance (Betrayer-11)

Hero—Night Elf Warrior (Traitor), Mining/Blacksmithing, 30 Health

On your turn: (2), Flip Fallenstar >>> Fallenstar deals 2 melee damage to target undamaged hero or ally.

Falling to Corruption(Legion-299C)

Quest

Destroy two of your resources and pay (1) to complete this quest. <p> Reward: Draw two cards.

Fallingstar, Alliance (Betrayer-2)

Hero—Night Elf Warrior (Fury), Mining/Blacksmithing, 30 Health
(1), Flip Fallingstar >>> Damaged allies in your party have +2 ATK this turn.

Famish the Binder, Horde (Illidan-20)

Hero—Dreadlord Demon, 28 Health

[Front]: (3), Destroy three [Horde] allies in your party >>> Flip Famish face down.

[Back]: [Horde] allies in your party have **ferocity**.

Fanblade Pauldrons, 2, PaWa (Betrayer-222U)

Armor—Plate, Shoulder (1), 0 DEF

Exhaust your hero >>> Fanblade Pauldrons has +4 DEF this turn.

Fang of the Crystal Spider, 2, HuRoShWa

(Azeroth-320R)

Weapon—Dagger, Melee (1), 1 ATK, 2 Strike

When your hero deals combat damage to a hero, that hero's controller can't play cards or strike with weapons this turn.

Far Sight, 1, Shaman (Illidan-87C)

Ability—Enhancement

Look at the top five cards of your deck. Choose one, shuffle the rest into your deck, then put that card on top.

The Fare of Lar'korwi(Outland-233R)

Quest

Pay (3) to complete this quest. <p> Reward: Ally cards in your hand are instant this turn until you play an ally.

Fa'tafi, 6, Horde (Azeroth-236C)

Ally—Troll Warrior, 3 [Melee] ATK / 6 Health

Protector <p> At the start of each turn, Fa'tafi heals 1 damage from herself.

Fear, 1, Warlock (Azeroth-123C)

Ability—Affliction

Put target opposing ally into its owner's hand.

Feeding Frenzy, 1, Hunter (Betrayer-49U)

Ability—Traitor

Traitor Hero Required <p> As an additional cost to play, destroy any number of allies in your party. <p> Target Pet in your party has +2 ATK this turn for each ally destroyed this way.

Feera Quickshot, Alliance (Gladiators-3)

Hero—Draenei Hunter (Marksmanship),

Alchemy/Jewelcrafting, 28 Health

(1), Flip Feera >>> You pay (2) less the next time you strike with a Ranged weapon this turn.

Feign Death, 3, Hunter (Betrayer-50R)

Instant Ability—Survival

Play only if your hero is defending or the target of an opposing card or effect. <p> Interrupt all cards and effects, then end the turn.

Feint, 0, Rogue (Illidan-77C)

Instant Ability—Combat

Remove target attacker from combat.

Fel-Acid Breath, 2, Shaman (Black Temple Raid-17U)

Ability—Traitor

Traitor Hero Required <p> Target opponent chooses three allies in his party, in order. Your hero deals 3, 2, and 1 nature damage to them, respectively.

The Fel and the Furious(Illidan-241C)

Quest

If your hero has more damage than an opposing hero, pay (1) to complete this quest. <p> Reward: Draw a card.

Fel Armor, 8, Warlock (Dark Portal-106R)

Ability—Demonology

Ongoing: If your hero would deal damage with an ability, it deals that much +2 instead. <p> If a hero or ally would heal damage from your hero, it heals that much +2 instead.

Fel Cannon, 3 (Legion-249U)

Ally—Mechanical, 1 [Fire] ATK / 4 Health

When a player plays a card, Fel Cannon deals 2 fire damage to that player's hero.

Fel Domination, 2, Warlock (Dark Portal-107R)

Ability—Demonology Talent

Demonology Hero Required <p> Ongoing: At the start of your turn, put a dominate counter on Fel Domination. <p> Destroy Fel Domination >>> You may put a Pet card from your hand into play if its cost is less than or equal to the number of dominate counters on Fel Domination.

Fel Fire, 2, Warlock (Betrayer-112C)

Ability—Affliction

Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character. <p> (3) >>> Your hero deals 1 fire damage to attached character.

Fel Geyser, 2, Druid (Black Temple Raid-11U)

Ability—Traitor

Traitor Hero Required <p> Ongoing: Opposing quests have "As an additional cost to complete, turn another one of your quests face down."

Fel Iron Hatchet, 4, HuPaShWa (Dark Portal-272U)

Weapon—Axe, Melee (1), 2 ATK, 0 Strike

Fel Leather Gloves, 3, DrRo (Legion-261U)

Armor—Leather, Hands (1), 0 DEF

When a resource enters play, put 2 damage on its controller's hero.

Fel Pact, 6, Warlock (Legion-106R)

Ability—Demonology

Attach to target Demon ally. <p> Ongoing: Attached ally can't be destroyed.

Felendren the Banished, Horde (Dark Portal-300R)

Quest

Blood Elf Hero Required <p> On your turn, remove a non-token ally in your party from the game and pay (2) to complete this quest. <p> Reward: Draw two cards.

Felsteel Reaper, 8, PaWa (Crafted-5E)

Two-Handed Weapon—Axe, Melee (1), 0 ATK, 0 Strike

Felsteel Reaper has +1 ATK for each resource you control.

Felsteel Whisper Knives, 1, Rogue (Illidan-225R)

Weapon—Knife, Ranged (1), 2 ATK, 1 Strike

Thrown (*When you strike with this weapon, your hero has **long-range** this combat. At the end of this turn, put this weapon into its owner's hand.*)

Felstriker, 2, RoWa (Dark Portal-273E)

Weapon—Dagger, Melee (1), 2 ATK, 1 Strike

(5), Destroy Felstriker >>> Destroy target ally.

Feral Charge, 2, Druid (Drums-22R)

Instant Ability—Feral Talent

Feral Hero Required <p> Play only if your hero is in **bear form**. <p> Interrupt target card.

Feral Energy, 2, Druid (Illidan-27R)

Ability—Feral

Ongoing: While in **cat form**, when your hero deals combat damage to a defending hero, you may pay (1). If you do, its controller discards a card.

Feral Instinct, 1, Druid (Legion-23R)

Instant Ability—Feral Talent

Feral Hero Required <p> Ongoing: While in **cat form**, your hero has +2 ATK while attacking an exhausted defender. <p> While in **bear form**, your hero has +4 ATK while protecting.

Feral Rage, 5, Druid (Azeroth-21R)

Ability—Feral

Ongoing: When your hero is dealt combat damage while in **bear form**, you may pay (1). If you do, draw a card.

Ferociousness, 1, Druid (Illidan-28C)

Instant Ability—Feral, Form (1)

Ongoing: When your hero protects, draw a card.

<p> Your hero is in **bear form**. (*Is a protector.*)

Destroy this card when you strike with a weapon or play a non-Feral ability.)

Fianna Spellbinder, 3, Horde (Azeroth-237E)

Ally—Blood Elf Mage, 3 [Frost] ATK / 2 Health (1), Remove Fianna from the game >>> Players can't draw cards this turn.

Field Commander Olinnae, 7, Alliance (Dark Portal-163U)

Ally—Draenei Warrior, 6 [Melee] ATK / 5 Health **Protector** <p> All other allies in your party are **protectors**.

Field Repair Bot 74A, 1 (Dark Portal-243U)

Ally—Repair Bot, Unique, 0 [Melee] ATK / 2 Health

Friendly heroes have "(1), [Activate] >>> Put an equipment card from your graveyard into hand."

Fight or Blight, 1, Rogue (Illidan-78U)

Instant Ability—Subtlety Poison

Choose one: Target hero has **stealth** this turn; or 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 1 nature damage to attached character.

Fillet, Kneecapper Extraordinaire, Alliance (Outland-2)

Hero—Gnome Warrior (Fury),

Mining/Blacksmithing, 30 Health

(3), Flip Fillet >>> Allies in your party have +1 ATK this turn.

Filthy Tricks, 6, Rogue (Outland-67R)

Ability—Assassination Combo

Ongoing: Cards in your graveyard are Combo cards.

A Final Blow(Legion-300C)

Quest

If you played an equipment this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

The Final Message to the Wildhammer, Horde (Drums-244C)

Quest

On your turn, pay (2) to complete this quest. <p> Reward: Draw a card. Put a Message item token into play with "If your hero would be dealt damage, it's dealt that much +1 instead." At the start of your next turn, remove that item from the game.

A Final Sacrifice, 1, Warrior (Gladiators-78C)

Instant Ability—Fury

Target hero or ally in your party has +3 ATK / +3 health this turn. At the start of the next turn, destroy it.

Find Weakness, 2, Rogue (Betrayal-92R)

Ability—Assassination Talent

Assassination Hero Required <p> Ongoing: When you remove one or more Combo cards from your graveyard to play a **finishing move**, your hero deals that much melee damage to target hero or ally.

Finishing Shout, 5, Warrior (Illidan-107U)

Instant Ability—Fury Shout

Ongoing: Allies in your party have +1 ATK / +1 health. <p> Opposing allies have -1 ATK / -1 health.

Finkle Einhorn, At Your Service!(Dark Portal-316C)

Quest

On your turn, pay (3) to complete this quest. <p> Reward: Put an ally card with cost 2 or less from your graveyard into play.

Finkle's Lava Dredger, 4, DrPa (Molten Core-22R)

Two-Handed Weapon—Mace, Melee (1), 1 ATK, 3 Strike

At the end of your turn, if an opponent has more resources than you, you may put the top card of your deck into your resource row face down and exhausted.

Fire and Ice, 3, MaSh (Drums-98C)

Instant Ability—Fire Frost Elemental

Your hero may deal 2 fire damage to target hero or ally, and it may deal 1 frost damage to a second target hero or ally. A character dealt frost damage this way can't attack this turn.

Fire Blast, 1, Mage (Azeroth-52C)

Instant Ability—Fire

Your hero deals 2 fire damage to target hero or ally.

Fire Elemental Totem, 2, Shaman (Outland-77C)

Instant Ability—Elemental, Fire Totem (1), 1 Health

Ongoing: When Fire Elemental Totem enters play, put a Fire Elemental ally token into play with 2 [Fire] ATK / 1 health, and **ferocity**. <p> (*Totems can be attacked or targeted like allies.*)

Fire Nova Totem, 1, Shaman (Dark Portal-93U)

Ability—Elemental, Fire Totem (1), 1 Health

Ongoing: At the start of your turn, destroy Fire Nova Totem. If you do, it deals 3 fire damage to each opposing hero and ally. <p> (*Totems can be attacked or targeted like allies.*)

Fire Power, 3, Mage (Legion-46R)

Ability—Fire Talent

Fire Hero Required <p> Ongoing: When you play a Fire ability or [Fire] card, your hero may deal 1 fire damage to target hero or ally.

Fireball, 4, Mage (Azeroth-53U)

Ability—Fire

Attach to target hero or ally, and your hero deals 4 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Firemaul of Destruction, 6, DkPaShWa (Honor-172U)

Two-Handed Weapon—Mace, Melee (1), 5 ATK, 3 Strike

You pay (3) less to strike with Firemaul of Destruction if an opposing card was destroyed this turn.

Firewing Signets(Betrayal-247C)

Quest

Scryer Reputation (*Can't put Aldor cards in your deck.*) <p> If an ally with **sabotage** is in your party, pay (1) to complete this quest. <p> Reward: Draw a card.

First Responder Avaressa, 3, Alliance (Illidan-124C)

Ally—Draenei Paladin, 1 [Holy] ATK / 5 Health **Protector** <p> At the start of your turn, Avaressa heals 2 damage from target hero or ally.

First Responder Margan, 2, Alliance (Illidan-125C)

Ally—Draenei Mage, 2 [Arcane] ATK / 1 Health **Elusive** <p> At the start of your turn, Margan heals 2 damage from target hero or ally.

First to Fall, 2 (Dark Portal-141C)

Instant Ability

Destroy target protecting ally.

Fists of Mukoa, 3, HuSh (Gladiators-162U)

Armor—Mail, Hands (1), 2 DEF

While you control no weapons, your hero has +1 ATK while attacking.

Fizzle, 1, Mage (Outland-40U)

Instant Ability—Arcane

Interrupt target ability card with cost 3 or less.

Flame Bender Ta'jin, 6, Horde (Illidan-154U)

Ally—Troll Mage, 4 [Fire] ATK / 3 Health

When Ta'jin enters play, gain control of target ability. If it's attached, you may reattach it.

Flame Shock, 3, Shaman (Dark Portal-94C)

Instant Ability—Elemental

Attach to target hero or ally, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Flame Wrath, 4, HuPaWa (Azeroth-321R)

Two-Handed Weapon—Polearm, Melee (1), 2 ATK, 3 Strike

When your hero deals combat damage with Flame Wrath, your hero deals 1 fire damage to each opposing hero and ally.

Flamestrike, 7, Mage (Azeroth-54R)

Ability—Fire

Your hero deals 3 fire damage to each opposing hero and ally.

Flametongue Weapon, 2, Shaman (Dark Portal-95U)
Instant Ability—Enhancement
Attach to one of your Melee weapons. <p>
Ongoing: When you strike with attached weapon, your hero deals 1 fire damage to target hero or ally.

Flash Heal, 1, Priest (Azeroth-78C)
Instant Ability—Holy
Your hero heals 4 damage from target hero or ally.

Flash of Light, 1, Paladin (Betrayer-73C)
Instant Ability—Holy
Your hero heals all damage from target ally. Draw a card.

Flash of Steel, 4 (Dark Portal-142C)
Ability
Your hero deals 3 melee damage to target hero or ally.

A Flawless Advance, 3, Warrior (Gladiators-79R)
Ability—Fury
Ongoing: When an ally with cost equal to the number of resources you control enters your party, put a strength counter on A Flawless Advance. <p> Allies in your party have +1 ATK / +1 health for each strength counter.

The Flawless Flame(Outland-234C)
Quest
Pay (2) to complete this quest. <p> Reward: Target ally can't protect this turn.

Flickers from the Past, 7, Mage (Illidan-49R)
Ability—Arcane
Put any number of target ongoing ability cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Flight Form, 3, Druid (Outland-21U)
Instant Ability—Feral, Form (1)
Ongoing: Your hero is **untargetable**. <p> When you play an ability or your hero attacks, destroy Flight Form.

Foam Sword Rack, 4 (Gladiators-92R, Gladiators Loot-3L)
Ability
Ongoing: Each hero has "(1) >>> This hero deals ½ melee damage to target hero."

Focused Will, 7, Priest (Gladiators-49R)
Ability—Discipline Talent
Discipline Hero Required <p> Ongoing: At the start of your turn, switch all damage on your hero with the damage on target opposing hero.

The Footsteps of Illidan, 2 (Illidan-116U, Illidan Loot-1L)
Ability
Attach to target hero or ally. <p> Ongoing: Attached character is also a Demon.

For Great Honor, Horde (Honor-201C)
Quest
Pay (1) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with an odd cost of 1 or more into hand and the rest on the bottom of your deck.

For the Horde!, Horde (Azeroth-344U)
Quest
Pay (1) to complete this quest. <p> Reward: Horde allies in your party have +1 ATK while attacking this turn.

Forager Cloudbloom, 1, Horde (Illidan-155U)
Ally—Tauren Druid, 1 [Arcane] ATK / 1 Health
When Cloudbloom readies, draw a card.

Forager Hoofbeat, 5, Horde (Illidan-156C)
Ally—Tauren Warrior, 3 [Melee] ATK / 5 Health
Protector <p> When Hoofbeat readies, draw a card.

Forang Deathrattle, Horde (Legion-13)
Hero—Orc Warlock (Affliction), Herbalism/Enchanting, 28 Health
On your turn: (3), Flip Forang >>> Forang deals 2 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Forbidden Knowledge, 8, Warlock (Azeroth-124R)
Ability—Demonology
Remove your deck from the game. <p> Ongoing: If you would draw a card, choose a card you removed this way and put it into your hand instead.

Force Commander Danath Trollbane, 7, Alliance (Legion-147E)
Ally—Human Warrior, Unique, 6 [Melee] ATK / 7 Health
Protector <p> When Danath enters play, destroy target [Horde] ally.

Force of Nature, 4, Druid (Outland-22R)
Ability—Balance Talent
Balance Hero Required <p> Put three Treant ally tokens into play with 1 [Melee] ATK / 1 health, and **ferocity**.

Forces of Jaedenar(Legion-301C)
Quest
If you played an ability this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

Forest Stalker's Bracers, 3, DrRo (Drums-207U)
Armor—Leather, Wrist (1), 1 DEF
(1) >>> Target hero or ally has **stealth** this turn. (*Can't protect against it.*)

Forge Camp: Annihilated(Legion-302C)
Quest
Pay (3) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put one into your hand and the other on the bottom of your deck.

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

Form of the Serpent, 3, Druid (Betrayer-39R)
Instant Ability—Traitor, Form (1)
Traitor Hero Required <p> Ongoing: When your hero attacks, put a poison counter on Form of the Serpent. Your hero has +1 ATK this combat for each poison counter. <p> Remove all poison counters >>> Your hero deals 1 nature damage to target ally for each counter removed this way.

The Formation of Felbane(Legion-303U)
Quest
Pay (7) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ability, ally, equipment, and quest card into your hand and the rest on the bottom of your deck.

Fortifying Shout, 5, PrWa (Honor-85C)
Ability—Discipline Fury Shout
Ongoing: Heroes and allies in your party have +2 health.

Fortune Telling, 8 (Dark Portal-143R, Dark Portal Loot-3L)
Ability
Turn your deck over.

Freezing Band, 3, MaPrLo (Legion-271E)
Item, Ring (2)
Each opponent can't draw more than one card per turn.

Freezing Trap, 4, Hunter (Outland-29C)
Instant Ability—Survival
Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Attach to target attacking ally and remove it from combat. <p> Ongoing: Attached ally can't attack or protect and loses all powers.

Freya Lightsworn, 2, Alliance (Azeroth-183C)
Ally—Dwarf Priest, 2 [Holy] ATK / 2 Health
[Activate] >>> Freya Lightsworn heals 3 damage from target hero or ally.

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

Frigid Winds, 2, DrMa (Honor-86C)
Instant Ability—Balance Frost
Target hero or ally can't attack this turn. Draw a card.

From the Shadows, 5, Alliance (Azeroth-151R)
Ability
Ongoing: All allies have **elusive**.

Frost Armor, 4, Mage (Betrayer-59U)
Ability—Frost
Ongoing: (1), Remove an ability card in your graveyard from the game >>> Target ally can't attack this turn.

Frost Funnel, 3, Mage (Outland-41C)
Instant Ability—Frost
Your hero deals 1 frost damage to each of up to two target heroes and/or allies. A character dealt damage this way can't attack this turn.

Frost Nova, 4, Mage (Azeroth-55R)
Instant Ability—Frost
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Frost Presence, 5, Death Knight (Knight-8U)
Ability—Frost, Presence (1)
Ongoing: Opposing cards and effects must target your hero if able. <p> Your hero has +10 health and is a **protector**.

Frost Shock, 2, Shaman (Azeroth-109C)
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 Trap, 4, Hunter (Dark Portal-33R)
Instant Ability—Survival
Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Remove all attackers from combat, and opposing heroes and allies can't attack this turn.

Frostbite, 2, Mage (Betrayal-60R)
Ability—Frost Talent
Frost Hero Required <p> Ongoing: (1), Discard a Frost or [Frost] card >>> Opponents pay (2) more to play cards this turn.

Frostbolt, 3, Mage (Azeroth-56U)
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.

Frostguard, 4, PaRoWa (Drums-226U)
Weapon—Sword, Melee (1), 4 ATK, 3 Strike
Allies in your party have **frost resistance**. (*Prevent all frost or [Frost] damage that those allies would be dealt.*)

Frostwolf Insignia, 2, Horde,
DkDrHuMaPaPrRoShLoWa (Honor-168U)
Item—Battleground, Trinket (2)
When you play a card, add an honor counter. If there are six or more on Frostwolf Insignia, destroy it. <p> When Frostwolf Insignia is destroyed this way, your hero heals 10 damage from target hero or ally.

Fuel for the Fire, 5, Mage (Legion-47R)
Ability—Fire
Ongoing: Destroy one of your resources >>> Your hero deals 3 fire damage to target ally.

Fugu, 5, Alliance (Outland-118R)
Ally—Night Elf Priest, 3 [Shadow] ATK / 5 Health
[Activate] >>> Gain control of target ally until end of turn.

Full Circle, 7, Paladin (Illidan-60R)
Ability—Holy
You may discard an ally card. If you do, put a second target ally card from your graveyard into play, then put a third target ally from your party into its owner's hand.

"Fungus Face" McGillicutty, 3, Horde (Legion-183C)
Ally—Undead Priest, 3 [Holy] ATK / 3 Health
When Fungus Face is destroyed, you may destroy target ability.

Furious Kalla, 3, Horde (Gladiators-123U)
Ally—Orc Shaman, 4 [Frost] ATK / 2 Health
Hardiness (*If this ally would be dealt damage, prevent 1 of it.*) <p> When Kalla attacks, you may put a Totem card from your hand into play.

Furious Resolve, 2 (Dark Portal-144C)
Instant Ability
Attach to target ally. <p> Ongoing: Attached ally has +1 ATK / +1 health.

Furor, 3, Druid (Illidan-29R)
Ability—Restoration Talent
Restoration Hero Required <p> Ongoing: When you play a Form, you may ready up to X of your resources, where X is its cost.

Fury, 5, Hunter (Azeroth-38R)
Ally—Cat, Pet (1), 5 [Melee] ATK / 3 Health
Ferocity

Gabble, 7, Alliance (Legion-148C)
Ally—Gnome Mage, 7 [Arcane] ATK / 5 Health
Elusive (*Can't be attacked.*)

Gahrunt Foulfang, 3, Horde (Outland-160U)
Ally—Orc Warlock, 3 [Shadow] ATK / 3 Health
Remove three ally cards in your graveyard from the game >>> Target ally in your party has **ferocity** this turn.

Gahz'ridian (Outland-235C)
Quest
Pay (5) to complete this quest. <p> Reward: Draw two cards.

Gakmat, 1, Warlock (Drums-78U)
Ally—Imp Demon, Pet (1), 0 [Fire] ATK / 1 Health
Elusive (*Can't be attacked.*) <p> (X), [Activate] >>> Gakmat deals X fire damage to target ally and itself.

Galahandra, Keeper of the Silent Grove, 2, Alliance (Azeroth-184C)
Ally—Night Elf Druid, 0 [Nature] ATK / 1 Health
Elusive <p> (1), [Activate] >>> Exhaust target ally.

Galway Steamwhistle, 1, Alliance (Azeroth-185U)
Ally—Gnome Warrior, 1 [Melee] ATK / 1 Health
[Activate] >>> Ready your hero and one of your weapons.

Gamon, 1, Horde (Dark Portal-209U)
Ally—Tauren Warrior, Unique, 1 [Melee] ATK / 1 Health
Any hero or ally can attack Gamon. (*Including characters in your party.*)

Gang Up, 2, Rogue (Drums-61C)
Instant Ability—Subtlety Combo
As an additional cost to play, exhaust two heroes and/or allies in your party. <p> Destroy target ally.

Garell Strout, 4, Horde (Outland-161U)
Ally—Undead Warlock, 3 [Fire] ATK / 4 Health
When Garell Strout attacks, he deals 2 fire damage to target opposing hero.

Gareth Ironshot, 5, Alliance (Legion-149C)
Ally—Dwarf Hunter, 2 [Ranged] ATK / 6 Health
Long-Range (*Defenders deal no combat damage to this character.*)

Garrote, 1, Rogue (Outland-68U)
Instant Ability—Assassination
Play only if your hero has **stealth**. <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character. The controller of a character dealt damage this way can't play abilities this turn.

Gartok Skullsplitter, 1, Horde (Azeroth-238C)
Ally—Orc Warrior, 2 [Melee] ATK / 1 Health
When Gartok Skullsplitter attacks, you may exhaust target armor.

Gatlin Clouds-the-Sky, 4, Horde (Drums-168C)
Ally—Tauren Hunter, 3 [Ranged] ATK / 2 Health
Gatlin has **long-range** while attacking exhausted heroes and allies. (*Defenders deal no combat damage to him.*)

Gauntlets of the Skullsplitter, 3, PaWa (Legion-262U)
Armor—Plate, Hands (1), 2 DEF
When an ally in your party attacks, you may exhaust target armor.

Gauntlets of Vindication, 3, PaWa (Outland-198R)
Armor—Plate, Hands (1), 1 DEF
Your Melee weapons have +1 ATK. <p> If your hero would deal damage with an ability, it deals that much +1 instead.

Gear Upgrade, 1, Warrior (Legion-115R)
Instant Ability—Arms
As an additional cost to play, destroy one of your equipment. <p> Search your deck for an equipment card, reveal it, and put it into your hand.

Gellrin of the Gallows, 2, Horde (Azeroth-239R)
Ally—Undead Warlock, 3 [Shadow] ATK / 2 Health
Remove Gellrin from the game >>> Target player turns one of his quests face down.

Geoffrey Kimble, 6, Horde (Drums-169C)
Ally—Undead Warrior, 5 [Melee] ATK / 5 Health
Protector <p> (3), Discard a card >>> Destroy target ability or equipment.

Gertha, The Old Crone, 3, Alliance (Dark Portal-164U)
Ally—Gnome Warlock, 1 [Shadow] ATK / 3 Health
(1), [Activate], Destroy an ally in your party >>> Destroy target ally.

Ghank, 4, Horde (Dark Portal-210C)
Ally—Orc Rogue, 3 [Melee] ATK / 3 Health
Stealth (*Can't protect against this character.*) <p> When Ghank enters play, you may destroy target damaged exhausted ally.

Ghost Wolf, 2, Shaman (Azeroth-110U)
Ability—Enhancement
Ongoing: Exhaust your hero >>> If your hero is defending, remove all attacking allies from combat.

Gift of Nature, 3, Druid (Betrayal-40R)
Ability—Restoration Talent
Restoration Hero Required <p> Ongoing: Allies in your party can't be destroyed by fatal damage. <p> At the end of each turn, destroy all allies in your party with fatal damage.

Gift of the Elven Magi, 1, DrMaPrShLo (Azeroth-322R)
Weapon—Dagger, Melee (1), 1 ATK, 4 Strike (2), [Activate], Exhaust your hero >>> Look at the top card of your deck. If it's an ability card, you may reveal it and put it into your hand.

Gift of the Wild, 6, Druid (Legion-24R)
Instant Ability—Restoration
Ongoing: Allies in your party have +2 ATK / +2 health.

Gifts from the Past, 7, Shaman (Illidan-88R)
Ability—Enhancement
Put any number of target equipment cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Gingerbread Cookie, 3, DrHuMaPaPrRoShLoWa (Winter Veil-7R)
Item—Cookie
Destroy Gingerbread Cookie >>> Each hero heals 7 damage from itself.

Girdle of Ruination, 6, MaPrLo (Crafted-3E)
Armor—Cloth, Waist (1), 1 DEF
At the start of your turn, destroy the ability, ally, or equipment with the lowest cost. If two or more are tied, destroy all with that cost.

Girdle of the Blasted Reaches, 2, HuSh (Drums-208U)
Armor—Mail, Waist (1), 2 DEF
When Girdle of the Blasted Reaches enters play, look at the top card of your deck. You may put it on the bottom.

Girdle of the Endless Pit, 1, PaWa (Magtheridon-3R)
Armor—Plate, Waist (1), 3 DEF
At the start of your turn, put 1 damage on your hero.

Girdle of Uther, 4, PaWa (Azeroth-289R)
Armor—Plate, Waist (1), 2 DEF
(4), [Activate] >>> Ready your hero and one of your Melee weapons.

Givon, 6, Alliance (Legion-150U)
Ally—Night Elf Druid, 5 [Melee] ATK / 4 Health
Protector <p> Opposing allies have -2 ATK while in combat with Givon.

Glacial Blade, 2, Horde, RoSh (Drums-238U)
Weapon—Dagger, Melee (1), 1 [Frost] ATK, 0 Strike
Destroy Glacial Blade >>> Your hero deals 1 frost damage to target [Alliance] hero or ally. If a hero is dealt damage this way, its controller skips drawing his next card this turn.

Gladiator Addisyn, 2, Horde (Gladiators-124C)
Arena Ally—Blood Elf Paladin, 2 [Holy] ATK / 2 Health
As Addisyn enters play, choose arcane, fire, frost, nature, or shadow. <p> Arena allies in your party have the chosen **resistance**.

Gladiator Boum, 6, Horde (Gladiators-125C)
Arena Ally—Orc Hunter, 5 [Ranged] ATK / 2 Health
Arena allies in your party have **ferocity**.

Gladiator Dorn, 1, Horde (Gladiators-126C)
Arena Ally—Tauren Druid, 2 [Nature] ATK / 1 Health
When an Arena ally in your party attacks, it heals 1 damage from target hero or ally.

Gladiator Emek, 3, Horde (Gladiators-127C)
Arena Ally—Undead Priest, 3 [Shadow] ATK / 3 Health
When an Arena ally in your party is destroyed, you may discard a card. If you do, target player discards a card.

Gladiator Kaniya, 4, Horde (Gladiators-128C)
Arena Ally—Tauren Warrior, 3 [Melee] ATK / 4 Health
Arena allies in your party are **protectors**.

Gladiator Katianna, 2, Alliance (Gladiators-100C)
Arena Ally—Night Elf Priest, 3 [Holy] ATK / 1 Health
Arena allies in your party are **elusive**.

Gladiator Keward, 3, Alliance (Gladiators-101C)
Arena Ally—Dwarf Warrior, 2 [Melee] ATK / 3 Health
Arena allies in your party are **protectors**.

Gladiator Kileana, 5, Horde (Gladiators-129C)
Arena Ally—Blood Elf Warlock, 5 [Fire] ATK / 4 Health
When Kileana or another Arena ally enters your party, it may deal 1 fire damage to each hero and ally other than itself.

Gladiator Kinivus, 1, Alliance (Gladiators-102C)
Arena Ally—Draenei Shaman, 1 [Nature] ATK / 2 Health
When an opposing card or effect causes you to discard an Arena ally card, you may put it from your graveyard into hand.

Gladiator Lanthus, 2, Alliance (Gladiators-103C)
Arena Ally—Night Elf Druid, 2 [Arcane] ATK / 1 Health
Arena allies in your party have "[Activate] >>> Exhaust target ally."

Gladiator Loraala, 5, Alliance (Gladiators-104C)
Arena Ally—Draenei Mage, 3 [Fire] ATK / 4 Health
Arena allies in your party have "[Activate] >>> This ally deals 3 fire damage to target hero."

Gladiator Magnus, 3, Alliance (Gladiators-105C)
Arena Ally—Dwarf Hunter, 3 [Ranged] ATK / 3 Health
(1), Destroy an Arena ally in your party >>> Turn target resource face down.

Gladiator Meganna, 5, Alliance (Gladiators-106C)
Arena Ally—Human Rogue, 4 [Melee] ATK / 5 Health
Arena allies in your party have **stealth**.

Gladiator Ryno, 4, Alliance (Gladiators-107C)
Arena Ally—Gnome Warlock, 3 [Shadow] ATK / 1 Health
When Ryno or another Arena ally enters your party, put a Felhunter Demon ally token into play with 1 [Melee] ATK / 1 health.

Gladiator Sepirion, 7, Horde (Gladiators-130C)
Arena Ally—Troll Shaman, 3 [Nature] ATK / 7 Health
When each Arena ally in your party attacks for the first time each turn, you may pay (1). If you do, ready it.

Gladiator Skumm, 2, Horde (Gladiators-131C)
Arena Ally—Troll Rogue, 1 [Melee] ATK / 3 Health
When an Arena ally in your party is dealt damage, you may turn target resource face down.

Gladiator Zi'mo, 3, Horde (Gladiators-132C)
Arena Ally—Troll Mage, 2 [Fire] ATK / 1 Health
Arena allies in your party have +2 ATK.

Gladiator Zophos, 8, Alliance (Gladiators-108C)
Arena Ally—Draenei Paladin, 8 [Holy] ATK / 6 Health
When an Arena ally in your party is dealt damage, it deals 3 unpreventable holy damage to its source.

Gladiator's Aegis, 9, Paladin (Gladiators-163E)
Arena Armor Set—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 8 DEF
If an ally in your party would be dealt non-fatal damage, prevent it. <p> [Activate] >>> Exhaust target hero or ally, and it can't ready during its controller's next ready step. Draw a card.

Gladiator's Maul, 2, Druid (Honor-173R)
Arena Two-Handed Weapon—Mace, Melee (1), 1 ATK, 2 Strike
You can place the top card of your deck face down (*as your one resource per turn*).

Gladiator's Regalia, 8, Mage (Drums-209E)
Arena Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF
Opposing allies lose and can't have powers. <p> [Activate] >>> Your hero deals 2 fire damage to target hero or ally.

Gladiator's Salvation, 3, DrPaPrSh (Gladiators-177R)
Arena Weapon—Mace, Melee (1), 1 ATK, 2 Strike (X), Exhaust your hero >>> Prevent the next X damage that would be dealt to target hero or ally this turn.

Gladiator's Sanctuary, 8, Druid (Honor-158E)
Arena Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 6 DEF
When you place a resource, you may put the top card of your deck into your resource row face down and ready. <p> [Activate] >>> Attach a Balance ability token with three wind counters to target hero or ally. That ability has "Ongoing: Attached character can't attack or protect. At the start of your turn, remove a wind counter. If none remain, destroy this ability."

Gladiator's Spellblade, 5, MaPrLo (Drums-227R)
Arena Weapon—Dagger, Melee (1), 0 ATK, 5 Strike
At the start of your turn, put a spell counter on Gladiator's Spellblade. <p> If your hero would deal damage, it deals that much +1 for each spell counter instead.

Glaive of the Pit, 7, HuPaWa (Magtheridon-20R)
Two-Handed Weapon—Polearm, Melee (1), 5 ATK, 1 Strike
Opposing heroes have -5 health.

Glimmer of Hope, 1, Paladin (Gladiators-43U)
Instant Ability—Protection
Interrupt target ability card that's targeting a card in play you control.

Gloves of the High Magus, 4, MaPrLo (Illidan-209E)
Armor—Cloth, Hands (1), 0 DEF
[Activate], Remove the top card of your deck from the game >>> If it's an ability, ally, or equipment card, you may play it this turn if able. If it's a quest card, you may place it this turn if able.

Gnomeregan, Alliance (Honor-206R)
Location—City
Gnome Hero Required <p> Gnomes in your party are **irradiated**. (*When this character deals combat damage to an ally that's not **irradiated**, it becomes **irradiated**.*) <p> [Activate] >>> Destroy target **irradiated** ally.

Gnomeregan Auto-Blocker 600, 4, PaShWa (Badge-3E)
Item, Trinket (2)
At the end of your turn, put a Blocker ally token into play with 0 [Melee] ATK / 1 health and **protector**.

Goblin Gumbo, 2 (Outland-105R, Outland Loot-1L)
Instant Ability
Attach to target ally. <p> Ongoing: Attached ally has -2 ATK. <p> When Goblin Gumbo is destroyed, put it from his owner's graveyard on top his deck.

Goblin Rocket Launcher, 4,
DrHuMaPaPrRoShLoWa (Drums Crafted-3E)
Item, Trinket (2)
Engineering Hero Required <p> [Activate] >>> Remove the top card of your deck from the game. Your hero deals ranged damage equal to that card's cost to target ally.

Gobloz, 1, Warlock (Betrayer-113C)
Ally—Imp Demon, Pet (1), 0 [Fire] ATK / 1 Health
Elusive (*Can't be attacked.*) <p> When an ally in your party is dealt damage, Gobloz may deal 1 fire damage to the source of that damage.

Gok Stormhammer, 6, Horde (Betrayer-162R)
Ally—Orc Shaman, 5 [Nature] ATK / 3 Health
Long-Range <p> When Gok enters play, he deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Golas Swiftwind, 2, Horde (Legion-184U)
Ally—Tauren Shaman, 4 [Nature] ATK / 1 Health
When Golas readies, exhaust target ally.

Goldenmoon, 3, Alliance (Dark Portal-165U)
Ally—Night Elf Rogue, 2 [Melee] ATK / 2 Health
Elusive <p> You can have an additional Pet while your Pets have different names.

Golem Skull Helm, 3, PaWa (Azeroth-290U)
Armor—Plate, Head (1), 3 DEF

Gone Fishin', 3 (Outland-106R, Outland Loot-2L)
Ability
Ongoing: On your turn: (2), [Activate] >>> Draw three cards and skip your next turn.

Gorebelly, Horde (Azeroth-9)
Hero—Orc Warrior (Arms),
Blacksmithing/Mining, 30 Health
(1), Flip Gorebelly >>> You pay (3) less the next time you strike with a Melee weapon this turn.

Gorehowl, 10, PaShWa (Gladiators-178E)
Two-Handed Weapon—Axe, Melee (1), 15 ATK, 0 Strike

Gor'gar, 6, Horde (Outland-162R)
Ally—Troll Shaman, 4 [Melee] ATK / 4 Health
Gor'gar enters play with an ankh counter. <p> While Gor'gar has an ankh counter, when he's destroyed, you may have his owner put him from his graveyard into play, then remove his ankh counter.

Gouge, 1, Rogue (Azeroth-99C)
Instant Ability—Combat Combo
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Graccus, Alliance (Azeroth-4)
Hero—Human Paladin (Protection),
Blacksmithing/Mining, 29 Health
(3), Flip Graccus >>> Prevent the next 3 damage that would be dealt to target hero or ally this turn.

Grace of Air Totem, 2, Shaman (Dark Portal-96R)
Ability—Enhancement, Air Totem (1), 1 Health
Ongoing: Opposing allies can't attack your heroes, allies, or Totems unless their controller pays (1) for each attacker. <p> (*Totems can be attacked or targeted like allies.*)

Grand Marshal Goldensword, Alliance (Drums-1)
Hero—Human Paladin (Retribution),
Alchemy/Engineering, 29 Health
On your turn: (5), Flip Goldensword >>> Target ally deals holy damage to itself equal to its ATK.

Grandma Deadsie, 3, Horde (Legion-185R)
Ally—Undead Priest, 1 [Holy] ATK / 1 Health
Prevent all damage that would be dealt to Grandma Deadsie.

Great-father Winter, 4, Horde (Winter Veil-4R)
Ally—Orc, Unique, 3 [Melee] ATK / 4 Health
Once per turn: (0) >>> Target player gains control of target ability, ally, or equipment you control.

Greater Chain Heal, 3, Shaman (Gladiators-64U)
Ability—Restoration
Target up to five heroes and/or allies. Your hero heals 5, 4, 3, 2, and 1 damage from them, respectively.

Greater Chain Lightning, 7, Shaman (Drums-68R)
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 Heal, 4, Priest (Dark Portal-70U)
Ability—Holy
Your hero heals 14 damage from target hero or ally.

Greatfather Winter, 4, Alliance (Winter Veil-3R)
Ally—Dwarf, Unique, 2 [Melee] ATK / 5 Health
Once per turn: (0) >>> Put a card from your hand into target player's hand. (*He owns that card for the rest of the game.*)

Greathelm of the Scourge Champion, 2, Death Knight (Knight-21U)
Armor—Plate, Head (1), 2 DEF
When Greathelm of the Scourge Champion is destroyed, you may put it from its owner's graveyard into his hand at the start of the next turn.

Greatsword of Forlorn Visions, 5, PaWa (Outland-213R)
Two-Handed Weapon—Sword, Melee (1), 3 ATK, 1 Strike
When your hero deals combat damage with Greatsword of Forlorn Visions, put a +1 DEF counter on each of your armor.

Greatsword of Horrid Dreams, 4, MaPaLo (Legion-283R)
Weapon—Sword, Melee (1), 1 ATK, 3 Strike
As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

Greatsword of the Ebon Blade, 5, Death Knight (Knight-22R)
Two-Handed Weapon—Sword, Melee (1), 5 ATK, 2 Strike
When Greatsword of the Ebon Blade enters play, at the start of the next turn, destroy it unless you pay (3).

Greaves of Desolation, 2, HuSh (Illidan-210R)
Armor—Mail, Legs (1), 1 DEF
When you strike with a weapon, your hero heals all damage from target ally in your party.

Greed Before Need, 5 (Outland-107E)
Ability
Ongoing: You can play equipment cards from other players' graveyards.

Greefer, 3, Horde (Dark Portal-211C)
Ally—Troll Rogue, 3 [Melee] ATK / 2 Health
Opponents can't complete quests.

The Green Hills of Stranglethorn (Dark Portal-317C)
Quest, Unlimited
Pay (3) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put all revealed cards named The Green Hills of Stranglethorn into your hand and the rest on the bottom of your deck.

Green Whelp Armor, 4, DrRo (Azeroth-291U)
Armor—Leather, Chest (1), 1 DEF
When an attacking ally deals combat damage to your hero, you may pay (2). If you do, put that ally into its owner's hand.

Grennan Stormspeaker, Horde (Azeroth-10)
Hero—Tauren Shaman (Elemental),
Skinning/Herbalism, 29 Health
On your turn: (5), Flip Grennan >>> Grennan deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Grim Reach, 3, Warlock (Gladiators-71R)
Ability—Affliction Talent
Affliction Hero Required <p> Opposing heroes and allies have -1 health this turn for each ability you control.

Grimdron, 1, Warlock (Azeroth-125U)
Ally—Imp Demon, Pet (1), 0 [Fire] ATK / 1 Health
Elusive <p> (1), [Activate] >>> Grimdron deals 1 fire damage to target hero or ally.

Grindel Hellbringer, Horde (Illidan-10)
Hero—Orc Warlock (Destruction),
Alchemy/Jewelcrafting, 28 Health
On your turn: (3), Flip Grindel >>> Grindel deals 1
fire damage to each hero and ally.

Grint Undershot, 3, Alliance (Azeroth-186C)
Ally—Dwarf Hunter, 3 [Ranged] ATK / 2 Health
Opponents can't strike with weapons on your turn.

Grips of Damnation, 2, DrRo (Honor-159U)
Armor—Leather, Hands (1), 1 DEF
At the start of your turn, your hero deals 2 melee
damage to each hero. <p> (2) >>> This turn,
prevent all damage that would be dealt this way.
Any player can use this power.

Grismare, 8, Horde (Gladiators-133U)
Ally—Tauren Druid, 6 [Nature] ATK / 6 Health
(1), Destroy an ally token in your party >>>
Grismare deals nature damage equal to that token's
ATK to target hero or ally.

Grizzly Defender, 3, Druid (Honor-21R)
Instant Ability—Feral, Form (1)
Ongoing: Ready heroes and allies in your party
have +2 ATK. <p> Your hero is in **bear form**.

Grogmar Deathgore, 2, Horde (Knight-17C)
Ally—Orc Death Knight, 2 [Shadow] ATK / 2
Health
Grogmar has **ferocity** while you have a weapon.

Gromble the Apt, 2, Alliance (Honor-100U)
Ally—Dwarf Hunter, 1 [Ranged] ATK / 3 Health
Find Treasure (*When this ally enters play, you
may draw a card. If you do, discard a card.*) <p>
Your hero can be exhausted to pay costs as though
it were a resource.

Grounding Totem, 1, Shaman (Drums-69U)
Ability—Enhancement, Air Totem (1), 4 Health
Ongoing: Opposing cards and effects must target
Grounding Totem if able. <p> (*Totems can be
attacked or targeted like allies.*)

Groundshaker Earnheart, 6, Horde (Legion-186C)
Ally—Tauren Warrior, 5 [Melee] ATK / 5 Health
When Earnheart is dealt damage, draw a card.

Grudum, Trove Guardian, 1, Alliance (Honor-
101C)
Ally—Dwarf Warrior, 1 [Melee] ATK / 2 Health
Protector <p> **Find Treasure** (*When this ally
enters play, you may draw a card. If you do,
discard a card.*)

Grugthar Sharpblade, 1, Horde (Honor-130C)
Ally—Orc Rogue, 3 [Melee] ATK / 1 Health
At the start of your turn, choose a hero or ally in
your party. Other characters can't attack this turn.

Grumpherys, Alliance (Dark Portal-2)
Hero—Dwarf Hunter (Beast Mastery),
Mining/Engineering, 28 Health
(3), Flip Grumpherys >>> Your Pets are **elusive**
and **untargetable** this turn.

Grunt Baranka, 2, Horde (Dark Portal-212C)
Ally—Orc Warrior, 2 [Melee] ATK / 2 Health
Protector <p> When Grunt Baranka defends
against an ally, destroy her. If you do, destroy all
attacking allies.

Gryth Thurden, Gryphon Master, 1, Alliance
(Drums-127U)
Ally—Dwarf Flight Master, Unique, 1 [Melee]
ATK / 1 Health
Gryth has +1 ATK / +1 health while you control a
location. <p> [Activate] >>> Ready target location.

Guard Duty, 2 (Azeroth-161C)
Instant Ability
Attach to target ally. <p> Ongoing: Attached ally is
a **protector**.

Guarded by the Light, 1, Paladin (Outland-49C)
Instant Ability—Holy
Prevent the next 3 damage that would be dealt to
target ally this turn.

Guardian Steelhorn, 2, Horde (Azeroth-240C)
Ally—Tauren Warrior, 3 [Melee] ATK / 3 Health
Protector <p> Guardian Steelhorn can't attack.

Guardian Steppetrider, 4, Horde (Dark Portal-
213C)
Ally—Tauren Warrior, 5 [Melee] ATK / 5 Health
Protector <p> Guardian Steppetrider can't attack.

Guardian's Plate Bracers, 3, Warrior (Grand Melee-
11R)
Arena Armor—Plate, Wrist (1), 3 DEF
Preparation (*On your first turn, you may play this
card without paying its cost.*)

Gurok the Usurper (Legion-304U)
Quest
[Activate] >>> Choose one of your quests. Gurok
the Usurper has that quest's powers this turn.

Gurubashi Arena (Gladiators-201U)
Location—Arena
[Activate] >>> Target ally in your party is an
Arena ally this turn.

Gurubashi Dwarf Destroyer, 4, HuRoWa (Dark
Portal-274R)
Weapon—Gun, Ranged (1), 2 ATK, 2 Strike
When you strike with Gurubashi Dwarf Destroyer,
your hero has **long-range** this combat. <p> (2),
Destroy Gurubashi Dwarf Destroyer >>> Destroy
target Dwarf ally.

Guruvan, 4, Alliance (Outland-119U)
Ally—Draenei Hunter, 3 [Ranged] ATK / 2 Health
Long-Range (*Defenders deal no combat damage to
this character.*)

Gurzuk, 3, Horde (Legion-187C)
Ally—Orc Shaman, 2 [Fire] ATK / 3 Health
Ferocity (*Can attack immediately.*)

Gustaf Trueshot, 6, Alliance (Dark Portal-166R)
Ally—Dwarf Hunter, 6 [Ranged] ATK / 3 Health
Dwarf Hero Required <p> **Long-Range**
(*Defenders deal no combat damage to this
character.*) <p> (1) >>> Look at the top card of
your deck. You may put it into your graveyard.

Gut Shot, 2, Rogue (Betrayal-93R)
Instant Ability—Traitor
Traitor Hero Required <p> **Finishing Move: Ally**
(*To play, remove X ally cards in your graveyard
from the game, where X is 5 or less.*) <p> Your
hero deals 2+X melee damage to target hero or
ally.

Gutgore Ripper, 3, RoShWa (Molten Core-23R)
Weapon—Dagger, Melee (1), 2 ATK, 2 Strike
When you strike with Gutgore Ripper, target
opposing ally has -1 health this turn.

Gwon Strongbark, Alliance (Gladiators-4)
Hero—Night Elf Druid (Balance),
Engineering/Jewelcrafting, 27 Health
(4), Flip Gwon >>> Ally tokens in your party have
+2 ATK this turn.

Gyro of the Ring, Alliance (Gladiators-5)
Hero—Gnome Rogue (Subtlety),
Alchemy/Engineering, 27 Health
On your turn: (2), Flip Gyro >>> If Gyro has
stealth, destroy target exhausted ally.

Haaroon, 5, Warlock (Legion-107R)
Demonology Talent Ally—Felguard Demon, Pet
(1), 6 [Melee] ATK / 6 Health
Demonology Hero Required <p> **Protector**

Hailey Goodchilde, 2, Alliance (Outland-120C)
Ally—Human Priest, 1 [Holy] ATK / 3 Health
[Activate] >>> Hailey Goodchilde heals all
damage from target ally.

Halaa (Drums-264U)
Location—Objective (4)
At the start of your turn, if you control more allies
than each opponent, add a capture counter. <p>
[Activate], Remove four capture counters >>> Put
four Halaani ally tokens into play with 1 [Melee]
ATK / 1 health.

Halavar, Alliance (Legion-6)
Hero—Draenei Warrior (Arms),
Mining/Engineering, 30 Health
Flip Halavar >>> You pay (1) less to play your
next Two-Handed weapon this turn.

Halberd of Smiting, 4, HuPaWa (Dark Portal-
275U)
Two-Handed Weapon—Polearm, Melee (1), 4
ATK, 2 Strike
When Halberd of Smiting enters play, you may
destroy target damaged ally.

Halnar Stands-Alone, 4, Horde (Azeroth-241R)
Ally—Tauren Warrior, 2 [Melee] ATK / 2 Health
Halnar Stands-Alone has +3 ATK / +3 health while
he is the only ally in your party.

Halo of Transcendence, 2, Priest (Onyxia-12E)
Armor—Cloth, Head (1), 0 DEF
[Activate] >>> Your hero heals 1 damage from
target ally. <p> When you play a [Priest] ability,
ready Halo of Transcendence.

The Hammer of Grace, 3, DrPaPrSh (Azeroth-
323U)
Weapon—Mace, Melee (1), 1 ATK, 3 Strike
(1), [Activate], Exhaust your hero >>> Your hero
heals 2 damage from target hero or ally.

Hammer of Justice, 2, Paladin (Azeroth-68C)
Instant Ability—Protection
Exhaust target hero or ally. It can't ready during its
controller's next ready step. Draw a card.

Hammer of the Grand Crusader, 4, DrPa (Outland-214U)
Two-Handed Weapon—Mace, Melee (1), 2 ATK, 2 Strike
While your hero is undamaged, Hammer of the Grand Crusader has +2 ATK and you pay (2) less to strike with it.

Hammer of the Naaru, 8, DrPaSh (Illidan-226E)
Two-Handed Weapon—Mace, Melee (1), 6 ATK, 0 Strike
When your hero attacks, exhaust all opposing heroes and allies. <p> Damage that would be dealt with Hammer of the Naaru is unpreventable.

Hammer of the Righteous, 2, Paladin (Outland-50C)
Instant Ability—Retribution
Your hero deals 3 unpreventable holy damage to target attacker.

Hammer of Wrath, 1, Paladin (Dark Portal-58C)
Instant Ability—Holy
Your hero deals 3 unpreventable holy damage to target damaged hero or ally.

The Hammerhand Brothers, 4, Alliance (Drums-128C)
Ally—Dwarf Drunks, 3 [Melee] ATK / 3 Health
When The Hammerhand Brothers enters play, target opposing ally can't attack while The Hammerhand Brothers remains in your party.

Hamstring, 1, Warrior (Outland-93C)
Instant Ability—Arms
Attach to target ally in combat with your hero. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Hanaga Silvervein, 2, Alliance (Legion-151C)
Ally—Dwarf Priest, 1 [Holy] ATK / 3 Health
Elusive (*Can't be attacked.*) <p> Your hero has +5 health.

Hand of Edward the Odd, 6, DrPaPrSh (Azeroth-324E)
Weapon—Mace, Melee (1), 1 ATK, 3 Strike
Ability, ally, and equipment cards in your hand are instant.

The Hands of Fate, 2, PaWa (Illidan-211R)
Armor—Plate, Hands (1), 1 DEF
The Hands of Fate enters play with three +1 DEF counters if an opponent went first this game.

Hannah the Unstoppable, 5, Alliance (Azeroth-187C)
Ally—Human Rogue, 3 [Melee] ATK / 3 Health
Opposing heroes and allies can't protect.

Hardpacked Snowball, 3 (Winter Veil-1R)
Instant Ability
Attach to target hero or ally and exhaust it. <p> Ongoing: Attached character can't attack or protect and has "[Activate] >>> Attach Hardpacked Snowball to target hero or ally and exhaust it."

Harnum Firebelly, 3, Alliance (Illidan-126C)
Ally—Dwarf Priest, 2 [Holy] ATK / 4 Health
Frost Resistance (*Prevent all frost or [Frost] damage that this ally would be dealt.*)

Harrigan Soulsunder, Horde (Outland-12)
Hero—Blood Elf Warlock (Affliction), Enchanting/Engineering, 28 Health
(2), Flip Harrigan >>> Harrigan deals 1 shadow damage to each opposing hero and ally for each ability attached to that character.

Haruka Skycaller, Horde (Dark Portal-14)
Hero—Orc Shaman (Enhancement), Herbalism/Alchemy, 28 Health
(2), Flip Haruka >>> Ready target Melee weapon.

Hatchet Totem, 2, Shaman (Honor-64R)
Ability—Enhancement, Air Totem (1), 1 Health
Ongoing: When Hatchet Totem enters play, put an Axe weapon token into play with 4 [Melee] ATK, 1 strike cost, and Melee (1) if Hatchet Totem is in play. When Hatchet Totem leaves play, remove that Axe from the game.

Hateful Strike, 2, Rogue (Black Temple Raid-16U)
Instant Ability—Combo Traitor
Traitor Hero Required <p> If target player has exactly one ally in his party, destroy it.

Hauberk of Desolation, 5, HuSh (Legion-263U)
Armor—Mail, Chest (1), 2 DEF
When you strike with a weapon, you may ready an ally in your party.

Hauberk of Karabor, 2, DrRo (Illidan-212R)
Armor—Leather, Chest (1), 0 DEF
Your hero has +1 health for each ability and equipment you control.

The Haunted Mills, Horde (Dark Portal-301R)
Quest
Undead Hero Required <p> Pay (3) to complete this quest. <p> Reward: Remove an ally card in your graveyard from the game. If you do, draw a card for each ally card you've removed with quests named The Haunted Mills.

Hazardous Materials(Knight-26C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose one: Put a +1 ATK counter on one of your weapons; or draw a card. If your hero is a Death Knight, you may choose both.

"He Who Has No Life", 6, Alliance (Outland-121E)
Ally—Human Warrior, 6 [Melee] ATK / 3 Health
When an ally with cost 5 or less enters play, destroy it.

Head Trauma, 4, Rogue (Legion-82C)
Ability—Assassination
Destroy target resource.

Headmaster's Charge, 5, DrMaPrShLo (Azeroth-325E)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
When you play an ability, you may exhaust a hero or ally in your party. If you do, draw a card.

Heal, 2, Priest (Azeroth-79U)
Ability—Holy
Your hero heals 7 damage from target hero or ally.

Healing Stream Totem, 1, Shaman (Azeroth-111U)
Instant Ability—Restoration, Water Totem (1), 1 Health
Ongoing: At the start of each turn, Healing Stream Totem heals 1 damage from each hero and ally in your party.

Healing Touch, 3, Druid (Azeroth-22U)
Ability—Restoration
Your hero heals 10 damage from target hero or ally.

Healing Wave, 3, Shaman (Azeroth-112C)
Ability—Restoration
Your hero heals 8 damage from target hero or ally.

Heart of the Wild, 3, Druid (Dark Portal-22R)
Ability—Feral Talent
Feral Hero Required <p> Ongoing: Your hero has +10 health while in **bear form**. <p> Your hero has +2 ATK while attacking in **cat form**.

Heartburn, 4, Mage (Gladiators-35C)
Ability—Fire
Your hero deals 4 fire damage to target hero or ally and 1 fire damage to each other hero and ally in that character's party.

Heartening Arrival, 3, Priest (Legion-69U)
Ability—Holy
Ongoing: When an ally enters play under your control, your hero heals 2 damage from target hero or ally.

Hearthstone, 6, DrHuMaPaPrRoShLoWa (Azeroth-305E)
Item
(6), [Activate], Concede the game >>> Each player chooses any number of his equipment that he owns. That equipment stays in play for the next game.

Heartless, 3, DkRoWa (Honor-174U)
Weapon—Sword, Melee (1), 3 ATK, 3 Strike
Your hero has **dual wield**. <p> Put 1 damage on an ally in your party >>> You pay (1) less the next time you strike with Heartless this turn.

Heartrazor, 2, Rogue (Honor-175U)
Weapon—Dagger, Melee (1), 2 ATK, 1 Strike
(1), Destroy Heartrazor >>> Target hero can't deal damage this turn.

Heartseeker, 2, HuRoShWa (Azeroth-326U)
Weapon—Dagger, Melee (1), 1 ATK, 1 Strike
Heartseeker has +2 ATK while your hero is attacking a hero or ally that was dealt damage this turn.

Heavy Netherweave Bandage, 2, DrHuMaPaPrRoShLoWa (Magtheridon-11R)
Item—Bandage
On your turn: (1), Put Heavy Netherweave Bandage on the bottom of its owner's deck >>> Your hero heals 6 damage from target hero or ally.

Hekto Starspire, Horde (Legion-14)
Hero—Blood Elf Paladin (Retribution), Mining/Jewelcrafting, 29 Health
(4), Flip Hekto >>> Destroy target attacking ally.

Helena Demonfire, 5, Alliance (Drums-129R)

Ally—Human Warlock, 4 [Shadow] ATK / 5 Health

Diplomacy: Demons (*You pay (1) less to play Demon allies, to a minimum of (1).*) <p> Opposing heroes and allies have -1 ATK / -1 health for each Demon in your party.

Hellfire, 6, Warlock (Dark Portal-108R)

Ability—Destruction

Your hero deals 5 fire damage to each hero and ally.

Hellfire Citadel(Drums-265C)

Location—Objective (3)

When an opposing ally is destroyed, add a capture counter. <p> [Activate], Remove three capture counters >>> Draw a card.

Hellfire Fortifications(Legion-305C)

Quest

If you played an ally this turn, pay (2) to complete this quest. <p> Reward: Draw a card.

Hellforged Halberd, 7, Alliance, PaWa (Honor-184R)

Two-Handed Weapon—Polearm, Melee (1), 5 ATK, 1 Strike

You pay (1) less to play Hellforged Halberd if an ally with **diplomacy** is in your party. This is also true for **escape artist**, **inspiring presence**, **shadowmeld**, and **find treasure**.

Hellreaver, 3, HuPaWa (Dark Portal-276U)

Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 3 Strike

You pay (3) less to strike with Hellreaver while your hero is defending.

Helm of Desolation, 3, HuSh (Betrayal-223U)

Armor—Mail, Head (1), 1 DEF

When you strike with a weapon, target ally in your party has +2 ATK this turn.

Helm of Fire, 3, DrHuPaRoShWa (Azeroth-292R)

Armor—Leather, Head (1), 1 DEF

(5), Exhaust your hero >>> Your hero deals 3 fire damage to target hero or ally.

Helm of Wrath, 4, Warrior (Onyxia-13E)

Armor—Plate, Head (1), 2 DEF

(1), [Activate] >>> Target ally can attack only your hero this turn if able. <p> When you play a [Warrior] ability, ready Helm of Wrath.

Helmet of Ten Storms, 4, Shaman (Onyxia-14E)

Armor—Mail, Head (1), 1 DEF

(2), [Activate] >>> Your hero deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally. <p> When you play a [Shaman] ability, ready Helmet of Ten Storms.

Helwen, 4, Warlock (Azeroth-126R)

Ally—Succubus Demon, Pet (1), 2 [Shadow] ATK / 2 Health

You may choose not to ready Helwen during your ready step. <p> [Activate] >>> While Helwen remains exhausted, you control target ally.

Hemet's Elekk Gun, 5, Hunter (Legion-284R)

Weapon—Gun, Ranged (1), 1 ATK, 0 Strike

Hemet's Elekk Gun has +4 ATK while your hero is in combat with an ally with cost 5 or more. <p> When you strike with Hemet's Elekk Gun, your hero has **long-range** this combat.

Herod's Shoulder, 3, HuPaShWa (Azeroth-293R)

Armor—Mail, Shoulder (1), 1 DEF

When Herod's Shoulder enters play, you may search your deck for a weapon card and reveal it. If you do, shuffle your deck and put that card on top.

Heroic Presence, 3, Alliance (Dark Portal-130U)

Ability

Draenei Hero Required <p> Ongoing: (2) >>>

Allies in your party have +1 ATK this turn.

Heroic Strike, 1, Warrior (Azeroth-142U)

Ability—Arms

Your weapons have +3 ATK this turn.

Heroism, 2, Shaman (Outland-78U)

Ability—Enhancement

Alliance Hero Required <p> Heroes and allies in your party have +2 ATK while attacking allies this turn.

Hesriana, 3, Warlock (Honor-73R)

Ally—Succubus Demon, Pet (1), 2 [Shadow] ATK / 3 Health

When Hesriana enters play, you may remove target opposing ally from the game, and Hesriana has that card's printed powers while it remains removed from the game.

Hex Doctor No'jin, 1, Horde (Gladiators-134C)

Ally—Troll Mage, 0 [Frost] ATK / 3 Health

No'jin has +3 ATK while you control fewer resources than an opponent.

Hibernate, 2, Druid (Drums-23C)

Instant Ability—Balance

Put target non-token ally into its owner's resource row face down, then exhaust it.

Hidden Enemies, Horde (Dark Portal-302C)

Quest

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

Choose one: Target ally has **ferocity** this turn; or draw a card. If your hero is an Orc, you may choose both.

Hidden Weaponry, 1, Rogue (Honor-56C)

Ability—Combat Combo

Ongoing: Destroy Hidden Weaponry >>> When target opposing ally is next dealt combat damage this turn, destroy it.

Hide and Stab, 1, Rogue (Legion-83C)

Ability—Subtlety Combo

Ongoing: Your hero has **stealth**. (*Can't protect against it.*) <p> When your hero deals damage, destroy Hide and Stab. <p> Destroy Hide and Stab >>> Exhaust target hero or ally.

Hide of the Wild, 2, DrPaPrSh (Azeroth-294U)

Armor—Cloth, Back (1), 0 DEF

If your hero would heal damage, it heals that much +1 instead.

Hierophant Caydiem, 4, Horde (Azeroth-242U)

Ally—Tauren Druid, 2 [Nature] ATK / 4 Health (3) >>> Hierophant Caydiem deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally.

High Instructor Campbell, 4, Alliance (Illidan-127R)

Ally—Human Paladin, 3 [Melee] ATK / 3 Health

When Campbell enters play, you may put target Talent card from your graveyard into hand.

High Overlord Saurfang, 8, Horde (Dark Portal-214E)

Ally—Orc Warrior, Unique, 9 [Melee] ATK / 4 Health

Protector <p> When an ally enters combat with High Overlord Saurfang, destroy that ally.

High Priestess Tyrande Whisperwind, 5, Alliance (Dark Portal-167E)

Ally—Night Elf Priest, Unique, 3 [Holy] ATK / 4 Health

When a Night Elf in your party is destroyed, put a Wisp ally token into play with 0 [Melee] ATK / 1 health. <p> (1), Destroy a Wisp in your party >>> That Wisp deals 1 nature damage to each opposing hero and ally.

High Tinker Mekkatorque, 9, Alliance (Drums-130E)

Ally—Gnome Tinker, Unique, 6 [Melee] ATK / 9 Health

At the start and end of your turn, draw a card for each Gnome in your party.

Highlord Bolvar Fordragon, 8, Alliance (Betrayal-136E)

Ally—Human Paladin, Unique, 8 [Holy] ATK / 8 Health

Opposing allies must attack if able and can attack only Bolvar if able. <p> Opposing cards and effects must target Bolvar if able.

Himul Longstrider, 2, Horde (Drums-170C)

Ally—Tauren Shaman, 3 [Frost] ATK / 2 Health

War Stomp (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

Hissy, 4, Hunter (Drums-28R)

Instant Ally—Serpent, Pet (1), 3 [Nature] ATK / 2 Health

Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> When Hissy enters play, he deals 1 nature damage to target attacker.

Historian Firana, 3 (Illidan-188C)

Ally—Blood Elf Rogue, 3 [Melee] ATK / 3 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> **Stealth** <p> Opponents play with their hands revealed.

Holy Fire, 3, Priest (Outland-56U)

Ability—Holy

Attach to target hero or ally, and your hero deals 2 unpreventable holy damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 unpreventable holy damage to attached character.

Holy Light, 3, Paladin (Azeroth-69C)

Ability—Holy

Your hero heals 5 damage from target hero or ally. Draw a card.

Holy Nova, 2, Priest (Legion-70R)
Instant Ability—Holy Talent
Holy Hero Required <p> Your hero deals 1 unpreventable holy damage to each opposing hero and ally and heals 1 damage from each friendly hero and ally.

Holy Shield, 2, Paladin (Azeroth-70R)
Instant Ability—Protection Talent
Protection Hero Required <p> Prevent the next 5 damage that would be dealt to your hero by target hero or ally this turn. When damage is prevented this way, your hero deals that much holy damage to that character.

Holy Shock, 3, Paladin (Illidan-61R)
Instant Ability—Holy Talent
Holy Hero Required <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 Strike, 2, Paladin (Honor-44C)
Ability—Retribution
Your hero deals 2 melee damage and 2 unpreventable holy damage to target ally.

Hootie, 2, Hunter (Dark Portal-34C)
Ally—Owl, Pet (1), 2 [Melee] ATK / 2 Health
Opposing heroes and allies have -1 ATK.

Hope Ender, 4, HuPaRoWa (Honor-176R)
Weapon—Sword, Melee (1), 0 ATK, 0 Strike
At the end of your turn, if Hope Ender is ready, put two +1 ATK counters on it.

Horace Shadowfall, 6, Alliance (Betrayer-137R)
Ally—Human Warlock, 6 [Shadow] ATK / 5 Health
Opposing heroes and allies can attack only Demons in your party if able.

Horkin Figluster, 4, Horde (Drums-171C)
Ally—Tauren Druid, 3 [Melee] ATK / 4 Health
War Stomp (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*) <p> When Horkin enters play, exhaust all opposing heroes and allies.

Horns of Eranikus, 6, HuSh (Azeroth-295R)
Armor—Mail, Head (1), 1 DEF
At the start of your turn, you may pay (1). If you do, draw a card.

Horrihy, 3, Priest (Gladiators-50C)
Ability—Shadow
Target player destroys an ally in his party. If he does, your hero heals damage from itself equal to that ally's cost.

Hota the Bloodsoaked, 4, Horde (Legion-188C)
Ally—Orc Warrior, 4 [Melee] ATK / 4 Health
Hota is a **protector** while an opponent has more allies than you.

Hourglass of the Unraveller, 3, HuPaRoWa (Betrayer-230R)
Item, Trinket (2)
You pay (1) less to play equipment, to a minimum of (1).

Hovin the Shield, 3, Alliance (Drums Starter-2U)
Ally—Dwarf Warrior, 0 [Melee] ATK / 9 Health
Protector <p> (3) >>> Ready Hovin.

Hoxie Mettlemeat, 5, Alliance (Legion-152R)
Ally—Gnome Mage, 4 [Fire] ATK / 4 Health
At the start of your turn, Hoxie deals 2 fire damage to target opposing hero or ally for each [Fire] ally in your party.

Hukkath, 4, Warlock (Outland-84R)
Ally—Voidwalker Demon, Pet (1), 3 [Shadow] ATK / 5 Health
Protector <p> (1), Destroy Hukkath >>> Your hero is **untargetable** this turn.

Hulok Trailblazer, 2, Horde (Betrayer-163C)
Ally—Tauren Druid, 2 [Arcane] ATK / 2 Health
When you place a quest, Hulok deals 1 arcane damage to target hero or ally.

Hungering Bone Cudgel, 4, PaRoShWa (Legion-285U)
Weapon—Mace, Melee (1), 5 ATK, 2 Strike
At the end of your turn, if no damage was dealt with Hungering Bone Cudgel this turn, destroy it.

Hunter Training, 1, Hunter (Legion-37U)
Ability—Marksmanship
Attach to target friendly ally. <p> Ongoing: When an opposing ally enters play, attached ally deals 1 ranged damage to it.

Hunter's Mark, 3, Hunter (Drums-29U)
Instant Ability—Marksmanship
Attach to target hero. <p> Ongoing: If attached hero would be dealt ranged or [Ranged] damage, it's dealt that much +1 instead.

Huntress Xenia, 3, Alliance (Gladiators-109C)
Ally—Draenei Hunter, 4 [Ranged] ATK / 1 Health
Inspiring Presence (*If a hero or ally in your party would deal non-combat damage, it deals that much +1 instead.*) <p> At the start of each opponent's turn, target ally is a **protector** this turn.

Hur Shieldsmasher, 3, Horde (Azeroth-243C)
Ally—Orc Warrior, 2 [Melee] ATK / 2 Health
When Hur Shieldsmasher enters play, you may destroy target armor.

Hurlorn Battlechaser, 4, Horde (Outland-163C)
Ally—Tauren Hunter, 2 [Ranged] ATK / 1 Health
Long-Range (*Defenders deal no combat damage to this character.*) <p> When Hurlorn Battlechaser enters play, he deals 2 ranged damage to target hero or ally.

Hypnotic Blade, 2, DrMaPrShLo (Azeroth-327R)
Weapon—Dagger, Melee (1), 1 ATK, 5 Strike
On your turn: (3), [Activate], Exhaust your hero >>> Target player discards a card.

I Was a Lot of Things . . . (Illidan-242C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card for each opposing hero.

Ice Barbed Spear, 5, HuPaWa (Drums-228R)
Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 2 Strike
Each opponent can't draw cards unless he pays (1) for each card.

Ice Barbs, 3, Mage (Honor-35R)
Ability—Frost
Ongoing: Each opponent can't draw cards unless he pays (1) for each card.

Ice Block, 2, Mage (Dark Portal-51R)
Instant Ability—Frost Talent
Frost Hero Required <p> Ongoing: Prevent all damage that would be dealt to your hero. You can't play cards. <p> At the start of your turn, destroy Ice Block.

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

Ice Trap, 4, Hunter (Illidan-37C)
Instant Ability—Survival
Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Your hero deals 3 frost damage to target attacker. Remove a character dealt damage this way from combat.

Iceblade Hacker, 2, HuPaShWa (Azeroth-328U)
Weapon—Axe, Melee (1), 2 ATK, 2 Strike
When your hero deals combat damage to an ally, that ally can't ready during its controller's next ready step.

Icemistress Gal'ha, 4, Horde (Betrayer-164R)
Ally—Troll Mage, 3 [Frost] ATK / 5 Health
Each opponent's maximum hand size is reduced by one for each [Frost] ally in your party.

Icon of the Silver Crescent, 4, DrMaPrLo (Badge-4E)
Item, Trinket (2)
If a non-token ally in your party would be destroyed, attach it to a hero instead. That ally loses all powers and becomes an ability with "Ongoing: At the start of your turn, your hero deals 1 fire damage to attached hero."

Icy Touch, 3, Death Knight (Knight-9U)
Instant Ability—Frost Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party have -1 ATK.

Icy Veins, 4, Mage (Honor-36R)
Ability—Frost Talent
Frost Hero Required <p> Ongoing: Skip your draw step. <p> At the start of your turn, target opponent chooses a hero or ally in his party, and your hero deals 5 frost damage to it.

Iku'tak, 6, Horde (Honor-131C)
Ally—Troll Rogue, 7 [Melee] ATK / 3 Health
Fire Resistance (*Prevent all fire or [Fire] damage that this ally would be dealt.*) <p> **Shadow Resistance** (*Prevent all shadow or [Shadow] damage that this ally would be dealt.*)

Ilandre Moonspear, 4, Alliance (Dark Portal-168R)
Ally—Night Elf Druid, 2 [Nature] ATK / 4 Health
Night Elf Hero Required <p> **Elusive** <p> [Activate] >>> Put your hand on the bottom of your deck, then draw that many cards.

Illia the Bitter, 5, Horde (Illidan-157C)
Ally—Blood Elf Hunter, 6 [Ranged] ATK / 4 Health
Fire Resistance (*Prevent all fire or [Fire] damage that this ally would be dealt.*)

Illidan Stormrage, 11 (Black Temple-1R)
Master Hero—Night Elf Demon Demonhunter
Traitor, 5 [Melee] ATK / 35 Health
Traitor Hero Required <p> At the start of your turn, you may put a Traitor ally card from your collection into play.

Illidari Archon, 3 (Black Temple Raid-36C)
Ally—Blood Elf Priest Traitor, 2 [Shadow] ATK / 4 Health
Traitor Hero Required <p> When Illidari Archon attacks, you may ready one of your resources.

Illidari-Bane Mageblade, 2, MaPrLo (Illidan-227U)
Weapon—Dagger, Melee (1), 1 ATK, 2 Strike
If your hero would deal damage to a Demon, it deals double that much instead.

Illidari Blood Lord, 2 (Black Temple Raid-37C)
Ally—Blood Elf Paladin Traitor, 2 [Melee] ATK / 1 Health
Traitor Hero Required <p> When Illidari Blood Lord enters play, each player turns one of his face-up resources face down.

Iliyana Moonblaze, 8, Alliance (Honor-102E)
Ally—Night Elf Rogue, Unique, 9 [Melee] ATK / 9 Health
At the start of your turn, each opponent destroys a [Horde] card he controls.

Illumination, 4, Paladin (Dark Portal-59R)
Ability—Holy Talent
Holy Hero Required <p> Ongoing: When your hero heals damage with an ability from a friendly hero or ally, ready up to X of your resources, where X is that ability's cost.

Illusionary Rod, 1, DrMaPrShLo (Azeroth-329U)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike
(1), [Activate], Exhaust your hero >>> Remove your hand from the game. At the next end of turn, put the cards removed this way into your hand.

Immobilize, 4, DrRo (Drums-99C)
Ability—Balance Subtlety
Attach to target ability, ally, equipment, or resource and exhaust it. <p> Ongoing: Attached card can't ready during its controller's ready step.

Immolate, 2, Warlock (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)
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.

The Immovable Object, 4, PaShWa (Dark Portal-254U)
Armor—Shield, Off-Hand (1), 5 DEF
Destroy The Immovable Object >>> Destroy all weapons named The Unstoppable Force.

Imp Lord Pinprik(Illidan-21)
Hero—Imp Demon, 8 Health
[Front]: **Elusive**
[Back]: **Elusive** <p> Deckbuilding: You can include only neutral quests, any abilities that deal fire damage, and any [Fire] allies. You can't include cards with reputation or text restrictions (like *Fire Hero Required*).

Imp Mistress Noali, 6, Horde (Legion-189R)
Ally—Blood Elf Warlock, 4 [Fire] ATK / 4 Health
Your face-down resources are also Imp Demon allies with 1 [Fire] ATK / 1 health.

An Improper Burial(Betrayer-251C)
Quest
Remove any number of ally cards in your graveyard from the game and pay (2) to complete this quest. <p> Reward: Draw a card for each three ally cards removed this way.

Improvised Weaponry, 3, Hunter (Gladiators-29R)
Ability—Marksmanship
Attach to target Melee weapon. <p> Ongoing: Attached weapon loses Melee (1), has Ranged (1), becomes a [Ranged] weapon, and has "When you strike with this weapon, your hero has **long-range** this combat."

In Case of Emergency . . . (Outland-236R)
Quest
Pay (10) to complete this quest. <p> Reward: Draw a card for each other quest you control.

In Defense of Halaa, Alliance (Drums-240C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card. You may choose a counter on target card in play and add another of those counters to it.

In Dreams(Azeroth-352C)
Quest
Pay (8) to complete this quest. <p> Reward: Draw three cards.

In Nightmares(Honor-194U)
Quest
On your turn, pay (8) to complete this quest. <p> Reward: Target opponent discards three cards.

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

Indalamar, Horde (Outland-13)
Hero—Troll Warrior (Protection), Mining/Engineering, 30 Health
(3), Flip Indalamar >>> Heroes and allies in your party are **protectors** this turn.

Infernal, 6, Warlock (Azeroth-127R)
Ally—Infernal Demon, Pet (1), 6 [Fire] ATK / 6 Health
At the start of your turn, target opponent gains control of Infernal unless you discard a card. <p> At the end of your turn, Infernal deals 1 fire damage to each opposing hero and ally.

Information Gathering(Betrayer-252C)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one into hand, one on top of your deck, and the other on the bottom.

Infuriate, 4, Warrior (Illidan-108R)
Ability—Fury
Ongoing: When your hero is dealt combat damage, ready up to that many of your resources.

Infusion of Fortitude, 1, Priest (Legion-71C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally has +3 health.

Infusion of Light, 2, Paladin (Dark Portal-60C)
Ability—Holy
Your hero heals 3 damage from target hero or ally. Draw a card.

Ingrid Shadowstorm, 4, Alliance (Legion-153C)
Ally—Human Warlock, 3 [Shadow] ATK / 5 Health
Opposing heroes lose and can't have flip powers.

Inner Fire, 4, Priest (Dark Portal-71R)
Ability—Discipline
Ongoing: Inner Fire enters play with three charge counters. <p> Prevent all damage that would be dealt to your hero. When damage is prevented this way, remove a charge counter from Inner Fire. If none remain, destroy Inner Fire.

Inner Focus, 3, Priest (Dark Portal-72R)
Ability—Discipline Talent
Discipline Hero Required <p> Ongoing: Destroy Inner Focus >>> When you play your next ability this turn, ready up to X of your resources, where X is that ability's cost.

Innervate, 4, Druid (Azeroth-23R)
Instant Ability—Restoration
Target player draws three cards.

Inoculation, Alliance (Dark Portal-290C)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Choose one: Put an ally from your party into its owner's hand; or draw a card. If your hero is a Draenei, you may choose both.

Insect Swarm, 1, Druid (Illidan-30R)
Ability—Balance Talent
Balance Hero Required <p> Attach to target hero or ally, and your hero deals 2 nature damage to it. <p> Ongoing: Attached character has -2 ATK.

Inspiring Light, 4, Paladin (Drums-46C)
Ability—Holy
Your hero heals 8 damage from target hero or ally. Draw a card.

Instructor Antheol, 5, Horde (Legion-190E)
Ally—Blood Elf Mage, Unique, 4 [Arcane] ATK / 5 Health
Once per turn: (1) >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Boar.

Instructor Giraldo, 2 (Illidan-176C)
Ally—Draenei Priest, 2 [Holy] ATK / 3 Health
Aldor Reputation <p> **Inspire:** Ally (*You may ready one of your allies during each other player's ready step.*) <p> When Giraldo inspires an ally, that ally is a **protector** this turn.

Intensify Rage, 2, Warrior (Legion-116C)
Instant Ability—Fury
Attach to target ally. <p> Ongoing: Attached ally has +3 ATK / +3 health. <p> At the start of your turn, put 2 damage on attached ally.

Intercept, 1, Warrior (Dark Portal-121C)
Instant Ability—Fury
Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Interest You in a Pint?, 3 (Azeroth-162C)
Ability
Attach to target ally. <p> Ongoing: Attached ally can't attack.

Intervene, 1, Warrior (Outland-94C)
Instant Ability—Protection
The next time damage would be dealt to target friendly hero or ally this turn, it's dealt to your hero instead.

Intimidation, 2, Hunter (Honor-29R)
Ability—Beast Mastery Talent
Beast Mastery Hero Required <p> Ongoing: Each opposing hero and ally can't ready during its controller's ready step while you have a Pet.

Into the Fray, 1, Horde (Azeroth-153C)
Ability
Target ally in your party has **ferocity** this turn. (*It can attack immediately.*)

Into the Maw of Madness(Azeroth-353C)
Quest
Destroy Into the Maw of Madness to complete this quest. <p> Reward: Draw a card.

Intuition, 1, Rogue (Gladiators-56C)
Instant Ability—Combat
Remove target attacker from combat. You may ready it.

Inventor Dorbin Callus, 7, Alliance (Betrayal-138E)
Ally—Gnome Mage, 5 [Arcane] ATK / 6 Health
Elusive <p> [Activate] >>> Target player draws four cards.

Inventor's Focal Sword, 3, MaPaLo (Azeroth-330R)
Weapon—Sword, Melee (1), 1 ATK, 2 Strike (2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.

Invigorating Touch, 1, Druid (Legion-25U)
Ability—Restoration
Your hero heals 6 damage from target hero.

Invisibility, 3, Mage (Betrayal-61U)
Instant Ability—Arcane
Your hero is **elusive** and **untargetable** this turn. <p> Ongoing: Opposing heroes and allies lose and can't have **elusive** or **untargetable**.

Invocation, 2, Mage (Betrayal-62R)
Ability—Arcane
Ongoing: (2), Destroy Invocation >>> This turn, your resources have "[Activate] >>> Draw a card."

Invoke the Nether, 6, Warlock (Legion-108R)
Ability—Destruction
Remove all allies from the game.

Invulnerable Mail, 7, HuPaShWa (Azeroth-296E)
Armor—Mail, Chest (1), 6 DEF
Destroy two of your resources >>> Ready Invulnerable Mail.

Iravar, 6, Alliance (Honor-103U)
Ally—Draenei Paladin, Unique, 5 [Holy] ATK / 1 Health
Pay (2) or remove an honor counter from a card you control >>> Iravar deals 1 holy damage to each opposing ally.

Ironforge, Alliance (Honor-207R)
Location—City
Dwarf Hero Required <p> [Activate] >>> Put target armor or weapon card from your graveyard into hand if its cost is less than the number of Dwarves in your party.

Ironforge Guards, 2, Alliance (Azeroth-188C)
Ally—Dwarf Warrior, Unlimited, 1 [Melee] ATK / 1 Health
Ironforge Guards has +1 health for each other ally named Ironforge Guards in your party.

Ishanah, High Priestess of the Aldor, 8 (Legion-217E)
Ally—Draenei Priest, Unique, 5 [Holy] ATK / 8 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> At the start of each opponent's turn, he chooses an ally in his party. Gain control of that ally.

It's a Secret to Everybody(Azeroth-354C)
Quest
Pay (1) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one on top of your deck and the rest on the bottom.

Ivus the Forest Lord, 14, Alliance (Dark Portal-169E)
Ally—Ancient, Unique, 10 [Nature] ATK / 10 Health
You pay (1) less to play Ivus for each non-token Alliance ally in your party. <p> Each opposing ability, ally, and equipment can't ready during its controller's ready step.

Ixamos the Corrupted, Alliance (Betrayal-12)
Hero—Draenei Shaman (Traitor),
Mining/Jewelcrafting, 28 Health (2), Flip Ixamos, destroy a friendly Totem >>> Ready Ixamos and all of your weapons.

Ixamos the Redeemed, Alliance (Betrayal-3)
Hero—Draenei Shaman (Enhancement),
Mining/Jewelcrafting, 28 Health (3), Flip Ixamos, exhaust one of your Totems >>> Ready target ally.

Izza Spindleflame, 3, Alliance (Outland-122C)
Ally—Gnome Warlock, 3 [Fire] ATK / 2 Health
Elusive <p> At the start of each turn, Izza Spindleflame deals 1 fire damage to each hero.

Jack Coor, 3, Horde (Drums-172C)
Ally—Undead Mage, 1 [Fire] ATK / 4 Health (1), Discard a card >>> Jack deals 1 fire damage to each ally.

Jackknife, 3, Rogue (Outland-69C)
Ability—Assassination Combo
Target up to two heroes and/or allies. Your hero deals 3 melee damage to the first target. If you control a Dagger, your hero deals 3 melee damage to the second target.

Jaedan Sunshot, 2, Horde (Legion-191C)
Ally—Blood Elf Hunter, 2 [Ranged] ATK / 2 Health
When you play an ability, Jaedan has **long-range** this turn. (*Defenders deal no combat damage to her.*)

Jae'va the Relentless, 7, Horde (Betrayal-165C)
Ally—Blood Elf Paladin, 3 [Melee] ATK / 7 Health
Protector <p> Once per turn: Exhaust a hero or ally in your party >>> Ready Jae'va.

Jar Soul, 4, Warlock (Outland-87C)
Ability—Destruction
Remove target ally from the game. <p> Ongoing: Destroy Jar Soul >>> You pay (2) less to play your next Pet this turn.

Jav Stonewall, 1, Alliance (Legion-154C)
Ally—Dwarf Warrior, 1 [Melee] ATK / 1 Health
Protector, **Untargetable**

Ja'zaron, 3, Horde (Dark Portal-215C)
Ally—Troll Shaman, 2 [Melee] ATK / 3 Health
Protector <p> At the start of your turn, Ja'zaron heals 1 damage from himself.

Jazmin Bloodlove, 1, Horde (Outland-164C)
Ally—Blood Elf Paladin, 1 [Melee] ATK / 1 Health
Ferocity (*Can attack immediately.*) <p> **Protector**

Ja'zoon, 4, Horde (Legion-192C)
Ally—Troll Rogue, 2 [Melee] ATK / 6 Health
Opponents pay (1) more to complete quests.

Jee'zee, 2, Horde (Drums-173C)
Ally—Troll Shaman, 0 [Nature] ATK / 5 Health
Ferocity (*Can attack immediately.*) <p> **Berserking** (+1 ATK for each damage.)

Jeane Nightbreeze, 2, Alliance (Dark Portal-170C)
Ally—Night Elf Hunter, 3 [Ranged] ATK / 2 Health
Untargetable

Jessup Smythe, 3, Horde (Betrayal-166C)
Ally—Undead Rogue, 3 [Nature] ATK / 3 Health
When Jessup readies, you may remove an ally card in your graveyard from the game. If you do, destroy target ally.

Jewelcrafter Zanaz, 3, Alliance (Outland-123C)
Ally—Draenei Priest, 2 [Holy] ATK / 4 Health

Jezbella of Karabor, 3, Alliance (Betrayal-139C)
Ally—Draenei Mage, 1 [Frost] ATK / 3 Health
Long-Range (*Defenders deal no combat damage to this character.*) <p> Exhaust an ally in your party >>> Jezbella has +1 ATK this turn.

Jil'ti, 3, Horde (Drums-174U)
Ally—Troll Hunter, 1 [Ranged] ATK / 5 Health
Berserking (+1 ATK for each damage.) <p> (1) >>> Jil'ti has **long-range** this turn. (*Defenders deal no combat damage to her.*)

Jin'do's Bag of Whammies, 6, DrMaPrLo (Dark Portal-263R)
Item, Off-Hand (1)
Each player's maximum hand size is reduced by four. <p> At the start of each player's turn, that player draws cards until he reaches his maximum hand size.

Jin'do's Evil Eye, 4, DrPaPrSh (Dark Portal-264R)
Item, Neck (1)
At the start of each player's turn, the first opponent to that player's left names a card. That card can't be played this turn.

Jin'do's Judgement, 5, DrMaPrShLo (Dark Portal-277R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
When a player draws a card, put 1 damage on that player's hero.

Jin'lak Nightfang, 2, Horde (Azeroth-244C)
Ally—Troll Rogue, 3 [Melee] ATK / 1 Health
(3) >>> Target hero or ally can't protect this turn.

Jin'rohk, The Great Apocalypse, 7, DkHuPaWa (Honor-177E)
Two-Handed Weapon—Sword, Melee (1), 3 ATK, 3 Strike
When a hero is dealt damage with Jin'rohk, destroy up to that many target non-hero cards controlled by that hero's controller.

Johnny Rotten, 3, Horde (Drums-175U)
Ally—Undead Rogue, 3 [Melee] ATK / 2 Health
When Johnny enters play, he may deal 3 melee damage to target exhausted hero or ally. <p>
Shadow Resistance (*Prevent all shadow or [Shadow] damage that this ally would be dealt.*)

Joja'bee, 3, Horde (Drums Starter-6U)
Ally—Troll Shaman, 3 [Nature] ATK / 4 Health
When Joja'bee enters play, you may ready one of your resources.

Jon Reaver, 4, Horde (Outland-165C)
Ally—Undead Warrior, 2 [Melee] ATK / 2 Health
When Jon Reaver enters play, you may destroy target weapon.

Jonas Targan, 2, Alliance (Honor-104C)
Ally—Human Warrior, 1 [Melee] ATK / 1 Health
[Activate] >>> Jonas deals 1 melee damage to target damaged hero or ally.

Jonas the Red, Horde (Betrayer-28)
Hero—Undead Rogue (Traitor),
Engineering/Jewelcrafting, 27 Health
(2), Flip Jonas >>> When target friendly ally deals combat damage to an ally this turn, destroy both.

Jonas White, Horde (Betrayer-19)
Hero—Undead Rogue (Assassination),
Engineering/Jewelcrafting, 27 Health
(3), Flip Jonas, exhaust an ally in your party >>> That ally deals melee damage equal to its ATK to target ally.

Joren the Martyr, Horde (Illidan-11)
Hero—Undead Priest (Discipline),
Jewelcrafting/Tailoring, 26 Health
(2), Flip Joren >>> The next time target hero or ally would be dealt damage this turn, prevent it.

Josiah King, 1, Alliance (Outland-124C)
Ally—Human Mage, 2 [Arcane] ATK / 1 Health
(5), Destroy Josiah >>> Josiah deals 3 arcane damage to target hero or ally.

Jubilee Arcspark, 3, Alliance (Outland-125R)
Ally—Gnome Mage, 3 [Arcane] ATK / 3 Health
Untargetable <p> When Jubilee Arcspark is revealed from your deck by a quest, draw a card.

Judgement Crown, 4, Paladin (Onyxia-15E)
Armor—Plate, Head (1), 2 DEF
(1), [Activate] >>> Prevent the next 1 damage that would be dealt to target ally this turn. <p> When you play a [Paladin] ability, ready Judgement Crown.

Judgement Legplates, 4, Paladin (Molten Core-4R)
Armor—Plate, Legs (1), 3 DEF
When you play a [Paladin] ability, you may pay (1). If you do, prevent all damage that would be dealt to and dealt by target friendly ally this turn.

Judgement of Light, 2, Paladin (Legion-58R)
Ability—Holy Judgement
Attach to target opposing hero or ally. <p>
Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character heals 2 damage from itself.

Judgement of Wisdom, 5, Paladin (Legion-59R)
Ability—Holy Judgement
Attach to target opposing hero or ally. <p>
Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character's controller draws a card.

Julia Graves, 1, Horde (Dark Portal-216C)
Ally—Undead Warlock, 2 [Shadow] ATK / 1 Health
You may remove two ally cards in your graveyard from the game rather than pay Julia Graves's cost.

Jurpak, 2, Horde (Legion-193C)
Ally—Orc Shaman, 1 [Fire] ATK / 3 Health
(2) >>> Target ally has **ferocity** this turn. (*It can attack immediately.*)

Justicar Brace, 5, Alliance (Betrayer-140U)
Ally—Human Paladin, 5 [Holy] ATK / 5 Health
Brace can protect damaged heroes and allies.

Justice Blindburn, Horde (Drums-11)
Hero—Blood Elf Paladin (Retribution),
Blacksmithing/Engineering, 29 Health
(3), Flip Blindburn >>> When the next ally in your party is destroyed this turn, each opponent destroys an ally in his party.

Kaal Soulreaper, 7, Horde (Azeroth-245E)
Ally—Orc Warlock, Unique, 5 [Shadow] ATK / 6 Health
(7), Remove Kaal from the game >>> Players put all ally cards from their graveyards into play.

Kaelos Sunstream, 4, Horde (Illidan-158C)
Ally—Blood Elf Priest, 4 [Holy] ATK / 4 Health
(1), Destroy another ally in your party >>> Destroy target ability.

Kagella Shadowmark, 2, Horde (Outland-166C)
Ally—Orc Rogue, 1 [Melee] ATK / 3 Health
Kagella Shadowmark has +1 ATK for each exhausted ally in your party.

Kagra of the Crossroads, 1, Horde (Azeroth-246C)
Ally—Orc Hunter, 1 [Ranged] ATK / 2 Health
Ferocity (*Can attack immediately.*)

Kailis Truearc, 1, Alliance (Azeroth-189R)
Ally—Night Elf Hunter, 1 [Ranged] ATK / 1 Health
Kailis Truearc has +2 ATK / +2 health while four or more allies are in your party.

Kal'ai the Uplifting, 5, Alliance (Dark Portal-171R)
Ally—Draenei Paladin, 5 [Melee] ATK / 4 Health
Draenei Hero Required <p> Other allies in your party have +1 ATK / +1 health.

Kalatine Carmichael, Alliance (Gladiators-6)
Hero—Human Priest (Discipline),
Engineering/Jewelcrafting, 26 Health
(1), Flip Kalatine >>> The next time Kalatine would be dealt damage this turn, prevent it.

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

Kallipssa, 4, Alliance (Dark Portal-172U)
Ally—Draenei Mage, 2 [Arcane] ATK / 2 Health
Long-Range (*Defenders deal no combat damage to this character.*) <p> When Kallipssa deals combat damage to a defending ally, draw a card.

Kalnuf Eagleheart, 2, Horde (Dark Portal-217C)
Ally—Tauren Hunter, 3 [Ranged] ATK / 2 Health
When Kalnuf Eagleheart enters play, look at target player's hand.

Kamboozle, Bringer of Doom, Alliance (Illidan-6)
Hero—Gnome Warlock (Affliction),
Skinning/Jewelcrafting, 28 Health
(4), Flip Kamboozle, put 2 damage on her >>> Draw two cards.

Kam'pah, 3, Horde (Illidan-159C)
Ally—Orc Warrior, 3 [Melee] ATK / 3 Health
Opponents can't place quests face up.

Kana Nassis, Alliance (Outland-3)
Hero—Draenei Hunter (Survival),
Skinning/Leatherworking, 28 Health
(2), Flip Kana >>> If Kana is defending, remove her from combat.

Kaniya the Steadfast, Horde (Honor-14)
Hero—Tauren Warrior (Arms),
Enchanting/Engineering, 31 Health
(3), Flip Kaniya >>> Heroes and allies in your party are **protectors** this turn.

Karaborian Talisman, 1, DrMaPrShLo (Magtheridon-12R)
Item, Off-Hand (1)
When you complete a quest, you may destroy Karaborian Talisman. If you do, turn that quest face up.

Karina of Silvermoon, 2, Horde (Gladiators-135C)
Ally—Blood Elf Mage, 1 [Arcane] ATK / 4 Health
Arcane Torrent (*When this ally enters play, target opposing card in play loses and can't have powers this turn.*) <p> At the start of your turn, you may put Karina into her owner's hand.

Karkas Deathhowl, 4, Horde (Azeroth-247C)
Ally—Orc Warlock, 2 [Shadow] ATK / 3 Health
When Karkas Deathhowl enters play, you may put target ally into its owner's hand.

Karrok Scarrend, 5, Horde (Outland-167C)
Ally—Orc Warrior, 5 [Melee] ATK / 4 Health

Karta Foul tongue, 4, Horde (Gladiators-136C)
Ally—Orc Warrior, 3 [Melee] ATK / 3 Health
Hardiness (*If this ally would be dealt damage, prevent 1 of it.*) <p> (1) >>> This turn, target ally must attack if able and can attack only Karta if able.

Kassandra Flameheart, Horde (Legion-15)
Hero—Blood Elf Hunter (Beast Mastery),
Skinning/Leatherworking, 28 Health
(2), Flip Kassandra >>> Target Pet has +3 ATK this turn.

Ka'tali Stonetusk, 1, Horde (Azeroth-248C)
Ally—Troll Shaman, 1 [Nature] ATK / 2 Health
Protector <p> At the start of your turn, Ka'tali Stonetusk heals 1 damage from himself.

Kathia the Quick, 2, Alliance (Illidan-128C)
Ally—Night Elf Hunter, 1 [Ranged] ATK / 3 Health
When Kathia becomes exhausted, she deals 1 ranged damage to target hero or ally.

Katianna the Shrouded, Alliance (Honor-1)
Hero—Night Elf Priest (Holy),
Alchemy/Jewelcrafting, 26 Health
(1), Flip Katianna >>> Heroes and allies in your party are **elusive** this turn.

Katsin Bloodoath, 4, Horde (Dark Portal-218C)
Ally—Blood Elf Paladin, 5 [Holy] ATK / 3 Health
Protector <p> (3) >>> Prevent all combat damage that would be dealt to and dealt by target friendly ally this turn.

Kauno Stonehoof, Horde (Grand Melee-2)
Hero—Tauren Druid (Feral), Mining/Engineering,
[Front]: 28 Health, [Back]: 40 Health
(5) >>> You may flip Kauno.

Kavai the Wanderer, 6, Alliance (Dark Portal-173C)
Ally—Night Elf Warrior, 4 [Melee] ATK / 6 Health
(1), Destroy Kavai >>> Destroy target ability or equipment.

Kayleitha, Horde (Azeroth-11)
Hero—Undead Rogue (Subtlety),
Mining/Skinning, 27 Health
(2), Flip Kayleitha >>> While Kayleitha has **stealth**, prevent all combat damage that would be dealt to her this turn.

Kazamon Steelskin, 4, Horde (Gladiators-137R)
Ally—Orc Warlock, 5 [Shadow] ATK / 1 Health
Orc Hero Required <p> **Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness**

Keegana Silvershield, Alliance (Legion-7)
Hero—Dwarf Paladin (Protection),
Mining/Jewelcrafting, 29 Health
On your turn: (5), Flip Keegana >>> Exhaust all opposing heroes and allies. Keegana deals 1 holy damage to each of them.

Keldor the Lost, 3, Horde (Honor-132R)
Ally—Undead Warlock, Unique, 4 [Shadow] ATK / 3 Health
Pay (2) or remove an honor counter from a card you control >>> Interrupt target ally card. If you do, remove it from the game, and its owner puts it into his party at the start of his next turn.

Kelm Hargunth, 8, Horde (Honor-133E)
Ally—Orc Warrior, Unique, 9 [Melee] ATK / 9 Health
When Kelm attacks, each opponent destroys an [Alliance] card he controls.

Kelvor Valorshine, 3, Horde (Outland-168C)
Ally—Blood Elf Paladin, 3 [Holy] ATK / 3 Health
Combat damage that Kelvor Valorshine would deal is unpreventable.

Kena Shadowbrand, 3, Alliance (Azeroth-190C)
Ally—Gnome Warlock, 1 [Shadow] ATK / 3 Health
[Activate], Put 1 damage on Kena >>> Draw a card.

Keward Rocksalt, 3, Alliance (Drums-131C)
Ally—Dwarf Warrior, 3 [Melee] ATK / 2 Health
Protector <p> Opposing allies have -1 health while Keward is defending.

Keward the Ravager, Alliance (Honor-2)
Hero—Dwarf Warrior (Arms),
Alchemy/Blacksmithing, 30 Health
(3), Flip Keward >>> Opposing allies have -1 health while Keward is defending this turn.

Keys to the Armory, 2, Warrior (Honor-78R)
Ability—Protection
Search your deck for an equipment card, reveal it, and put it into hand.

Kiani De'nara, 7, Horde (Outland-169R)
Ally—Blood Elf Paladin, 6 [Holy] ATK / 5 Health
You may destroy four of your resources rather than pay Kiani De'nara's cost.

Kibler's Exotic Pets(Azeroth-355C)
Quest
Pay (2) to complete this quest. <p> Reward:
Reveal the top three cards of your deck. Put a revealed ally card into your hand and the rest on the bottom of your deck.

Kick, 3, Rogue (Dark Portal-82R)
Instant Ability—Combat
Your hero deals 2 melee damage to target hero or ally. If you targeted a hero, you may interrupt an ability card played by its controller.

Kidney Shot, 3, Rogue (Honor-57R)
Instant Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Choose X of the following: "ability," "ally," "equipment," "hero," and "resource."
Exhaust all opposing cards of the chosen kinds.

Kiki Sparkbottom, 3, Alliance (Legion-155U)
Ally—Gnome Mage, 1 [Fire] ATK / 3 Health
Elusive (*Can't be attacked.*) <p> **Long-Range** (*Defenders deal no combat damage to this character.*)

Kileana Darkblaze, 4, Horde (Drums-176C)
Ally—Blood Elf Warlock, 5 [Fire] ATK / 5 Health
When Kileana enters play, she deals 2 fire damage to your hero and each other ally in your party.

Kileana the Inferno, Horde (Honor-15)
Hero—Blood Elf Warlock (Destruction),
Herbalism/Tailoring, 28 Health
(2), Flip Kileana >>> Kileana deals 2 fire damage to each ally in your party and 1 fire damage to each other ally.

Kill Command, 2, Hunter (Outland-30U)
Instant Ability—Beast Mastery
Target Pet in your party deals melee damage equal to its ATK to target ally.

Killing Spree, 3, Warrior (Dark Portal-122R)
Ability—Fury
Destroy all damaged allies.

Kil'zin of the Bloodscalp, Horde (Betrayal-29)
Hero—Troll Shaman (Traitor),
Leatherworking/Jewelcrafting, 28 Health
(1), Flip Kil'zin >>> Kil'zin deals 3 nature damage to target hero or ally in an opponent's party. When damage is dealt this way, that opponent's hero deals 3 nature damage to target hero or ally of his choice.

Kil'zin of the Darkspear, Horde (Betrayal-20)
Hero—Troll Shaman (Elemental),
Leatherworking/Jewelcrafting, 28 Health
On your turn: (2), Flip Kil'zin >>> Target opponent chooses an ally in his party, and Kil'zin deals 3 nature damage to it.

Kim'jael Indeed!(Betrayal-253U)
Quest
Pay (1) to complete this quest. <p> Reward:
Reveal the top five cards of your deck. Put a revealed card with the same name as a card in play you control into your hand and the rest on the bottom of your deck.

Kindara Mindflyer, 4, Alliance (Illidan-129C)
Ally—Draenei Priest, 3 [Shadow] ATK / 3 Health
Kindara has +2 ATK / +2 health while an opposing hero is face up.

Kindred Spirits, 7, Priest (Legion-72R)
Ability—Holy
Ongoing: Your hero can't be destroyed while another friendly hero or ally is in play.

King Khan, 4, Hunter (Betrayal-51U)
Ally—Gorilla, Pet (1), 2 [Nature] ATK / 4 Health
When King Khan enters combat, he deals 2 nature damage to each opposing ally.

King Magni Bronzebeard, 9, Alliance (Azeroth-191E)
Ally—Dwarf Warrior, Unique, 6 [Melee] ATK / 8 Health
At the end of each turn, put an Alliance Dwarf Warrior ally token into play with 1 [Melee] ATK / 1 health. <p> Dwarves in your party are **protectors**.

King Mukla, 7 (Dark Portal-244R, Dark Portal Loot-2L)
Ally—Gorilla, Unique, 6 [Melee] ATK / 5 Health
When King Mukla enters play, you may gain control of target ally with cost 3 or less.

King of the Jungle, 6, Druid (Betrayal-41R)
Instant Ability—Feral Combo, Form (1)
Ongoing: Your hero has +1 ATK while attacking for each other ability you control. <p> Your hero is in **cat form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

King's Defender, 5, PaWa (Gladiators-179U)
Weapon—Sword, Melee (1), 4 ATK, 2 Strike
Your hero is a **protector**.

Kinivus, 1, Alliance (Drums-132C)
Ally—Draenei Shaman, 2 [Nature] ATK / 1 Health
Shadow Resistance (Prevent all shadow or [Shadow] damage that this ally would be dealt.)

Kinivus the Focused, Alliance (Honor-3)
Hero—Draenei Shaman (Enhancement),
Alchemy/Engineering, 28 Health
(3), Flip Kinivus >>> You can't discard cards this turn.

Kino the Cold, 1, Horde (Gladiators-138C)
Ally—Orc Shaman, 1 [Frost] ATK / 2 Health
Protector <p> **Hardiness** (If this ally would be dealt damage, prevent 1 of it.)

Kintara Wintermoon, Alliance (Legion-8)
Hero—Night Elf Priest (Shadow),
Alchemy/Jewelcrafting, 26 Health
On your turn: (3), Flip Kintara >>> Target player puts an ally from his party into its owner's hand.

Kirga Earthguard, 2, Horde (Drums-177C)
Ally—Tauren Shaman, 1 [Nature] ATK / 4 Health
Protector <p> At the end of your turn, ready Kirga.

Kiting, 4 (Legion-128R, Legion Loot-3L)
Instant Ability
Attach to target ally. <p> Ongoing: Once per turn: (1) >>> Target hero or ally can't deal combat damage to attached ally this turn.

Knock Out, 3, Rogue (Illidan-79U)
Ability—Assassination
Destroy target quest.

Kodo Roundup(Outland-237C)
Quest
Exhaust an ally in your party and pay (2) to complete this quest. <p> Reward: Draw a card.

Kor Cindervein, 3, Alliance (Azeroth-192C)
Ally—Dwarf Paladin, 3 [Melee] ATK / 3 Health

Koringar the Heavy, 7, Horde (Dark Portal-219U)
Ally—Tauren Warrior, 5 [Melee] ATK / 5 Health
(3) >>> This turn, Koringar has all the payment powers of all other allies.

Korthas Greybeard, 1, Alliance (Dark Portal-174C)
Ally—Dwarf Paladin, 1 [Melee] ATK / 2 Health
Protector <p> [Activate] >>> Prevent the next 1 damage that would be dealt to target hero or ally this turn.

Koth, Caller of the Hunt, Horde (Illidan-12)
Hero—Orc Hunter (Marksmanship),
Mining/Blacksmithing, 28 Health
(2), Flip Koth >>> Allies in your party have +1 ATK while in combat with target hero or ally this turn.

Kralnor, 3, Horde (Dark Portal-220U)
Ally—Orc Warlock, 2 [Shadow] ATK / 3 Health
When Kralnor enters play, you may search your deck for a Staff card and reveal it. If you do, shuffle your deck and put that card on top.

Kray'zin Firetusk, 4, Horde (Drums-178R)
Ally—Troll Mage, 0 [Fire] ATK / 10 Health
Troll Hero Required <p> **Berserking** <p> When Kray'zin or another ally enters your party, you may put any amount of non-fatal damage on it.

Kreedom, 2, Warlock (Gladiators-72R)
Ally—Felhunter Demon, Pet (1), 2 [Melee] ATK / 4 Health
At the start of your turn, Kreedom deals 1 shadow damage to each opposing hero and ally for each ability you control attached to that character.

Krenig Soulguard, 1, Alliance (Outland-126C)
Ally—Dwarf Priest, 1 [Holy] ATK / 2 Health
(3), Destroy Krenig >>> Choose one: Destroy target ability; or put target ability into its owner's hand.

Kristina Soulcinder, 3, Alliance (Gladiators-110C)
Ally—Human Warlock, 0 [Shadow] ATK / 3 Health
At the start of your turn, target ally has +2 ATK / -2 health this turn.

Kristoff Manchester, Alliance (Gladiators-7)
Hero—Human Warlock (Affliction),
Alchemy/Engineering, 28 Health
(2), Flip Kristoff >>> When Kristoff deals damage with an attachment this turn, he heals that much from himself.

Krixel Pinchwhistle, 4 (Gladiators-151R)
Arena Ally—Goblin, Unique, 1 [Melee] ATK / 7 Health
[Activate] >>> Ready all of your other Arena cards.

Krol Blade, 3, HuPaRoWa (Azeroth-331U)
Weapon—Sword, Melee (1), 3 ATK, 1 Strike

Kronore, 7, Alliance (Betrayal-141R)
Ally—Draenei Shaman, 4 [Nature] ATK / 6 Health
[Activate] >>> Ready all other allies in your party.

Kryton Barleybeard, 1, Alliance (Azeroth-193U)
Ally—Dwarf Priest, 2 [Holy] ATK / 1 Health
(2), Destroy Kryton >>> Put target ability into its owner's hand.

Kulan Earthguard, 5, Horde (Azeroth-249C)
Ally—Tauren Shaman, 3 [Melee] ATK / 5 Health
Protector <p> At the end of your turn, ready Kulan Earthguard.

Kulvo Jadedfist, 3, Alliance (Outland-127C)
Ally—Dwarf Warrior, 4 [Melee] ATK / 4 Health
Protector <p> When Kulvo Jadedfist attacks, he has -2 ATK / -2 health this turn.

Kurdoc Greybeard, 3, Alliance (Gladiators-111U)
Ally—Dwarf Paladin, 1 [Melee] ATK / 5 Health
Protector <p> Exhaust your hero >>> Target attacking ally has -3 ATK this turn.

Kurdran Wildhammer, 7, Alliance (Illidan-130E)
Ally—Dwarf Gryphon Rider, Unique, 4 [Ranged] ATK / 7 Health
Elusive <p> When Kurdran becomes exhausted, he may deal 4 nature damage to target hero or ally.

Kurzon the False, Alliance (Illidan-19)
Hero—Eredar Demon, 28 Health
[Front]: (1), Put three [Alliance] allies from your party into their owners' hands >>> Flip Kurzon face down.
[Back]: [Alliance] allies in your party are **elusive**.

Kyla Duskrider, 3, Alliance (Legion-156C)
Ally—Night Elf Rogue, 2 [Melee] ATK / 3 Health
Opponents pay (1) more to play weapons. <p> Opponents pay (1) more to strike with weapons.

Lacerate, 3, Druid (Betrayal-42C)
Instant Ability—Feral, Form (1)
Ongoing: At the start of your turn, your hero deals 2 melee damage to target opposing hero. <p> Your hero is in **bear form**. (Is a **protector**. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Lady Courtney Noel, 3, Alliance (Azeroth-194C)
Ally—Human Priest, 1 [Holy] ATK / 4 Health
[Activate] >>> Lady Courtney Noel heals 1 damage from each hero and ally in your party.

Lady Jaina Proudmoore, 8, Alliance (Azeroth-195E)
Ally—Human Mage, Unique, 7 [Frost] ATK / 4 Health
Opposing allies can't attack.

Lady Kath, 5, Alliance (Dark Portal-175U)
Ally—Human Paladin, 4 [Holy] ATK / 5 Health
At the end of each turn, Lady Kath heals all damage from all allies.

Lady Katrana Prestor, 5 (Betrayal-209E)
Ally—Black Dragon Traitor, Unique, 4 [Fire] ATK / 5 Health
Traitor Hero Required <p> (15) >>> Remove all of your cards in all zones from the game and start an Onyxia Raid.

Lady Vashj, 9 (Betrayal-210E)
Ally—Naga Traitor, Unique, 6 [Melee] ATK / 9 Health
Traitor Hero Required <p> At the end of each turn, roll a die. Put that many Naga ally tokens into play with 1 [Melee] ATK / 1 health.

Lafiel, 6, Alliance (Azeroth-196C)
Ally—Night Elf Priest, 4 [Shadow] ATK / 5 Health
(2), [Activate] >>> Destroy target ability.

Lairin the Grounded, 6, Alliance (Honor-105C)
Ally—Draenei Hunter, 7 [Ranged] ATK / 3 Health
Arcane Resistance (*Prevent all arcane or [Arcane] damage that this ally would be dealt.*)
<p> **Nature Resistance** (*Prevent all nature or [Nature] damage that this ally would be dealt.*)

Landro Longshot, 2 (Azeroth-278R, Azeroth Loot-1L)
Ally—Goblin Gambler, Unique, 1 [Melee] ATK / 3 Health
(1), [Activate], Discard a card >>> Flip a coin. If you win the flip, draw two cards. If you lose the flip, you may pay (2) to reflip.

Lanthus of the Forest, 1, Alliance (Drums-133C)
Ally—Night Elf Druid, 1 [Nature] ATK / 1 Health
Shadowmeld (*Elusive and untargetable while ready.*) <p> [Activate] >>> Exhaust target ally.

Lanthus the Restorer, Alliance (Honor-4)
Hero—Night Elf Druid (Restoration), Engineering/Jewelcrafting, 27 Health
(2), Flip Lanthus >>> Exhaust target ally.

Larrington Zarus, 6, Alliance (Honor-106R)
Ally—Human Mage, 9 [Frost] ATK / 6 Health
When Larrington is destroyed while not an Undead, target opponent puts him into his party, and Larrington is also an Undead.

The Last Barov(Drums-247C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card, or two cards if two or more allies have the same name.

Last Stand, 1, Warrior (Azeroth-143R)
Instant Ability—Protection Talent
Protection Hero Required <p> Ongoing: Your hero has +20 health. <p> At the start of your turn, destroy Last Stand unless you discard two cards.

Latro Abiectus, 2, Alliance (Azeroth-197C)
Ally—Night Elf Rogue, 3 [Melee] ATK / 2 Health
Elusive (*Can't be attacked.*)

Latro's Shifting Sword, 4, HuRoWa (Outland-215U)
Weapon—Sword, Melee (1), 3 ATK, 2 Strike
Your hero has **dual wield**. <p> You pay (2) less to strike with other Swords.

Lay on Hands, 1, Paladin (Dark Portal-61R)
Instant Ability—Holy
Your hero heals all damage from target hero or ally. Exhaust all of your resources. Skip your next turn.

Lazy Peons, Horde (Dark Portal-303C)
Quest
Orc Hero Required <p> Lazy Peons enters play exhausted. <p> Exhaust Lazy Peons to complete this quest. <p> Reward: Draw a card.

Lead Astray, 3, Rogue (Honor-58C)
Ability—Subtlety Combo
Exhaust target hero or ally. It can't ready during its controller's next ready step. Its controller discards a card.

Leader of the Bloodscale(Outland-238C)
Quest
If an ally with cost 5 or more is in your party, pay (1) to complete this quest. <p> Reward: Draw a card.

Leader of the Darkcrest(Betrayer-254C)
Quest
If an ally with cost 5 or more is in your party, pay (5) to complete this quest. <p> Reward: Draw three cards.

Leeroy Jenkins, 4, Alliance (Azeroth-198E)
Ally—Human Paladin, 6 [Melee] ATK / 1 Health
When Leeroy Jenkins enters play, exhaust all other allies in your party. They can't ready during your next ready step. <p> Say "Leeerooooo Jenkins!" >>> Leeroy has **ferocity** this turn.

Leeza, Tomb Robber, 2, Horde (Dark Portal-221C)
Ally—Undead Rogue, 2 [Melee] ATK / 2 Health
Stealth (*Can't protect against this character.*) <p> When Leeza deals combat damage, you may remove target card in a graveyard from the game.

Legend of Mount Hyjal, 10 (Dark Portal-145R)
Ability
Destroy all allies.

Legendary Heroes(Honor-195C)
Quest
Pay (1) to complete this quest. <p> Reward: Draw a card unless target opponent turns his hero or one of his resources face down.

Leggings of Transcendence, 2, Priest (Molten Core-5R)
Armor—Cloth, Legs (1), 1 DEF
When you play a [Priest] ability, you may pay (1). If you do, your hero heals 2 damage from each friendly ally.

Legguards of the Shattered Hand, 6, PaWa (Betrayer-224R)
Armor—Plate, Legs (1), 5 DEF
[Activate] >>> Destroy target damaged ally.

Legplates of Ten Storms, 6, Shaman (Molten Core-6R)
Armor—Mail, Legs (1), 2 DEF
When you play a [Shaman] ability, you may pay (1). If you do, your hero deals 2 nature damage divided as you choose to up to two target heroes and/or allies.

Legplates of Wrath, 3, Warrior (Molten Core-7R)
Armor—Plate, Legs (1), 3 DEF
When you play a [Warrior] ability, you may pay (1). If you do, ready target armor.

Lei of Lilies, 4, DrMaPaPrShLo (Azeroth-306E)
Item, Neck (1)
At the start of your turn, if you have four or more cards in your hand, your hero heals 1 damage from itself. <p> (1), Destroy Lei of Lilies >>> Your hero heals 1 damage from itself for each card in your hand.

Lelora Sunlancer, Horde (Betrayer-21)
Hero—Blood Elf Paladin (Holy), Mining/Blacksmithing, 29 Health
(3), Flip Lelora >>> Prevent all damage that would be dealt to and dealt by target friendly ally this turn.

Lelora the Dawnslayer, Horde (Betrayer-30)
Hero—Blood Elf Paladin (Traitor), Mining/Blacksmithing, 29 Health
(1), Flip Lelora >>> If combat damage would be dealt to or dealt by target opposing ally this turn, double it instead.

Leorox, 8, Horde (Betrayer-167E)
Ally—Mok'Nathal Beastmaster, Unique, 7 [Melee] ATK / 7 Health
When Leorox attacks, destroy all opposing allies.

Lessa the Awakener, 6, Horde (Outland-170R)
Ally—Undead Priest, 5 [Holy] ATK / 4 Health
When Lessa enters play, you may put an ally card with cost 2 or less from your graveyard into play.

Lesser Heal, 0, Priest (Illidan-69C)
Instant Ability—Holy
Your hero heals 3 damage from target hero or ally.

Lessons in Lurking, 2 (Dark Portal-146C)
Ability
Attach to target ally. <p> Ongoing: Attached ally has **stealth**. (*Can't protect against it.*)

Levitate, 1, Priest (Illidan-70C)
Ability—Discipline
Ongoing: At the start of each opponent's turn, that opponent chooses an ally in his party. That ally can't attack this turn.

Levixus the Soul Caller(Legion-306C)
Quest
Pay (3) to complete this quest. <p> Reward: Put a random card from your graveyard into hand.

The Lexicon Demonica(Illidan-243R)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Turn all resources face down.

Lhurg Venomblade, 4, Alliance (Azeroth-199R)
Ally—Dwarf Rogue, 2 [Melee] ATK / 2 Health
[Activate] >>> Destroy target exhausted ally.

Liandra Rustshadow, 5, Alliance (Illidan-131C)
Ally—Night Elf Rogue, 4 [Melee] ATK / 4 Health
Elusive <p> [Activate] >>> Destroy target armor or item.

Liar's Tongue Gloves, 4, DrRo (Magtheridon-4R)
Armor—Leather, Hands (1), 2 DEF
(1), [Activate] >>> Name a card type and remove a card in your hand from the game face down. Target opponent guesses whether that card has that type, then reveals it. If he's right, put it into your graveyard. Otherwise, put it into your hand and draw two cards.

Liba Wobblebonk, 5, Alliance (Azeroth-200C)
Ally—Gnome Mage, 3 [Arcane] ATK / 4 Health
When Liba Wobblebonk enters play, draw a card.

Lie in Wait, 1 (Azeroth-163C)
Instant Ability
Target ally has +1 ATK this turn. <p> A second target ally has -1 ATK this turn.

Life Arc, 3, Shaman (Outland-79C)
Instant Ability—Elemental
Your hero heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

Life Cycle, 3, Shaman (Betraye-99C)

Instant Ability—Restoration

Your hero heals 2 damage from each hero and ally in your party, then deals 1 nature damage to target hero or ally for each damage healed this way.

Life of the Land, 5, Druid (Drums-24R)

Ability—Restoration

Ongoing: [Activate], Destroy one of your resources >>> Your hero heals 5 damage from target hero or ally.

Life Tap, 2, Warlock (Azeroth-128U)

Instant Ability—Affliction

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

Lifebloom, 2, Druid (Outland-23C)

Ability—Restoration

Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached character. <p> (1), Destroy Lifebloom >>> Your hero heals 4 damage from attached character.

Lifemender Dorn, 1, Horde (Drums-179C)

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

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

Lifemistress Tanagra, 6, Horde (Betraye-168R)

Ally—Orc Shaman, 5 [Nature] ATK / 5 Health

[Nature] allies in your party have +1 ATK for each other [Nature] ally in your party.

Lightning Arc, 2, Shaman (Illidan-89C)

Ability—Elemental

Your hero deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Lightning Bolt, 3, Shaman (Azeroth-113C)

Ability—Elemental

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

Lightning Overload, 3, Shaman (Drums-70R)

Ability—Elemental Talent

Elemental Hero Required <p> Ongoing: When you play a non-ongoing ability, destroy Lightning Overload. If you do, copy that ability. (*You may choose new targets for the copy.*)

Lightning Reflexes, 1, Hunter (Dark Portal-36R)

Instant Ability—Survival Talent

Survival Hero Required <p> Ongoing: Opposing heroes and allies have -1 ATK while in combat with your hero.

Lightning Shield, 4, Shaman (Dark Portal-97R)

Instant Ability—Enhancement

Ongoing: Lightning Shield enters play with three lightning counters. <p> When your hero is dealt damage by a hero or ally, remove a lightning counter from Lightning Shield. If you do, your hero deals 2 nature damage to that character. If none remain, destroy Lightning Shield.

Lightning Storm, 2+X, Shaman (Dark Portal-98U)

Ability—Elemental

Your hero deals X nature damage divided as you choose to any number of target allies.

Light's Justice, 2, DrPaPrSh (Drums-229U)

Weapon—Mace, Melee (1), 1 ATK, 3 Strike

When a [Holy] ally in your party deals damage, it also heals that much from your hero.

The Light's Largess, 2, Paladin (Legion-60C)

Ability—Holy

Ongoing: Destroy The Light's Largess >>> Your hero heals 6 damage from target hero or ally.

Lightwarden's Band, 2, HuPaRoWa (Illidan-219R)

Item, Ring (2)

Aldor Reputation <p> Your hero has "**Inspire:**

Ability, ally, equipment, hero, or resource."

Lightwell, 3, Priest (Dark Portal-73R)

Ability—Holy Talent

Holy Hero Required <p> Ongoing: Friendly heroes and allies have "[Activate] >>> This character heals 2 damage from itself."

Lilith Smythe, 2, Horde (Betraye-169C)

Ally—Undead Priest, 3 [Holy] ATK / 2 Health

When Lilith readies, you may remove an ally card in your graveyard from the game. If you do, destroy target ability.

Lilnas the Calm, 5, Alliance (Dark Portal-176C)

Ally—Draenei Priest, 3 [Holy] ATK / 6 Health

(3), [Activate], Destroy Lilnas >>> Destroy all abilities.

Lionar the Blood Cursed, Horde (Betraye-31)

Hero—Orc Warrior (Traitor), Mining/Enchanting, 30 Health

On your turn: (2), Flip Lionar >>> Destroy target ally with **protector**.

Lionar, Unbound, Horde (Betraye-22)

Hero—Orc Warrior (Protection),

Mining/Enchanting, 30 Health

(3), Flip Lionar >>> **Protectors** in your party have +2 ATK this turn.

Lionheart Helm, 4, PaWa (Azeroth-297U)

Armor—Plate, Head (1), 2 DEF

Damage that your hero would deal is unpreventable.

Litori Frostburn, Alliance (Azeroth-5)

Hero—Human Mage (Frost), Alchemy/Herbalism, 25 Health

(2), Flip Litori >>> Target hero or ally can't attack this turn.

Living Pyre, 3, Mage (Betraye-63C)

Instant Ability—Fire

Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each ability named Living Pyre attached to it.

Llyras Keeneye, 2, Alliance (Betraye-142C)

Ally—Night Elf Hunter, 3 [Ranged] ATK / 1

Health

Elusive (*Can't be attacked.*) <p> Llyras has +1 ATK / +1 health for each ally in your party with cost 3 or more.

Lobotomize, 5, Rogue (Azeroth-100R)

Ability—Combat

Destroy target resource. If your hero has **stealth**, put the top card of your deck into your resource row face down and exhausted.

The Lobotomizer, 5, HuRoShWa (Dark Portal-278U)

Weapon—Dagger, Melee (1), 1 ATK, 0 Strike

When The Lobotomizer enters play, each player destroys one of his resources.

Logor Blackfist, 6, Horde (Drums-180C)

Ally—Orc Warlock, 3 [Shadow] ATK / 5 Health

When Logor enters play, target opponent discards two cards if he has more cards in hand than you.

Lo'Gosh, 5, Alliance, Horde (Gladiators-148E)

Arena Ally—Human Warrior, Unique, 4 [Melee]

ATK / 4 Health

Protector <p> Opposing heroes and allies have -1 ATK / -1 health while in combat with Lo'Gosh for each Arena ally in your party.

Lohn'goron, Bow of the Torn-heart, 6, HuRoWa (Drums-230U)

Weapon—Bow, Ranged (1), 3 ATK, 3 Strike

When you strike with Lohn'goron, your hero has **long-range** this combat. <p> Exhaust an ally in your party >>> It deals 1 ranged damage to target hero.

Lok'delar, Stave of the Ancient Keepers, 2, Hunter (Dark Portal-279R)

Two-Handed Weapon—Staff, Melee (1), 1 ATK, 2 Strike

When you play a [Hunter] ability, your Ranged weapons have +1 ATK this turn.

Lokholar the Ice Lord, 14, Horde (Dark Portal-222E)

Ally—Elemental, Unique, 10 [Frost] ATK / 10 Health

You pay (1) less to play Lokholar for each non-token Horde ally in your party. <p> At the start of each opponent's turn, Lokholar deals 2 frost damage to each hero and ally in that player's party. A character dealt damage this way can't attack this turn.

Lolly the Unsuspecting, 4, Alliance (Drums-134R)

Ally—Gnome Mage, 2 [Arcane] ATK / 3 Health

All targets are chosen at random.

The Longeye, Horde (Drums-12)

Hero—Troll Hunter (Survival),

Engineering/Jewelcrafting, 28 Health

On your turn: (5), Flip The Longeye >>> Destroy target opposing ally if it has or shares the highest cost among opposing allies.

Loraala, 3, Alliance (Drums-135C)

Ally—Draenei Mage, 3 [Fire] ATK / 4 Health

Loraala can't attack. <p> [Activate] >>> Loraala deals 3 fire damage to target hero.

Loraala the Frigid, Alliance (Honor-5)

Hero—Draenei Mage (Frost),

Mining/Jewelcrafting, 25 Health

(2), Flip Loraala >>> Loraala deals 3 frost damage to target hero. A hero dealt damage this way can't attack this turn.

Lord Alexander's Battle Axe, 5, HuPaWa (Onyxia-30R)

Two-Handed Weapon—Axe, Melee (1), 3 ATK, 0 Strike

Lord Anton Lightbane, 6, Alliance (WOTLK Promo-2R)
Ally—Human Death Knight, 4 [Shadow] ATK / 5 Health
Anton and Ghouls in your party are **protectors**.
<p> (3) >>> Remove target ally card in a graveyard from the game and put a Ghoul ally token into play with 1 [Melee] ATK / 1 health.

Lord Benjamin Tremendouson, Alliance (Drums-2)
Hero—Dwarf Warrior (Fury),
Blacksmithing/Engineering, 30 Health
On your turn: (4), Flip Benjamin >>> Opposing allies have -1 health this turn.

Lord Cindervein, 3, Alliance (Illidan-132C)
Ally—Dwarf Paladin, 3 [Holy] ATK / 3 Health
At the end of your turn, you may put target ability into its owner's hand.

Lord Grayson Shadowbreaker, 7, Alliance (Azeroth-201E)
Ally—Human Paladin, Unique, 4 [Holy] ATK / 7 Health
Protector <p> When Lord Grayson Shadowbreaker becomes exhausted, he heals 2 damage from target hero or ally.

Lorekeeper Darian, 6, Alliance (Azeroth-202R)
Ally—Human Mage, 2 [Arcane] ATK / 6 Health (X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.

Lor'themar Theron, 9, Horde (Outland-171E)
Ally—Blood Elf Paladin, Unique, 8 [Melee] ATK / 7 Health
Exhaust a Blood Elf in your party >>> Interrupt target ability card.

Lose Control, 1, PrRo (Drums-100C)
Ability—Shadow Subtlety
Target player discards a random card.

Lost!(Outland-239R)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Put a unique Goblin ally token named Ringo into play with 0 [Melee] ATK / 1 health, and "At the start of your turn, draw a card."

The Love Potion(Azeroth-356C)
Quest
Exhaust two allies in your party and pay (1) to complete this quest. <p> Reward: Draw a card.

"Lowdown" Luppo Shadefizzle, 2, Alliance (Dark Portal-177R)
Ally—Gnome Rogue, 2 [Melee] ATK / 1 Health
Gnome Hero Required <p> **Elusive, Stealth, Untargetable**

Lt. Commander Dufefella, 3, Alliance (Azeroth-203R)
Ally—Human Mage, 1 [Frost] ATK / 3 Health (1), [Activate] >>> Dufefella deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Lucky Strike Axe, 4, HuPaShWa (Illidan-228R)
Two-Handed Weapon—Axe, Melee (1), 1 ATK, 0 Strike
Lucky Strike Axe enters play with three +1 ATK counters if an opponent went first this game.

Lu'ka de Wall, 6, Horde (Illidan-160C)
Ally—Troll Warrior, 6 [Melee] ATK / 5 Health
Protector <p> When Lu'ka is dealt damage, you may exhaust target hero or ally.

Lunen the Moon Baron, 3, Alliance (Betrayal-143R)
Ally—Night Elf Druid, 2 [Arcane] ATK / 2 Health
Elusive <p> [Arcane] allies in your party have "[Activate] >>> Draw a card."

Lust for Battle, 4, Horde (Azeroth-154R)
Ability
Ongoing: All allies have **ferocity**.

Luumon, 5, Alliance (Illidan-133C)
Ally—Draenei Shaman, 5 [Fire] ATK / 5 Health
Shadow Resistance (Prevent all shadow or [Shadow] damage that this ally would be dealt.)

Lynda Steele, 5, Alliance (Dark Portal-178C)
Ally—Human Warrior, 3 [Melee] ATK / 5 Health
Protector <p> (1) >>> Target ally must attack this turn if able.

Madison Alters, 6, Alliance (Illidan-134U)
Ally—Human Mage, 3 [Fire] ATK / 3 Health
Untargetable <p> Madison has +1 ATK / +1 health for each hero in play.

Maelstrom of Steel, 3, Shaman (Grand Melee-9R)
Arena Ability—Enhancement
Preparation (On your first turn, you may play this card without paying its cost.) <p> Ongoing: You pay (1) less to strike with weapons.

Maelstrom Weapon, 3, Shaman (Betrayal-100C)
Instant Ability—Enhancement
Your hero deals 2 nature damage to target hero or ally. <p> Attach to one of your Melee weapons.
<p> Ongoing: When you strike with attached weapon, your hero deals 1 nature damage to target hero or ally.

Maeryl Leafstrike, 3, Alliance (Honor-107C)
Ally—Night Elf Warrior, 3 [Melee] ATK / 5 Health
Protector <p> Maeryl has -2 ATK while exhausted.

Magdeline Prideheart, 5, Alliance (Legion-157C)
Ally—Human Paladin, 4 [Holy] ATK / 4 Health
Protector <p> When Magdeline defends, she heals 1 damage from target hero or ally.

Mage Armor, 3, Mage (Illidan-50U)
Ability—Arcane
Ongoing: (1), Remove an ability card in your graveyard from the game >>> Prevent the next 2 damage that your hero would be dealt this turn.

Mage Training, 1, Mage (Legion-48U)
Ability—Arcane
Attach to target friendly ally. <p> Ongoing: Attached ally has "[Activate] >>> This ally deals 1 arcane damage to each opposing hero and ally."

Magiskull Cuffs, 3, MaPrLo (Dark Portal-255U)
Armor—Cloth, Wrist (1), 0 DEF
[Activate] >>> You pay (1) less to play your next ability this turn.

Magister Ashi, 1 (Legion-233C)
Ally—Blood Elf Mage, 2 [Fire] ATK / 1 Health
Scrier Reputation (Can't put Aldor cards in your deck.) <p> **Stealth** (Can't protect against this character.) <p> When Ashi enters play, look at the top card of your deck. You may put it on the bottom of your deck.

Magister Lashan, 4 (Legion-234U)
Ally—Blood Elf Mage, 3 [Fire] ATK / 1 Health
Scrier Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Resource (This ally can attack opposing resources.) <p> When Lashan sabotages a resource, destroy it.

Magistrix Dianas, 4 (Betrayal-200C)
Ally—Blood Elf Mage, 4 [Arcane] ATK / 3 Health
Scrier Reputation (Can't put Aldor cards in your deck.) <p> When Dianas enters play, look at the top card of your deck. Either draw it or put it on the bottom. If you draw it, put Dianas from play into her owner's hand.

Magistrix Fyalenn, 6 (Legion-235E)
Ally—Blood Elf Mage, Unique, 3 [Arcane] ATK / 6 Health
Scrier Reputation (Can't put Aldor cards in your deck.) <p> You can't discard cards.

Magistrix Larynna, 7 (Betrayal-201E)
Ally—Blood Elf Mage, Unique, 3 [Fire] ATK / 8 Health
Scrier Reputation <p> **Sabotage:** Graveyard <p> When Larynna sabotages a graveyard, she deals 1 fire damage to target hero or ally for each card in it.

Magistrix Maelnerana, 4, Horde (Outland-172U)
Ally—Blood Elf Mage, 4 [Arcane] ATK / 3 Health
You may destroy two of your resources rather than pay Magistrix Maelnerana's cost.

Magistrix Oleinas, 5 (Legion-236R)
Ally—Blood Elf Mage, 4 [Arcane] ATK / 5 Health
Scrier Reputation (Can't put Aldor cards in your deck.) <p> Ally cards in your hand are instant.

Magistrix Tibrana, 3 (Legion-237U)
Ally—Blood Elf Mage, 3 [Arcane] ATK / 2 Health
Scrier Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Attached Ability (This ally can attack opposing attached abilities.) <p> When Tibrana sabotages an ability, gain control of it. You may attach it to another hero or ally.

Magistrix Valthin, 3 (Illidan-189U)
Ally—Blood Elf Mage, 4 [Frost] ATK / 2 Health
Scrier Reputation <p> When an ability enters play, you may have target player gain control of it. If it's attached, that player may reattach it.

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

Magma Totem, 3, Shaman (Illidan-90C)
Instant Ability—Elemental, Fire Totem (1), 1 Health
Ongoing: At the start of your turn, Magma Totem deals 1 fire damage to each opposing hero and ally.
<p> (Totems can be attacked or targeted like allies.)

Magnus Longbarrel, 2, Alliance (Drums-136C)
Ally—Dwarf Hunter, 3 [Ranged] ATK / 2 Health
(1), Destroy Magnus >>> Turn target resource face down.

Magnus the Depriver, Alliance (Honor-6)
Hero—Dwarf Hunter (Beast Mastery),
Herbalism/Alchemy, 28 Health
On your turn: (2), Flip Magnus >>> Target player turns one of his face-up resources face down.

Magraff "Sparroweye" Ironhammer, 1, Alliance (Outland-128U)
Ally—Dwarf Hunter, 1 [Ranged] ATK / 1 Health
(1) >>> Magraff "Sparroweye" Ironhammer has **long-range** this turn. (*Defenders deal no combat damage to him.*)

Magran Proudstep, 3, Horde (Dark Portal-223C)
Ally—Tauren Hunter, 1 [Ranged] ATK / 2 Health
Ferocity <p> **Long-Range** (*Defenders deal no combat damage to this character.*)

Maiev Shadowsong, 8 (Illidan-202E)
Ally—Night Elf Warden, Unique, 5 [Ranged] ATK / 1 Health
Loyal Hero Required <p> **Elusive, Ferocity, Long-Range, Protector, Stealth, Untargetable**

Major Healing Potion, 1, DrHuMaPaPrRoShLoWa (Dark Portal-265U)
Item—Potion
(1), Destroy Major Healing Potion >>> Your hero heals 5 damage from itself.

Maleo the Blur, Horde (Drums-13)
Hero—Tauren Druid (Feral),
Alchemy/Jewelcrafting, 28 Health
(2), Flip Maleo >>> This turn, Maleo is in **cat form** and has Form (1) until you strike with a weapon or play a non-Feral ability. (+1 ATK while attacking in **cat form**.)

Malfunction, 4 (Dark Portal-147C)
Instant Ability
Target player destroys one of his equipment.

Malicious Mallina, 3, Horde (Drums-181U)
Ally—Blood Elf Rogue, 5 [Melee] ATK / 1 Health
As Mallina enters play, choose arcane, fire, frost, nature, or shadow. <p> Mallina has the chosen **resistance**.

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

Mana Agate, 2, Mage (Azeroth-57U)
Ability—Arcane
Ongoing: (1), Destroy Mana Agate >>> Draw two cards.

Mana Burn, 3, Priest (Dark Portal-74R)
Ability—Discipline
Exhaust all of target player's ready resources. Your hero deals 1 shadow damage to that player's hero for each resource exhausted this way.

Mana Burst, 4, Priest (Illidan-71U)
Ability—Discipline
Ready all of target opponent's exhausted resources. Your hero deals 1 shadow damage to his hero for each resource readied this way.

Mana-Etched Crown, 4, MaPrLo (Betraye-225R)
Armor—Cloth, Head (1), 1 DEF
If you have seven or more cards in hand: [Activate] >>> Put target ability card from your graveyard into your resource row face down and exhausted.

Mana-Etched Pantaloons, 5, MaPrLo (Outland-199R)
Armor—Cloth, Legs (1), 1 DEF
If you have seven or more cards in hand: [Activate] >>> Draw a card.

Mana-Etched Spaulders, 2, MaPrLo (Illidan-213U)
Armor—Cloth, Shoulder (1), 1 DEF
[Activate] >>> Your hero heals 1 damage from itself for each of your armor with Mana-Etched in its name.

Mana-Etched Vestments, 3, MaPrLo (Legion-264U)
Armor—Cloth, Chest (1), 1 DEF
If you have seven or more cards in hand: [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Mana Jade, 3, Mage (Outland-42C)
Ability—Arcane
Ongoing: (2), Destroy Mana Jade >>> Draw three cards.

Mana Ruby, 5, Mage (Gladiators-36R)
Ability—Arcane
Ongoing: (2), Destroy Mana Ruby >>> Draw cards until you reach your maximum hand size.

Mana Shield, 2, Mage (Dark Portal-52R)
Instant Ability—Arcane
Ongoing: (X), [Activate] >>> Prevent the next X combat damage that would be dealt to your hero by allies this turn.

Mana-Sphere Shoulderguards, 3, PrLo (Betraye-226R)
Armor—Cloth, Shoulder (1), 1 DEF
When an opponent discards a card, your hero deals 1 shadow damage to each hero and ally in that opponent's party.

Mana Spring Totem, 3, Shaman (Legion-96U)
Instant Ability—Restoration, Water Totem (1), 1 Health
Ongoing: At the start of your turn, draw a card. <p> (*Totems can be attacked or targeted like allies.*)

Mana Tide Totem, 4, Shaman (Dark Portal-99R)
Ability—Restoration Talent, Water Totem (1), 1 Health
Restoration Hero Required <p> Ongoing: At the start of your turn, draw a card for each hero and ally in your party. <p> (*Totems can be attacked or targeted like allies.*)

Manaforge B'naar (Betraye-248C)
Quest
Scryer Reputation (*Can't put Aldor cards in your deck.*) <p> Pay (2) to complete this quest. <p> Reward: Exhaust target ally.

Manaspark Gloves, 3, MaPrLo (Legion-265R)
Armor—Cloth, Hands (1), 0 DEF
At the start of your turn, if a player has fewer cards in hand than each other player, he draws a card.

Manhunt, Alliance (Dark Portal-291C)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Choose one: Name an ally card, then target player reveals his hand and discards a card with that name; or draw a card. If your hero is a Human, you may choose both.

Manthos the Recently Sewn, 5, Horde (Outland-174U)
Ally—Undead Warrior, 4 [Melee] ATK / 8 Health
Manthos enters play with 3 damage.

Margaret Fowl, 4, Alliance (Dark Portal-179C)
Ally—Human Rogue, 5 [Melee] ATK / 3 Health
You pay (1) less to strike with weapons. <p> Opponents pay (1) more to strike with weapons.

Marilyn of the Sacred Vows, 5, Alliance (Outland-129C)
Ally—Human Paladin, 5 [Holy] ATK / 3 Health
[Activate] >>> Prevent all damage that would be dealt to target ally this turn.

Mark of the Wild, 2, Druid (Azeroth-24C)
Instant Ability—Restoration
Attach to target ally. <p> Ongoing: Attached ally has +2 ATK / +2 health.

Mark V Is Alive! (Gladiators-192R)
Quest
On your turn, pay (5) to complete this quest. <p> Reward: Put a Mechanical ally token named Mark V into play with 0 [Melee] ATK / 1 health and "At the start of your turn, Mark V deals 5 melee damage to target hero or ally."

Marka Addington, 5, Horde (Legion-195U)
Ally—Undead Warlock, 7 [Fire] ATK / 7 Health
At the start of your turn, Marka deals 3 fire damage to herself.

Marked for Death, 2, Hunter (Azeroth-39U)
Instant Ability—Marksmanship
Attach to target opposing hero or ally. <p> Ongoing: Allies in your party have +1 ATK while attacking attached character.

Marks of Kil'jaeden (Betraye-245C)
Quest
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> If an ally with **inspire** is in your party, pay (1) to complete this quest. <p> Reward: Draw a card.

Marksmen Boriz, 6 (Legion-218U)
Ally—Draenei Hunter, 3 [Ranged] ATK / 5 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Long-Range** (*Defenders deal no combat damage to this character.*) <p> Opposing heroes and allies lose and can't have **long-range**.

Marksmen Eowan, 4 (Betraye-190U)
Ally—Draenei Hunter, 3 [Ranged] ATK / 2 Health
Aldor Reputation <p> **Long-Range** <p> When an opposing ally is dealt non-ranged damage, Eowan deals 1 ranged damage to it.

Marksmen Glous, 2 (Betraye-191R)
Ally—Draenei Hunter, 3 [Ranged] ATK / 2 Health
Aldor Reputation <p> **Inspire**: Quest <p> When a quest is inspired this way, you pay (1) less to complete it this turn.

Marksman's Legguards, 1, HuSh (Honor-160U)
Armor—Mail, Legs (1), 1 DEF
(1), Destroy Marksman's Legguards >>> Target ally has **long-range** this turn.

Marlowe Christophers, Alliance (Betrayed-4)
Hero—Human Warlock (Destruction),
Alchemy/Enchanting, 28 Health
On your turn: (6), Flip Marlowe >>> Target hero or ally has -5 health this turn.

Marlowe the Felsworn, Alliance (Betrayed-13)
Hero—Human Warlock (Traitor),
Alchemy/Enchanting, 28 Health
On your turn: (2), Flip Marlowe, destroy a friendly ally >>> Target hero or ally has -X health this turn, where X was that friendly ally's health.

Marnie Moonlight, 4, Alliance (Legion-158U)
Ally—Human Priest, 2 [Holy] ATK / 5 Health
[Activate] >>> Marnie heals 5 damage from target hero or ally.

Marshal Reginald Windsor, 5, Alliance (Dark Portal-180E)
Ally—Human Warrior, Unique, 5 [Melee] ATK / 5 Health
(3), Destroy Reginald >>> Destroy target ally with cost 7 or more.

Marta Spires, Alliance (Illidan-7)
Hero—Human Priest (Holy),
Herbalism/Enchanting, 26 Health
On your turn: (6), Flip Marta >>> Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Martiana the Mindwrench, Alliance (Drums-3)
Hero—Dwarf Priest (Shadow),
Engineering/Jewelcrafting, 26 Health
(1), Flip Martiana >>> Target player discards a card if he already discarded a card this turn.

Martyr's Mending, 3, Paladin (Legion-61R)
Instant Ability—Holy
Your hero heals any amount of damage from other friendly heroes and allies. Put that much damage on your hero.

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

Masons Fraternity Ring, 3, DrHuPaRoShWa (Azeroth-307U)
Item, Ring (2)
Your hero has +1 ATK while attacking.

Maskerade Gown, 6, DrPr (Drums-210R)
Armor—Cloth, Chest (1), 0 DEF
[Activate] >>> Target ally in your party becomes a copy of a second target ally in your party this turn.

Mass Dispel, 4, Priest (Outland-57U)
Ability—Discipline
Destroy any number of abilities.

Mass of McGowan, 3, DrPaRoShWa (Onyxia-31R)
Weapon—Mace, Melee (1), 2 ATK, 1 Strike
Mass of McGowan has +2 ATK while your hero is attacking an ally.

Massacre, 3, Rogue (Illidan-80U)
Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Destroy X target exhausted allies.

Masten Everspirit, 5, Horde (Azeroth-250R)
Ally—Tauren Shaman, 4 [Nature] ATK / 2 Health
When Masten Everspirit is destroyed, you may put him from his owner's graveyard into his hand.

Master Cannoneer Boots, 3, PaWa (Outland-200U)
Armor—Plate, Feet (1), 2 DEF
(2), Destroy Master Cannoneer Boots >>> Your hero deals 2 melee damage to target hero or ally.

Master Instinct, 2, Druid (Drums-25C)
Instant Ability—Feral, Form (1)
Ongoing: Your hero is in **bear form**. <p> [Activate] >>> This turn, your hero loses **bear form** and is in **cat form** while you control Master Instinct.

Master Marksman McGee, 5, Alliance (Illidan-135R)
Ally—Dwarf Hunter, 5 [Ranged] ATK / 4 Health
[Ranged] allies in your party have **long-range**.

Master Mathias Shaw, 7, Alliance (Dark Portal-181E)
Ally—Human Rogue, Unique, 6 [Melee] ATK / 4 Health
Stealth (*Can't protect against this character.*) <p> When an ally in your party deals combat damage to a defending hero, draw a card.

Master of Deception, 2, Rogue (Dark Portal-83R)
Ability—Subtlety Talent
Subtlety Hero Required <p> Ongoing: Your hero has **stealth**. (*Can't protect against it.*)

Master of the Hunt, 3, Hunter (Azeroth-40R)
Ability—Beast Mastery
Ongoing: Your Pets have +2 ATK / +2 health.

Masterwork Stormhammer, 3, PaRoShWa (Outland-216R)
Weapon—Mace, Melee (1), 3 ATK, 2 Strike
(5), [Activate] >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

Matalo Trailfinder, 1, Horde (Betrayed-170U)
Ally—Tauren Hunter, 1 [Ranged] ATK / 1 Health
Matalo has +1 ATK while attacking for each quest you control.

Maul, 2, Druid (Azeroth-25U)
Instant Ability—Feral, Form (1)
Your hero has +1 ATK this turn. <p> Ongoing: Your hero is in **bear form**. (*Is a **protector**. Destroy this card when you strike with a weapon or play a non-Feral ability.*)

Maxum Ironbrew, 4, Alliance (Azeroth-204C)
Ally—Dwarf Paladin, 2 [Melee] ATK / 4 Health
When Maxum Ironbrew defends, he heals 2 damage from himself.

Mayla Finkspitter, 3, Alliance (Honor-109C)
Ally—Gnome Mage, 3 [Arcane] ATK / 1 Health
Escape Artist (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*) <p> When Mayla leaves play, you may draw a card.

Mazar, Alliance (Outland-4)
Hero—Gnome Warlock (Destruction),
Engineering/Jewelcrafting, 28 Health
On your turn: (3), Flip Mazar, remove a Pet card in your graveyard from the game >>> Destroy target ally.

Medallion of the Alliance, 2, Alliance, DrHuMaPaPrRoShLoWa (Drums-219U)
Item, Trinket (2), 1 DEF
(1), Put Medallion of the Alliance on the bottom of your deck >>> Interrupt target ability card that's targeting your hero if it was played by a [Horde] player. <p> (*This item can prevent damage like an armor.*)

Medallion of the Horde, 2, Horde, DrHuMaPaPrRoShLoWa (Drums-220U)
Item, Trinket (2), 1 DEF
(1), Put Medallion of the Horde on the bottom of your deck >>> Interrupt target ability card that's targeting your hero if it was played by an [Alliance] player. <p> (*This item can prevent damage like an armor.*)

Medallion of the Lightbearer, 1, DrHuMaPaPrRoShLoWa (Illidan-220U)
Item, Neck (1)
Aldor Reputation <p> Heroes and allies in your party with **inspire** are also **protectors**.

Medoc Spiritwarden, 5, Alliance (Azeroth-205U)
Ally—Dwarf Priest, 1 [Holy] ATK / 5 Health
[Activate] >>> Put target ally card from your graveyard into hand.

Meekway Humzinger, 2, Alliance (Dark Portal-182U)
Ally—Gnome Mage, 1 [Arcane] ATK / 2 Health
Elusive <p> (1), [Activate], Put Meekway into her owner's hand >>> Draw a card.

Meeting Stone, 10 (Legion-129E)
Ability
Ongoing: [Activate], Exhaust two allies in your party >>> Search your deck for an ally card and put it into play.

Meeting with the Master (Betrayed-255C)
Quest
Pay (2) to complete this quest. <p> Reward: Draw a card for each five resources you control.

Megamorph, 8, Mage (Outland-43R)
Ability—Arcane
Target any number of allies in one party. <p> Ongoing: Those allies can't attack or protect, lose all powers, and are also Sheep.

Meganna Callaghan, 5, Alliance (Drums-137C)
Ally—Human Rogue, 4 [Melee] ATK / 5 Health
Meganna can attack **elusive** heroes and allies.

Meganna the Stalker, Alliance (Honor-7)
Hero—Human Rogue (Assassination),
Herbalism/Skinning, 27 Health
(3), Flip Meganna >>> This turn, heroes and allies in your party have **stealth**, and they can attack **elusive** heroes and allies.

Melgwy Pingzot, 2, Alliance (Azeroth-206U)
Ally—Gnome Mage, 1 [Fire] ATK / 3 Health
(5), [Activate] >>> Melgwy Pingzot deals 5 fire damage to target hero or ally.

Melissa Gerrard, 1, Horde (Gladiators-139C)
Ally—Undead Warlock, 1 [Shadow] ATK / 1 Health
When Melissa attacks, target hero or ally has -1 health this turn.

Melt Face, 2, Priest (Betrayers-82C)
Ability—Shadow
Target player destroys an ally in his party.

Meltdown, X, Mage (Gladiators-37U)
Ability—Fire
Choose one: Your hero deals X fire damage to target ally; or destroy target weapon with cost X.

Memento of Tyrande, 3, DrMaPaPrShLo (Black Temple-4R)
Item, Trinket (2)
When a non-token ally is destroyed, its controller may put a Spirit ally token into play with 1 [Holy] ATK / 1 health.

Memri the Channeler, Alliance (Legion-9)
Hero—Draenei Shaman (Elemental), Skinning/Leatherworking, 28 Health
(2), Flip Memri >>> Memri deals 1 nature damage to target hero or ally for each Totem you control.

Menace, 2, Warrior (Drums-87C)
Ability—Fury
Put target ally on top of its owner's deck.

Mend or End, 2, Shaman (Illidan-91U)
Instant Ability—Restoration Enhancement
Choose one: Your hero heals 5 damage from target ally; or attach to one of your Melee weapons. <p> Ongoing: Attached weapon has +2 ATK.

Mental Anguish, 3, Priest (Legion-73C)
Ability—Shadow
Target player discards two cards.

Merciless Gladiator's Battlegear, 8, Warrior (Drums-211E)
Arena Armor Set—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 8 DEF
If your hero would deal damage with a weapon, it deals double that much instead. <p> [Activate] >>> Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Merciless Gladiator's Crossbow of the Phoenix, 3, Hunter (Gladiators-180R)
Arena Weapon—Crossbow, Ranged (1), 0 ATK, 2 Strike
Merciless Gladiator's Crossbow of the Phoenix has +X ATK, where X is the combined ATK of your Pets. <p> When you strike with this weapon, your hero has **long-range** this combat.

Merciless Gladiator's Gavel, 5, DrPrSh (Honor-178R)
Arena Weapon—Mace, Melee (1), 1 ATK, 4 Strike
If your hero would deal non-combat damage, it deals double that much instead.

Merciless Gladiator's Greatsword, 6, PaWa (Drums-231R)
Arena Two-Handed Weapon—Sword, Melee (1), 7 ATK, 4 Strike
When Merciless Gladiator's Greatsword enters play or you strike with it, your hero deals 1 melee damage to each opposing hero and ally.

Merciless Gladiator's Pursuit, 8, Hunter (Gladiators-164E)
Arena Armor Set—Mail, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 7 DEF
At the start of your turn, you may put a Bear ally token into play with 4 [Melee] ATK / 4 health, Pet (1), and "This ally can protect your hero." <p> [Activate] >>> Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

Merciless Gladiator's Raiment, 8, Priest (Honor-161E)
Arena Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF
Each hero and ally in your party has +X health, where X is its printed health. <p> [Activate] >>> Target opponent puts three allies from his party into their owners' hands.

Metalmorph, 1, Mage (Betrayers-64C)
Ability—Arcane
Attach to target equipment. <p> Ongoing: Attached equipment loses and can't have powers and can't be exhausted.

Metzen the Reindeer, 1 (Winter Veil-6R)
Ally—Reindeer, Unique, 0 [Melee] ATK / 2 Health
Elusive <p> When Metzen enters play, target opponent puts three Pirate ally tokens into play with 1 [Melee] ATK / 1 health. <p> If no Pirates are in play: [Activate] >>> Ready target hero or ally.

Mezzik Darkspark, 1, Alliance (Azeroth-207U)
Ally—Gnome Warlock, 1 [Shadow] ATK / 1 Health
[Activate], Destroy an ally in your party >>> Mezzik Darkspark deals X shadow damage to target hero or ally, where X was the ATK of that ally you destroyed.

Miandra, 5, Alliance (Outland-130R)
Ally—Draenei Paladin, 4 [Melee] ATK / 4 Health
Miandra enters play with a divine shield counter. <p> While Miandra has a divine shield counter, prevent all damage that would be dealt to her. When damage is prevented this way, remove her divine shield counter.

Mias the Putrid, 2, Horde (Azeroth-251C)
Ally—Undead Warlock, 1 [Shadow] ATK / 1 Health
When Mias enters play, target player discards a card.

Michael Garrett, Bat Handler, 1, Horde (Drums-182U)
Ally—Undead Flight Master, Unique, 1 [Melee] ATK / 1 Health
When Michael enters play, reveal the top four cards of your deck. Put a revealed location card into hand and the rest on the bottom of your deck. <p> Michael has +1 ATK / +1 health while you control a location.

Mikael the Blunt, 2, Alliance (Gladiators-112U)
Ally—Dwarf Hunter, 2 [Ranged] ATK / 2 Health
When an opposing hero or ally readies, Mikael deals 2 ranged damage to it.

Millhouse Manastorm, 3 (Betrayers-211E)
Ally—Gnome Mage, Unique, 6 [Frost] ATK / 7 Health
Millhouse enters play with three monologue counters and can't attack while he has any. <p> (1), Say "Lowly? Nobody refers to the mighty Millhouse Manastorm as lowly!" >>> Remove a monologue counter. <p> (2), Say "Ice, Ice, Baby!" >>> Remove a monologue counter. <p> (3), Say "I'm gonna light you up, sweet cheeks!" >>> Remove a monologue counter. <p> Use each of these powers only once per game.

Milo the Unmerciful, 2, Alliance (Azeroth-208C)
Ally—Night Elf Warrior, 3 [Melee] ATK / 2 Health
[Activate] >>> Exhaust target armor.

Mind Blast, 5, Priest (Azeroth-80R)
Ability—Shadow
Your hero deals 2 shadow damage to target hero or ally. Its controller discards a card for each damage dealt this way.

Mind Control, 2+X, Priest (Azeroth-81R)
Ability—Shadow
Attach to target ally with cost X. <p> Ongoing: You control attached ally. <p> When you play a card, destroy Mind Control.

Mind Freeze, 4, Death Knight (Knight-10U)
Instant Ability—Frost
Interrupt target ability or ally card. If you do, exhaust all of its controller's resources.

Mind-numbing Poison, 3, Rogue (Dark Portal-84U)
Instant Ability—Poison
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of attached hero's controller's turn, that player exhausts one of his ready resources.

Mind Soothe, 1, Priest (Outland-58C)
Ability—Shadow
Attach to target ally. <p> Ongoing: Attached ally can't attack your hero.

Mind Spike, 2, Priest (Azeroth-82C)
Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt this way.

Mind Vision, 1, Priest (Dark Portal-75C)
Ability—Shadow
Choose an opponent. <p> Ongoing: That opponent plays with his hand revealed. <p> When you play a card, destroy Mind Vision. If you do, draw a card.

Mindflip, 3, Priest (Illidan-72R)
Ability—Shadow
You may choose an ally in your party and have target player gain control of it. If you do, gain control of target ally in his party.

Miner Harshdin, 1, Alliance (Legion-159U)
Ally—Dwarf Rogue, 1 [Melee] ATK / 2 Health
At the start of your turn, target player puts the top card of his deck into his graveyard.

Miner Moggun, 1, Alliance (Dark Portal-183C)
Ally—Dwarf Hunter, 1 [Ranged] ATK / 1 Health
Elusive <p> [Activate] >>> Put the top two cards of your deck into your graveyard.

Miner Steelwhiskers, 2, Alliance (Betrayal-144C)
Ally—Dwarf Warrior, 2 [Melee] ATK / 3 Health
Protector <p> When Steelwhiskers protects, put the top two cards of target opponent's deck into his graveyard.

Miner Stonedeep, 7, Alliance (Legion-160R)
Ally—Dwarf Paladin, 5 [Holy] ATK / 7 Health
At the start of your turn, target player puts the top five cards of his deck into his graveyard.

Minions of the Shadow Council(Illidan-244R)
Quest
When an opposing ally is destroyed, put a corpse counter on Minions of the Shadow Council. <p> Remove all corpse counters and pay (3) to complete this quest. <p> Reward: If you removed three or more counters this way, draw three cards.

Miranda McMiserson, 1, Alliance (Gladiators-113R)
Ally—Dwarf Rogue, 1 [Melee] ATK / 1 Health
Elusive <p> [Activate] >>> Name a card, then reveal the top card of your deck. If it has that name, draw it. Otherwise, put it on the bottom of your deck.

Misdirection, 4, Hunter (Outland-31R)
Ability—Survival
Ongoing: At the start of each opponent's turn, choose an ally in your party. Opposing allies can attack only that ally this turn if able.

Misery, 2, Priest (Drums-54R)
Ability—Shadow Talent
Shadow Hero Required <p> Ongoing: (X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.

The Missing Diplomat, Alliance (Azeroth-342U)
Quest
On your turn, pay (4) to complete this quest. <p> Reward: Search your deck for an ally card, reveal it, and put it into your hand.

Mission: The Abyssal Shelf(Legion-307R)
Quest
Pay (6) to complete this quest. <p> Reward: Roll six dice one at a time from 6 inches above play. For each die that lands on an opposing ally, put damage on it equal to that roll.

Mist of Corrosion, 1, Priest (Honor-48C)
Ability—Shadow
Choose "ability," "ally," or "equipment." Target opponent destroys a card of that kind he controls unless he discards a card of that kind.

Mistletoe, 3, DrHuMaPaPrRoShLoWa (Winter Veil-8R)
Item
You and another friendly player each exhaust your heroes >>> You and that player each draw a card.

Mistress Naila Flameburst, 6, Horde (Drums-183C)
Ally—Blood Elf Warlock, 6 [Fire] ATK / 5 Health
When Naila attacks, she deals 1 fire damage to each other hero and ally.

Moala Stonebinder, Alliance (Outland-5)
Hero—Draenei Shaman (Enhancement), Mining/Jewelcrafting, 28 Health
(2), Flip Moala >>> Your weapons can't be destroyed this turn.

Mocking Blow, 1, Warrior (Azeroth-144R)
Instant Ability—Arms
Your hero deals 1 melee damage to target hero or ally. This turn, that character must attack if able and can attack only your hero if able.

Modric Sternbeard, 3, Alliance (Honor-110C)
Ally—Dwarf Paladin, 2 [Holy] ATK / 3 Health
Protector <p> **Find Treasure** (*When this ally enters play, you may draw a card. If you do, discard a card.*) <p> When Modric defends, he may heal all damage from target ally.

Mogor, 5 (Gladiators-152R)
Arena Ally—Ogre Shaman, Unique, 5 [Melee] ATK / 5 Health
When Mogor is destroyed, you may pay (3). If you do, his owner puts him from his graveyard into his party.

Mogor's Anointing Club, 4, DrPaPrSh (Gladiators-181R)
Arena Weapon—Mace, Melee (1), 1 ATK, 3 Strike
On your turn: [Activate], Destroy an ally in your party >>> Put an ally card with lower cost than that ally from your graveyard into play.

Moirá Darkheart, 4, Alliance (Azeroth-209C)
Ally—Night Elf Rogue, 3 [Melee] ATK / 4 Health
(1), Destroy Moira >>> Destroy target armor or weapon.

Mojo Doctor Zin'tar, 2, Horde (Betrayal-171U)
Ally—Troll Shaman, 2 [Nature] ATK / 2 Health
When Zin'tar attacks, he heals 1 damage from target hero or ally in your party and deals 1 nature damage to target opposing hero or ally.

Mojo Masher Shakko, 2, Horde (Honor-134C)
Ally—Troll Shaman, 2 [Frost] ATK / 1 Health
When another ally in your party is destroyed, you may destroy target ability.

Mojo Masher Ven'dango, 3, Horde (Honor-135C)
Ally—Troll Rogue, 4 [Melee] ATK / 1 Health
When another ally in your party is destroyed, you may destroy target equipment.

Mojo Mender Ja'nah, Horde (Dark Portal-15)
Hero—Troll Priest (Holy), Jewelcrafting/Tailoring, 26 Health
(2), Flip Ja'nah >>> Ja'nah heals all damage from target ally.

Mojo Shaper Ojo'mon, Horde (Outland-14)
Hero—Troll Shaman (Restoration), Skinning/Leatherworking, 28 Health
On your turn: (4), Flip Ojo'mon >>> Put an ally card with cost 2 or less from your graveyard into play.

Mok'Nathal Wildercloak, 2,
DrHuMaPaPrRoShLoWa (Drums-212U)
Armor—Cloth, Back (1), 0 DEF
When an opposing ally is destroyed, put a +1 DEF counter on Mok'Nathal Wildercloak.

Moko Hunts-at-Dawn, 6, Horde (Azeroth-252U)
Ally—Tauren Hunter, 5 [Ranged] ATK / 4 Health
Ferocity (*Can attack immediately.*)

Mollie Brightheart, 4, Alliance (Drums-138C)
Ally—Human Mage, 3 [Fire] ATK / 4 Health
Diplomacy: Draenei (*You pay (1) less to play Draenei allies, to a minimum of (1).*) <p> [Activate] >>> Mollie deals 1 fire damage to target hero or ally.

Molten Armor, 2, Mage (Outland-44R)
Ability—Fire
Ongoing: (1), Remove an ability card in your graveyard from the game >>> If your hero is defending, it deals 1 fire damage to target attacker.

Mooncloth Robe, 4, MaPrLo (Azeroth-298R)
Armor—Cloth, Chest (1), 0 DEF
(2), [Activate], Exhaust your hero >>> Draw a card.

Moonfire, 2, Druid (Outland-24R)
Instant Ability—Balance
Attach to target hero or ally, and your hero deals 1 arcane damage to it. <p> Ongoing: At the start of your turn, if Moonfire is in play, your hero deals 1 arcane damage to attached character. <p> (1) >>> Put Moonfire into its owner's hand.

Moonflare, 3, Druid (Drums-26U)
Ability—Balance
Ongoing: When a resource enters play under your control, your hero may deal 1 arcane damage to target ally.

Moonkin Form, 2, Druid (Dark Portal-23R)
Instant Ability—Balance Talent, Form (1)
Balance Hero Required <p> Ongoing: Each of your armor has +1 DEF. <p> If your hero would deal damage with a Balance ability, it deals that much +1 instead. <p> When you play a non-Balance ability, destroy Moonkin Form.

Moonshadow, Alliance (Azeroth-6)
Hero—Night Elf Druid (Restoration), Alchemy/Herbalism, 27 Health
(3), Flip Moonshadow >>> Shuffle your hand into your deck, then draw that many cards.

Moonstrider Boots, 2, DrRo (Outland-201C)
Armor—Leather, Feet (1), 1 DEF
(1), [Activate] >>> Your hero has **stealth** this turn.

Mordotz, 5, Horde (Outland-175E)
Ally—Undead Warlock, 4 [Shadow] ATK / 4 Health
Mordotz has +1 ATK / +1 health for each ability you control attached to opposing heroes and allies.

The More, the Scariest, X, Mage (Illidan-51R)
Ability—Fire
Your hero deals X fire damage to each of X target allies.

Morfiel, 4, Warlock (Dark Portal-109U)
Ally—Felhunter Demon, Pet (1), 4 [Melee] ATK / 4 Health
Opponents pay (1) more to play abilities.

Morganis Blackvein, Horde (Dark Portal-16)
Hero—Undead Mage (Frost), Enchanting/Tailoring, 25 Health
(4), Flip Morganis >>> Opponents can't draw cards this turn.

Morik, 3, Horde (Dark Portal-224C)
Ally—Orc Shaman, 2 [Frost] ATK / 2 Health
Ferocity <p> When Morik attacks, each player draws a card.

Morkad Sharptooth, 3, Horde (Honor-136C)
Ally—Orc Warlock, 5 [Fire] ATK / 3 Health
At the start of your turn, choose a hero or ally in your party. Other characters can't attack this turn.

Morlug Soulslayer, 2, Horde (Outland-176R)
Ally—Orc Warlock, 3 [Shadow] ATK / 1 Health
When one of your resources is destroyed, Morlug Soulslayer deals 1 shadow damage to target hero.

Morn Salts-the-Land, Horde (Betrayal-32)
Hero—Tauren Hunter (Traitor),
Herbalism/Alchemy, 29 Health
(3), Flip Morn >>> You can play target ability card from an opponent's graveyard this turn.

Morn Walks-the-Path, Horde (Betrayal-23)
Hero—Tauren Hunter (Survival),
Herbalism/Alchemy, 29 Health
(3), Flip Morn >>> You can play target ability card from your graveyard this turn.

Morova of the Sands, Horde (Dark Portal-17)
Hero—Tauren Druid (Balance),
Skinning/Leatherworking, 28 Health
(10), Flip Morova >>> Morova deals 7 nature damage to target hero or ally.

Mortal Delights, 3, Warlock (Dark Portal-110U)
Ability—Affliction
Ongoing: (1), Put 3 damage on your hero >>> Draw a card.

Mortal Strike, 2, Warrior (Azerath-145R)
Instant Ability—Arms Talent
Arms Hero Required <p> Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of one of your Melee weapons. That character can't be healed this turn.

Mortok, 3, Horde (Drums-184C)
Ally—Orc Rogue, 4 [Melee] ATK / 4 Health
Mortok can attack only exhausted heroes and allies.

Mother Misery(Illidan-22)
Hero—Shivan Demon, 30 Health
[Front]: **Sextuple Wield** (*Can have up to six hands of Melee weapons and can strike with any number of them during the same combat.*)
[Back]: **Sextuple Wield** <p> Deckbuilding: You can include only neutral quests and any Melee weapons. You can't include cards with reputation or text restrictions (*like Fire Hero Required*).

Mrglrglmrglmrrrlggg, 5 (Blizzcon 2007E)
Ally—Murloc, 2 [Melee] ATK / 2 Health
When Mrglrglmrglmrrrlggg attacks, say "Mrglrglmrglmrrrlggg!" Then, put two Murloc ally tokens into play with 1 [Melee] ATK / 1 health, and **ferocity**.

Mugger's Belt, 6, Rogue (Dark Portal-256U)
Armor—Leather, Waist (1), 1 DEF
When your hero deals combat damage to a hero, that hero's controller discards a card and you draw a card.

Multi-Shot, 5, Hunter (Azerath-41R)
Instant Ability—Marksmanship
Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

Munkin Blackfist, 4, Horde (Drums-185C)
Ally—Orc Warrior, 2 [Melee] ATK / 4 Health
Protector <p> When Munkin enters play, destroy target equipment if its controller has more equipment than you.

Murderous Torment, 3, Mage (Betrayal-65U)
Ability—Traitor
Traitor Hero Required <p> Ongoing: When an opponent draws a card, your hero deals 1 arcane damage to his hero.

Mustang Sally, 1, Horde (Outland-177C)
Ally—Undead Rogue, 2 [Melee] ATK / 1 Health
(4), Destroy another ally in your party >>> Destroy target ally with cost 4 or less.

Mutilate, 2, Rogue (Outland-70R)
Instant Ability—Assassination Talent Combo
Assassination Hero Required <p> Your hero deals melee damage to target hero or ally equal to 1 plus the combined ATK of your Daggers.

Mya, Dragonling Wrangler, 3, Alliance (Dark Portal-184C)
Ally—Gnome Mage, 2 [Frost] ATK / 2 Health
When Mya enters play, put a Mechanical Dragonling ally token into play. with 1 [Melee] ATK / 1 health

Myriam Starcaller, 4, Alliance (Betrayal-145C)
Ally—Night Elf Druid, 3 [Arcane] ATK / 4 Health
Untargetable <p> [Activate] >>> Myriam deals 5 arcane damage to target hero.

Myrmidon's Signet, 3, DrPaRoShWa (Azerath-308U)
Item, Ring (2)
Your hero has +5 health.

Mystic Denial, 5, Mage (Drums-37R)
Instant Ability—Arcane
Interrupt target card. <p> Ongoing: When an opponent plays a card, destroy Mystic Denial. If you do, interrupt that card.

Mythen of the Fang, Alliance (Betrayal-14)
Hero—Night Elf Druid (Traitor),
Skinning/Leatherworking, 27 Health
(2), Flip Mythen >>> Mythen deals 1 nature damage to target hero for each quest its controller has.

Mythen of the Wild, Alliance (Betrayal-5)
Hero—Night Elf Druid (Restoration),
Skinning/Leatherworking, 27 Health
(2), Flip Mythen >>> Mythen heals 2 damage from target hero or ally for each quest you control.

Naan the Selfless, 1, Alliance (Honor-111C)
Ally—Draenei Shaman, 0 [Nature] ATK / 3 Health
Protector <p> When Naan defends, he deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally.

Naaru Belt of Precision, 2, DrRo (Illidan-214R)
Armor—Leather, Waist (1), 0 DEF
Naaru Belt of Precision has +X DEF, where X is your hero's ATK.

Naaru Lightwarden's Band, 4, DrPaPrSh (Magtheridon-13R)
Item, Ring (2)
Friendly heroes have +5 health.

Najan Spiritbinder, 6, Horde (Outland-178C)
Ally—Orc Shaman, 3 [Nature] ATK / 4 Health
Ferocity <p> When Najan Spiritbinder deals combat damage to a hero, you may destroy target ability.

Nala Stalks-the-Night, 4, Horde (Outland-179U)
Ally—Tauren Druid, 2 [Melee] ATK / 4 Health
Ferocity (*Can attack immediately.*) <p> **Stealth** (*Can't protect against this character.*)

Naliss the Silencer, 6, Horde (Gladiators-140R)
Ally—Blood Elf Mage, 6 [Arcane] ATK / 7 Health
Blood Elf Hero Required <p> **Arcane Torrent** <p> (1) >>> Target opposing card in play loses and can't have powers this turn.

Nalkas, 4, Alliance (Outland-131C)
Ally—Night Elf Priest, 2 [Holy] ATK / 4 Health
[Activate] >>> Nalkas heals 2 damage from each hero and ally in target player's party.

Nalona, 2, Horde (Outland-180C)
Ally—Blood Elf Priest, 2 [Holy] ATK / 2 Health
You may destroy one of your resources rather than pay Nalona's cost.

The Name of the Beast(Legion-308C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose "ability," "ally," "equipment," or "quest." Reveal the top four cards of your deck. Put a revealed card of that kind into your hand and the rest on the bottom of your deck.

Naolin Sunsurge, 4, Horde (Dark Portal-225R)
Ally—Blood Elf Mage, 3 [Arcane] ATK / 2 Health
Blood Elf Hero Required <p> When you play an ability for the first time on each of your turns, draw a card. <p> At the end of your turn, if you didn't play an ability this turn, destroy Naolin Sunsurge.

Narmak Doomratchet, 7, Alliance (Outland-132R)
Ally—Gnome Warlock, 3 [Shadow] ATK / 3 Health
Elusive <p> [Activate], Put X damage on your hero >>> Narmak Doomratchet deals X shadow damage to target ally.

Narthadus, 6, Alliance (Betrayal-146C)
Ally—Night Elf Priest, 3 [Holy] ATK / 6 Health
Elusive (*Can't be attacked.*) <p> At the end of your turn, you may destroy target ability.

Natasha Hutchins, 2, Horde (Illidan-161C)
Ally—Undead Mage, 3 [Shadow] ATK / 2 Health
Shadow Resistance (*Prevent all shadow or [Shadow] damage that this ally would be dealt.*)

Nathadan, Horde (Outland-15)
Hero—Blood Elf Paladin (Protection),
Mining/Blacksmithing, 29 Health
(3), Flip Nathadan >>> If target ally in your party is defending, remove it from combat.

Nathaniel Voran, 2, Horde (Honor-137C)
Ally—Undead Mage, 2 [Frost] ATK / 3 Health
Will of the Forsaken (*This ally can't leave play unless it has fatal damage or 0 health.*)

Nathressa Darkstrider, Alliance (Dark Portal-3)
Hero—Night Elf Rogue (Subtlety),
Skinning/Leatherworking, 27 Health
(1), Flip Nathressa >>> Nathressa has **stealth** this turn. (*Can't protect against her.*)

Natural Alignment, 2, Shaman (Onyxia-4U)
Instant Ability—Elemental
Your hero deals X nature damage to target hero or ally and heals X damage from a second target hero or ally, where X is the number of friendly players.

Natural Conduit, 3, Shaman (Drums-71C)
Instant Ability—Elemental
Your hero deals 3 nature damage to target ally and heals 3 damage from itself.

Natural Defenses, 1, Druid (Azeroth-26R)
Instant Ability—Feral
Ongoing: Each of your armor has +1 DEF while your hero is in **bear form**.

Natural Disaster, 6, DrSh (Drums-101C)
Ability—Balance Elemental
Your hero deals 6 nature damage to target hero or ally.

Natural Genesis, 3, Druid (Legion-26R)
Ability—Restoration
Ongoing: Each player may place an additional resource on his turn.

The Natural Order, 2, Druid (Betrayer-43C)
Ability—Balance
Destroy target ability or equipment.

Natural Remedies(Legion-309C)
Quest
Pay (0) to complete this quest. <p> Reward: Look at the top two cards of your deck. Put one on top of your deck and the other on the bottom.

Natural Selection, 3, Druid (Azeroth-27C)
Instant Ability—Restoration
Choose one: Your hero deals 3 nature damage to target hero or ally; or your hero heals 3 damage from target hero or ally.

Nature of the Beast, 1, Druid (Dark Portal-24U)
Ability—Feral
Ongoing: Your hero has +1 ATK while attacking in bear or **cat form**.

Nature Unleashed, 7, DrHu (Drums-102C)
Ability—Feral Beast Mastery
Put five Bear ally tokens into play with 1 [Melee] ATK / 1 health and **protector**.

Nature's Guidance, 3, Druid (Grand Melee-3R)
Arena Ability—Feral
Preparation (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: You pay (1) less to play Feral abilities, to a minimum of (1).

Nature's Majesty, 5, Druid (Dark Portal-25C)
Instant Ability—Balance
Choose one: Your hero deals 5 nature damage to target hero or ally; or your hero heals 5 damage from target hero or ally.

Nature's Reach, 4, Druid (Gladiators-20R)
Ability—Balance Talent
Balance Hero Required <p> Ongoing: Ally tokens in your party have +1 ATK / +1 health. <p> (3), [Activate] >>> Put a Treant ally token into play with 1 [Melee] ATK / 1 health.

Nature's Swiftness, 3, Druid (Azeroth-28R)
Ability—Restoration Talent
Restoration Hero Required <p> You pay (5) less to play your next card this turn.

Nazgrel, Advisor to Thrall, 7, Horde (Legion-196E)
Ally—Orc Shaman, Unique, 7 [Melee] ATK / 6 Health
Protector <p> When Nazgrel enters play, destroy target [Alliance] ally.

Nazguk Sharptongue, 5, Horde (Honor-138R)
Ally—Orc Shaman, 7 [Frost] ATK / 5 Health
At the start of your turn, choose a hero or ally in your party. Other characters can't attack this turn. <p> (2), Destroy another ally in your party >>> Nazguk has **ferocity** this turn.

Nea Sunmark, 4, Horde (Gladiators-141C)
Ally—Blood Elf Priest, 3 [Holy] ATK / 3 Health
Ferocity (*Can attack immediately.*) <p> **Arcane Torrent** (*When this ally enters play, target opposing card in play loses and can't have powers this turn.*)

Needle Spine, 1, Hunter (Black Temple Raid-12U)
Instant Ability—Traitor
Traitor Hero Required <p> When target hero or ally deals combat damage to your defending hero this turn, your hero also deals that much ranged damage to it.

Needs More Cowbell(Betrayer-256R)
Quest
On your turn, pay (2) to complete this quest. <p> Reward: Put a unique Ghost Cow ally token named Bessy into play with 1 [Melee] ATK / 1 health and "At the start of your turn, remove this ally from the game. If you do, you may remove target ally from the game."

Neeka, 1, Alliance (Outland-133C)
Ally—Night Elf Druid, 1 [Nature] ATK / 1 Health
Elusive <p> [Activate] >>> Neeka heals 1 damage from target hero or ally.

Nemesis Leggings, 5, Warlock (Molten Core-8R)
Armor—Cloth, Legs (1), 1 DEF
When you play a [Warlock] ability, you may pay (1). If you do, your hero deals 1 shadow damage to target opposing hero for each ability attached to that hero.

Nemesis Skullcap, 2, Warlock (Onyxia-16E)
Armor—Cloth, Head (1), 0 DEF
[Activate] >>> Your hero heals 1 damage from itself. <p> When you play a [Warlock] ability, ready Nemesis Skullcap.

Neophyte Morandi, 3 (Legion-219C)
Ally—Dranei Paladin, 1 [Holy] ATK / 3 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> If another ally in your party would be dealt damage, it's dealt to Morandi instead.

Nerra Lifeboon, 5, Alliance (Azeroth-210C)
Ally—Night Elf Druid, 4 [Melee] ATK / 4 Health
Other allies in your party have +1 health.

Nerves of Steel, 1, Rogue (Drums-62R)
Instant Ability—Combat Talent
Combat Hero Required <p> Ready your hero. It can't be exhausted by opposing cards and effects this turn.

Nesmend Darkbreaker, 2, Alliance (Outland-134U)
Ally—Dwarf Paladin, 2 [Melee] ATK / 3 Health
(5), Destroy Nesmend >>> Target ally is **elusive** and **untargetable** this turn.

Nether Fissure, 4, Mage (Honor-37U)
Instant Ability—Arcane
Nether Fissure can't be interrupted. <p> Interrupt target card.

Nether Fracture, 3, Mage (Legion-50C)
Instant Ability—Arcane
Interrupt target ability, ally, or equipment card.

Netherbane, 1, PaShWa (Drums-232U)
Weapon—Axe, Melee (1), 2 ATK, 2 Strike
Cards in play you control can't be removed from the game.

Netherdrake Gloves, 4, HuSh (Crafted-4E)
Armor—Mail, Hands (1), 3 DEF
[Activate], Destroy Netherdrake Gloves >>> Put a Netherdrake ally token into play with 3 [Melee] ATK / 3 health.

Nethershard, 3, DrMaPrShLo (Gladiators-182R)
Weapon—Dagger, Melee (1), 1 ATK, 3 Strike
On your turn: (2), Exhaust your hero >>> Target opponent removes a card in his hand from the game.

Netherwind Crown, 3, Mage (Onyxia-17E)
Armor—Cloth, Head (1), 0 DEF
(1), [Activate] >>> Your hero deals 1 arcane damage to target ally. <p> When you play a [Mage] ability, ready Netherwind Crown.

Netherwind Pants, 3, Mage (Molten Core-9R)
Armor—Cloth, Legs (1), 1 DEF
When you play a [Mage] ability, you may pay (1). If you do, you and target opponent each draw a card.

Netherwing Protector's Shield, 2, PaShWa (Illidan-215U)
Armor—Shield, Off-Hand (1), 1 DEF
Your hero has **dual shield**. (*Can have a second Shield instead of a Melee weapon.*)

A New Plague, Horde (Dark Portal-304C)
Quest
On your turn, pay (4) to complete this quest. <p> Reward: Choose one: If an ally is in your party, each player destroys an ally in his party; or draw a card. If your hero is an Undead, you may choose both.

Nexus Torch, 4, MaPrLo (Legion-286U)
Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike
When combat damage is dealt with Nexus Torch to a defending hero, that hero's controller discards a card.

Nicholas Merrick, Alliance (Gladiators-8)
Hero—Human Mage (Fire), Mining/Engineering, 25 Health
On your turn: (3), Flip Nicholas >>> Nicholas deals 2 fire damage to each opposing ally.

Nightbloom, 2, Alliance (Azeroth-211R)
Ally—Night Elf Druid, 1 [Nature] ATK / 1 Health (1), [Activate] >>> You may put a card from your hand into your resource row face down and exhausted.

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

Nimaasus the Implacable, Alliance (BC Promo-1)
Hero—Draenei Paladin (Retribution), Mining/Jewelcrafting, 29 Health
(3), Flip Nimaasus >>> Nimaasus deals holy damage to target ally equal to the amount of damage that ally dealt to Nimaasus this turn.

Ninoo of the Light, 1, Alliance (Drums-139C)
Ally—Draenei Priest, 2 [Holy] ATK / 3 Health
Ninoo can't attack. <p> [Activate] >>> Ninoo heals 1 damage from each hero and ally in your party.

Niyore of the Watch, 6 (Betrayal-192R)
Ally—Draenei Warrior, 5 [Melee] ATK / 6 Health
Aldor Reputation <p> If your hero would be dealt damage, it's dealt to Niyore instead. <p> When Niyore is dealt damage, he deals 2 melee damage to its source.

No Man's Land, 2, DrLo (Honor-87C)
Ability—Restoration Demonology
Attach to target ally in your party. <p> Ongoing: When attached ally is destroyed, draw two cards.

Noggenfogger Elixir, 2, DrHuMaPaPrRoShLoWa (Azeroth-309R)
Item—Potion
Destroy Noggenfogger Elixir >>> Choose an ally in your party and roll a die. <p> 1–2: That ally can't be destroyed this turn. <p> 3–4: Ready that ally. <p> 5–6: That ally can't be attacked this turn.

Nok'tal the Savage, 5, Horde (Drums-186C)
Ally—Troll Warrior, 3 [Melee] ATK / 5 Health
Protector <p> **Berserking** (+1 ATK for each damage.)

Norrund Grovewalker, 6, Alliance (Outland-135C)
Ally—Night Elf Druid, 5 [Nature] ATK / 4 Health
Elusive (*Can't be attacked.*) <p> **Untargetable**

Noxel Shroudhaggle, 1, Alliance (Honor-112C)
Ally—Gnome Warlock, 1 [Fire] ATK / 2 Health
Escape Artist (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*) <p> Your hero is **untargetable**.

Nyn'jah, 4, Horde (Dark Portal-226C)
Ally—Troll Rogue, 3 [Melee] ATK / 3 Health
When Nyn'jah enters play, you may ready target opposing equipment. You control that equipment while Nyn'jah remains in your party.

Nyn'jah's Tabi Boots, 6, DrRo (Drums-213R)
Armor—Leather, Feet (1), 1 DEF
Other players can't use payment (>>>) powers during your turn. <p> You can use the payment powers of any cards in play during your turn (*including opposing cards*).

Oakenclaw, Alliance (Drums-4)
Hero—Night Elf Druid (Feral), Alchemy/Engineering, 27 Health
(1), Flip Oakenclaw >>> This turn, Oakenclaw is in **bear form** and has Form (1) until you strike with a weapon or play a non-Feral ability. (*Is a protector while in bear form.*)

The Oathkeeper, 4, DrPaSh (Drums-233E)
Two-Handed Weapon—Mace, Melee (1), 6 ATK, 2 Strike
When The Oathkeeper enters play, choose an oath: "I won't play cards;" or "I won't draw cards." <p> You can't break the oath you took.

Obfuscate, 1, Rogue (Legion-84C)
Instant Ability—Subtlety Combo
Target hero or ally has +2 ATK while attacking and has **stealth** this turn. (*Can't protect against it.*)

Oblivion (Illidan-23)
Hero—Pit Lord Demon, 25 Health
[Front]: You can have any number of Pets.
[Back]: You can have any number of Pets. <p> Deckbuilding: You can include only neutral quests, any Traitor cards, and any Demon allies. You can't include cards with reputation or other text restrictions (*like Fire Hero Required*).

Obora the Mad, Alliance (Betrayal-15)
Hero—Draenei Mage (Traitor), Jewelcrafting/Tailoring, 25 Health
(2), Flip Obora >>> When an opponent draws a card this turn, Obora deals 1 arcane damage to target hero or ally in that opponent's party.

Obora the Wise, Alliance (Betrayal-6)
Hero—Draenei Mage (Arcane), Jewelcrafting/Tailoring, 25 Health
(4), Flip Obora >>> When you play an ability this turn, draw a card.

Observer's Shield, 2, PaShWa (Dark Portal-257U)
Armor—Shield, Off-Hand (1), 2 DEF
Observer's Shield enters play exhausted.

Obsidian Edged Blade, 4, PaWa (Molten Core-24R)
Two-Handed Weapon—Sword, Melee (1), 4 ATK, 1 Strike
(1), Discard Obsidian Edged Blade from your hand >>> Put a +1 ATK counter on target Two-Handed Sword.

Offender Gora, 1, Horde (Illidan-162U)
Ally—Orc Shaman, 2 [Melee] ATK / 1 Health
Ferocity <p> Gora has -2 ATK on each opponent's turn.

Ol' Stonewall, 2, Alliance (Illidan-136C)
Instant Ally—Dwarf Warrior, 4 [Melee] ATK / 4 Health
Protector <p> At the start of your turn, destroy Ol' Stonewall.

Old Bones, 4, Hunter (Azeroth-42U)
Ally—Bear, Pet (1), 4 [Melee] ATK / 4 Health
Old Bones can protect your hero.

Omedus the Punisher, Horde (Azeroth-12)
Hero—Undead Priest (Shadow), Alchemy/Herbalism, 26 Health
(3), Flip Omedus >>> Omedus deals shadow damage to target hero equal to 7 minus the number of cards in its controller's hand.

Omen of Clarity, 3, Druid (Honor-22R)
Ability—Restoration Talent
Restoration Hero Required <p> Ongoing: At the start of your turn, you may reveal the top card of your deck. If you do, you pay (2) less the next time you play or complete a card with that name this turn.

The Omens of Terror, 2, Priest (Gladiators-51U)
Instant Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. Its controller reveals a card in his hand for each damage dealt this way. Choose a revealed card, and he discards it.

On the Brink, 1, Rogue (Legion-85C)
Ability—Assassination Combo
Attach to target ally. <p> Ongoing: When attached ally becomes exhausted, destroy it.

On Your Feet, 3 (Azeroth-164C)
Instant Ability
Play On Your Feet only on an opponent's turn. <p> Ready target ally in your party. It is a **protector** this turn.

Ona Skyspot, Horde (Outland-16)
Hero—Tauren Hunter (Marksmanship), Engineering/Jewelcrafting, 29 Health
(2), Flip Ona >>> Ready target Ranged weapon.

One Draenei's Junk . . . (Outland-240C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with cost 1, 2, or 3 into your hand and the rest on the bottom of your deck.

One-Thousand-Battles, 3, Horde (Outland-181C)
Ally—Tauren Druid, 3 [Melee] ATK / 5 Health
Protector <p> At the start of your turn, an opponent chooses one: One-Thousand-Battles can't attack this turn; or One-Thousand-Battles must attack this turn if able.

Onslaught Girdle, 4, PaWa (Dark Portal-258R)
Armor—Plate, Waist (1), 2 DEF
Exhaust one of your armor >>> Your weapons have +1 ATK this turn.

Onyxia Blood Talisman, 6, PaShWa (Onyxia-23E)
Item, Trinket (2)
Friendly allies have +2 health.

Onyxia Hide Backpack, 2, DrHuMaPaPrRoShLoWa (Onyxia-24U)
Item, Bag (5)
[Activate], Discard an equipment card >>> Draw a card.

Onyxia Tooth Pendant, 6, DrHuPaRoShWa (Onyxia-25E)
Item, Neck (1)
Friendly allies have +2 ATK while attacking.

An OOX of Your Own(Legion-310R)

Quest

On your turn, pay (6) to complete this quest. <p> Reward: Put three Mechanical Chicken ally tokens into play with 0 [Melee] ATK / 1 health. At the start of your next turn, remove them from the game and draw a card for each ally removed this way.

Operation Recombobulation, Alliance (Dark Portal-292R)

Quest

Gnome Hero Required <p> Pay (4) to complete this quest. <p> Reward: When an opposing non-token ally is destroyed this turn, you may put an ally card from your graveyard into hand.

Ophelia Barrows, 4, Horde (Azeroth-253C)

Ally—Undead Warrior, 1 [Melee] ATK / 5 Health

Protector <p> (1) >>> Remove target ally card in a graveyard from the game. If you do, Ophelia Barrows heals 1 damage from herself.

Optimize, 4, HuPr (Gladiators-86C)

Ability—Survival Discipline

Ongoing: [Activate] >>> You may ready or exhaust target resource.

Order Must Be Restored, Alliance (Drums-241C)

Quest

Pay (1) to complete this quest. <p> Reward: Target opponent chooses an ally in his party. When that ally is destroyed this turn, draw a card.

Orderkeeper Calister, 4, Alliance (Betrayal-147C)

Ally—Human Warrior, 2 [Melee] ATK / 5 Health

Protector <p> Opponents pay (2) more to play equipment.

Orderkeeper Henley, 5, Alliance (Betrayal-148C)

Ally—Human Mage, 5 [Frost] ATK / 3 Health

Opponents pay (2) more to play abilities.

Orderkeeper Vesra, 3, Alliance (Betrayal-149U)

Ally—Human Paladin, 4 [Melee] ATK / 1 Health

Opponents pay (2) more to play allies.

Orders from Lady Vashj(Betrayal-257C)

Quest

Pay (2) to complete this quest. <p> Reward: If you have no cards in hand, draw two cards.

Orgrimmar, Horde (Gladiators-207R)

Location—City

Orc Hero Required <p> [Activate] >>> Target Orc in your party has **ferocity** this turn.

Orgrimmar Grunts, 2, Horde (Azeroth-254C)

Ally—Orc Warrior, Unlimited, 1 [Melee] ATK / 1 Health

Orgrimmar Grunts has +1 ATK for each other ally named Orgrimmar Grunts in your party.

Orion, 5, Horde (Drums-187C)

Ally—Blood Elf Paladin, 2 [Holy] ATK / 7 Health

Protector

Orlund, 4, Alliance (Honor-113C)

Ally—Dwarf Priest, 1 [Shadow] ATK / 6 Health

Find Treasure (When this ally enters play, you may draw a card. If you do, discard a card.) <p> When an opponent discards a card, Orlund deals 3 shadow damage to that opponent's hero.

Ornate Adamantium Breastplate, 5, PaWa (Dark Portal-259U)

Armor—Plate, Chest (1), 6 DEF

Orono the Great, 4, Alliance (Drums Starter-3U)

Ally—Draenei Shaman, 4 [Melee] ATK / 4 Health

Osha Shadowdrinker, 6, Horde (Legion-197R)

Ally—Undead Warlock, 5 [Shadow] ATK / 5 Health

When a [Shadow] ally in your party deals combat damage, ready up to that many of your resources.

Oshu'gun Crystal Powder(Drums-248C)

Quest

If you control a location, pay (1) to complete this quest. <p> Reward: Draw a card.

Ossandran, Crematorium Master, 4, Horde (Legion-198C)

Ally—Undead Rogue, 3 [Nature] ATK / 5 Health

When an opposing ability, ally, equipment, or resource is destroyed, remove it from the game.

Ossus the Ancient, 6, Alliance (Gladiators-114R)

Ally—Draenei Paladin, 5 [Holy] ATK / 5 Health

Draenei Hero Required <p> **Inspiring Presence**

<p> Prevent all combat damage that would be dealt.

Outland Sucks!(Drums-249C)

Quest

Pay (3) to complete this quest. <p> Reward: Draw a card, or two cards if an opponent has a Blood Elf, Draenei, or Demon in his party.

Outrider Zarg, 4, Horde (Dark Portal-227C)

Ally—Orc Hunter, 4 [Melee] ATK / 2 Health

Ferocity <p> At the end of your turn, if Outrider Zarg dealt no damage this turn, destroy him.

Overkill, 5, Rogue (Illidan-81R)

Ability—Assassination

Finishing Move: Finishing Move (To play, remove X **finishing move** cards in your graveyard from the game, where X is 5 or less.) <p> Each opponent destroys X of his equipment and discards X cards, and your hero deals X melee damage to each opposing hero and ally.

Overlord Or'barokh, 8, Horde (Illidan-163R)

Ally—Orc Warrior, Unique, 8 [Melee] ATK / 1 Health

Ferocity <p> When Or'barokh enters play, you may destroy target damaged ally.

Overpower, 6, Warrior (Honor-79R)

Ability—Arms

Ongoing: Opposing cards can't be exhausted on your turn.

Overseer Oilfist, 2 (Dark Portal-245C)

Ally—Dwarf Warrior, Unique, 1 [Melee] ATK / 2 Health

When Overseer Oilfist enters play, reveal the top four cards of your deck. Put a revealed equipment card into your hand and the rest on the bottom of your deck.

Owned!, 6 (Drums-109R, Drums Loot-2L)

Ability

Remove target ally from the game. Search its owner's deck, graveyard, hand, and party for all ally cards with the same name as that ally and remove them from the game.

Ozzati, Alliance (Outland-6)

Hero—Draenei Mage (Fire),

Enchanting/Jewelcrafting, 25 Health

On your turn: (4), Flip Ozzati >>> Ozzati deals 1 fire damage to each opposing hero and ally.

Pack Tactics, 3, Druid (Honor-23U)

Instant Ability—Feral Combo, Form (1)

Ongoing: Allies in your party have +1 ATK / +1 health. <p> Your hero is in **cat form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Pact of Shadow, 7, Priest (Outland-59R)

Ability—Shadow

Ongoing: When an opponent discards a card, your hero deals 3 shadow damage to target hero or ally.

Pads of the Dread Wolf, 1, DrRo (Dark Portal-260U)

Armor—Leather, Feet (1), 1 DEF

Pagatha Soulfinder, Horde (Dark Portal-18)

Hero—Undead Warlock (Destruction),

Mining/Engineering, 28 Health

(5), Flip Pagatha >>> Interrupt target ally card.

Pain Suppression, 4, Priest (Outland-60R)

Ability—Discipline Talent

Discipline Hero Required <p> Ongoing: If your hero would be dealt damage, prevent 1 of that damage.

"The Painsaw", 3, Horde (Illidan-164C)

Ally—Orc Warrior, 3 [Melee] ATK / 2 Health

When The Painsaw enters play, you may destroy target ready weapon.

Paladin Training, 1, Paladin (Legion-62U)

Ability—Holy

Attach to target friendly ally. <p> Ongoing: When attached ally deals combat damage, it also heals that much from target hero or ally.

Panax the Unstable, 5, Horde (Azeroth-255R)

Ally—Undead Mage, 3 [Arcane] ATK / 5 Health

(X), Destroy Panax >>> Panax deals X arcane damage to each ally.

Pandamonium!, 7 (Drums-110R)

Ability

Put three Pandaren ally tokens into play with 1 [Melee] ATK / 1 health and "This ally has +1 ATK / +1 health for each other Pandaren in your party."

Papa Hummel's Old-Fashioned Pet Biscuit, X (Betrayal-127U, Betrayal Loot-1L)

Ability

Attach to target Pet ally in your party and put X growth counters on Papa Hummel's Old-Fashioned Pet Biscuit. <p> Ongoing: Attached ally has +1 ATK / +1 health for each growth counter.

Paper Airplane, 1 (Legion-130R, Legion Loot-1L)

Ability

Put Paper Airplane on top of target player's deck. (He owns it for the rest of the game.)

Pappy Ironbane, 7, Alliance (Gladiators-115U)

Ally—Dwarf Warrior, 2 [Melee] ATK / 7 Health

Protector <p> At the end of your turn, you may destroy target ability or equipment.

Parren Shadowshot, 2, Alliance (Outland-136U)
Ally—Night Elf Hunter, 3 [Ranged] ATK / 2 Health
Ability
(1), [Activate] >>> Target hero or ally has **long-range** this turn. (*Defenders deal no combat damage to it.*)

Parvink, 3, Alliance (Azeroth-212C)
Ally—Gnome Warrior, 2 [Melee] ATK / 2 Health
Protector <p> When Parvink enters play, draw a card.

Path of Cenarius, 2 (Honor-91U, Honor Loot-1L)
Ability
Attach to target ally. <p> Ongoing: Attached ally has "(1), [Activate] >>> Ready another target ally."

The Path of Conquest(Illidan-245C)
Quest
If no opposing allies are in play, pay (2) to complete this quest. <p> Reward: Draw a card.

Pathaleon the Calculator, 6 (Betrayal-212R)
Ally—Blood Elf Mage Traitor, Unique, 6 [Arcane] ATK / 5 Health
Traitor Hero Required <p> (2), Remove Pathaleon from the game >>> Put any number of cards from your hand on the bottom of your deck, then draw that many cards. You can use this power if Pathaleon is in your hand or party.

Patient Shot, 3, Hunter (Illidan-38C)
Ability—Marksmanship
Ongoing: Your hero has "[Activate] >>> This hero deals 1 ranged damage to target hero or ally."

Pauldrons of Desolation, 4, HuSh (Illidan-216R)
Armor—Mail, Shoulder (1), 2 DEF
When you strike with a weapon, target ally in your party has **long-range** this turn.

Pauldrons of the Crimson Flight, 4, PaWa (Outland-202E)
Armor—Plate, Shoulder (1), 3 DEF
At the end of your turn, ready one of your armor.

Penance, 4, Paladin (Drums-47R)
Ability—Retribution
Each ally deals holy damage to itself equal to its ATK.

Penelope's Rose, 4, DrMaPrLo (Dark Portal-266U)
Item, Off-Hand (1)
When you complete a quest, draw a card.

Perdition's Blade, 2, RoShWa (Molten Core-25R)
Weapon—Dagger, Melee (1), 2 ATK, 1 Strike
When Perdition's Blade enters play, your hero deals 1 fire damage to target hero or ally.

The Perfect Stout, Alliance (Dark Portal-293C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose one: Target ally can't attack this turn; or draw a card. If your hero is a Dwarf, you may choose both.

Pernicious Poison, 2, Rogue (Drums-63U)
Instant Ability—Poison
Attach to target hero or ally that your hero dealt combat damage to this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character.

Personal Weather Maker, 3 (Betrayal-128R,
Betrayal Loot-2L)
Ability
Ongoing: Play with the top card of your deck revealed. <p> Opponents can't target cards in play you control that share a type with the top card of your deck.

Phadalus the Enlightened, Alliance (Dark Portal-4)
Hero—Draenei Shaman (Restoration), Engineering/Jewelcrafting, 28 Health
On your turn: (3), Flip Phadalus >>> Put a Totem card from your graveyard into hand.

Phase Hound, 4, HuLo (Gladiators-87C)
Ally—Beast Demon, Pet (1), 5 [Melee] ATK / 5 Health
Stealth (*Can't protect against this character.*)

Phoenix-fire Band, 2, DrHuMaPaPrRoShLoWa (Magtheridon-14R)
Item, Ring (2)
(1), Destroy Phoenix-fire Band >>> Prevent all fire damage that would be dealt to target hero or ally this turn.

Phosphus the Everburning, Horde (Illidan-13)
Hero—Undead Mage (Fire), Engineering/Tailoring, 25 Health
On your turn: (4), Flip Phosphus >>> Choose one: Phosphus deals 4 fire damage to target ally; or Phosphus deals 2 fire damage to each of two target allies.

Piana, 1, Alliance (Legion-161C)
Ally—Draenei Shaman, 0 [Nature] ATK / 2 Health
[Activate] >>> Target up to three heroes and/or allies. Piana heals 3, 2, and 1 damage from them, respectively.

Piccolo of the Flaming Fire, 3,
DrHuMaPaPrRoShLoWa (Azeroth-310R)
Item, Trinket (2)
On your turn: (1), [Activate] >>> Exhaust all heroes and allies.

Pick Pocket, 1, Rogue (Outland-71C)
Ability—Subtlety
Name a card, and then target opponent reveals his hand and discards all cards with that name.

Pidge Filthfinder, Alliance (Drums-5)
Hero—Gnome Warlock (Demonology), Engineering/Jewelcrafting, 28 Health
On your turn: (4), Flip Pidge >>> Look at target player's hand and remove a card in it from the game.

Piercing Howl, 5, Warrior (Legion-117R)
Ability—Fury Talent
Fury Hero Required <p> Target opponent puts three allies from his party on top of their owners' decks.

Pilfer, 3, Rogue (Betrayal-94U)
Ability—Subtlety Combo
Target opponent discards his hand. For each card discarded this way, that opponent draws a card and your hero deals 1 melee damage to his hero.

Pin, 1, HuRo (Honor-88C)
Instant Ability—Marksmanship Subtlety Combo
Target player can't play allies this turn.

Piñata, 2, DkDrHuMaPaPrRoShLoWa (Honor-166R, Honor Loot-2L)
Item
Friendly allies can attack Piñata as though it were an opposing ally. <p> When Piñata defends, destroy it. If you do, draw two cards.

Pithran Mithrilshot, 5, Alliance (Dark Portal-185U)
Ally—Dwarf Hunter, 3 [Ranged] ATK / 1 Health
Elusive <p> **Long-Range** (*Defenders deal no combat damage to this character.*)

Piztog, 1, Warlock (Dark Portal-111C)
Ally—Imp Demon, Pet (1), 0 [Fire] ATK / 2 Health
Elusive <p> Other allies in your party have +1 health.

Plague Demonsoul, Horde (Betrayal-33)
Hero—Undead Warlock (Traitor), Mining/Engineering, 28 Health
(2), Flip Plague >>> If a Demon in your party would be dealt damage this turn, it's dealt to Plague instead.

Plague Fleshbane, Horde (Betrayal-24)
Hero—Undead Warlock (Demonology), Mining/Engineering, 28 Health
(2), Flip Plague >>> If Plague would be dealt damage this turn, you may choose a Demon in your party. If you do, that damage is dealt to that Demon instead.

Plague Strike, 2, Death Knight (Knight-11U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When damage is dealt this way, target ally in attached hero's party has -1 health this turn.

Plagueborn Meatwall, 5, Horde (Dark Portal-228U)
Ally—Undead Abomination, 0 [Shadow] ATK / 6 Health
Protector <p> When Plagueborn Meatwall defends against an ally, remove all damage from Plagueborn Meatwall, and he deals that much melee damage to each attacking ally.

Plainsrunner Marun, 1, Horde (Honor-139C)
Ally—Tauren Druid, 1 [Melee] ATK / 1 Health
Ferocity (*Can attack immediately.*) <p> When Marun attacks, you pay (1) less to complete your next quest this turn.

Plainswatcher Taro, 7, Horde (Honor-140R)
Ally—Tauren Warrior, 5 [Melee] ATK / 5 Health
Protector <p> While you control four or more cards in play with the same name, you may play Taro without paying his cost.

Planned Assault, 1, Hunter (Honor-30R)
Instant Ability—Survival
You can play target ability card from your graveyard this turn if able. If an ability card would enter your graveyard this turn, remove it from the game instead.

Plasma Rat's Hyper-Scythe, 6, PaWa (Betrayal-237U)
Two-Handed Weapon—Polearm, Melee (1), 4 ATK, 2 Strike
Exhaust one of your armor or weapons >>> Ready one of your resources.

Platinum Shield of the Valorous, 3, PaShWa (Legion-266U)
Armor—Shield, Off-Hand (1), 0 DEF
Platinum Shield of the Valorous has +1 DEF for each face-down resource you control.

Point Blank, 2, Hunter (Dark Portal-37C)
Instant Ability—Marksmanship
If your hero is defending, it deals 3 ranged damage to target attacker.

"Poison Tongue" McGillicutty, 5, Horde (Legion-199U)
Ally—Undead Priest, 3 [Shadow] ATK / 3 Health
When Poison Tongue is destroyed, you may destroy target resource.

Poison Water, Horde (Dark Portal-305C)
Quest
Pay (3) to complete this quest. <p> Reward: Choose one: Shuffle any number of cards from your graveyard into your deck; or draw a card. If your hero is a Tauren, you may choose both.

Polymorph, 2, Mage (Azeroth-58C)
Ability—Arcane
Attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses all powers, and is also a Sheep.

Poof!, 2, MaRo (Gladiators-88C)
Instant Ability—Arcane Subtlety
Target ally's controller removes it from the game. At the start of the next turn, he puts it into his party.

Portal, 2, Mage (Legion-51R)
Ability—Arcane
Search your deck for an ally card, reveal it, and put it into your hand.

Porto, 2, Alliance (Outland-137C)
Ally—Draenei Shaman, 2 [Nature] ATK / 2 Health
Protector <p> Friendly Totems are **untargetable**.

Potential Energy Source(Betrayer-258U)
Quest
Pay (2) to complete this quest. <p> Reward: You pay (4) less to complete your next quest this turn.

Power Word: Courage, 3, Priest (Grand Melee-7R)
Arena Ability—Discipline
Preparation (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: Allies in your party have +1 health.

Power Word: Fortitude, 3, Priest (Azeroth-83C)
Ability—Discipline
Attach to target hero or ally. <p> Ongoing: Attached character has +5 health.

Power Word: Restore, 2, Priest (Gladiators-52U)
Instant Ability—Holy
Attach to target hero, and you may turn it face up. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached hero.

Power Word: Shield, 1, Priest (Dark Portal-76C)
Instant Ability—Discipline
Attach to target hero or ally. <p> Ongoing: Prevent all damage that would be dealt to attached character. When damage is prevented this way, destroy Power Word: Shield.

Prayer of Fortitude, 6, Priest (Legion-74R)
Ability—Discipline
Ongoing: Heroes and allies in your party have +5 health.

Prayer of Healing, 3, Priest (Azeroth-84U)
Ability—Holy
Your hero heals 3 damage from each hero and ally in your party.

Prayer of Mending, 1, Priest (Betrayer-83C)
Instant Ability—Holy
Attach to target friendly ally. <p> Ongoing: At the start of your turn, your hero heals 3 damage from attached ally. <p> When attached ally is destroyed, put Prayer of Mending from its owner's graveyard into play attached to target friendly ally.

Precognition, X, Priest (Drums-55R)
Ability—Shadow
Target opponent reveals his hand and chooses an ally card in it with cost X or less. Put that card into your party.

Predatory Gloves, 3, DrRo (Outland-203R)
Armor—Leather, Hands (1), 1 DEF
When Predatory Gloves enters play, target opponent discards a card and you draw a card.

Predatory Strikes, 1, Druid (Azeroth-29R)
Ability—Feral Talent
Feral Hero Required <p> Ongoing: While your hero is in **bear form** or **cat form**, it has +2 ATK while attacking.

Premeditation, 4, Rogue (Azeroth-101R)
Ability—Subtlety Talent
Subtlety Hero Required <p> Search your deck for up to two Combo cards, reveal them, and put them into your hand.

Preparing for War(Betrayer-259C)
Quest
Pay (X) to complete this quest. <p> Reward: Shuffle X target cards from any number of graveyards into their owners' decks.

Presence of Mind, 0, Mage (Drums-38R)
Instant Ability—Arcane Talent
Arcane Hero Required <p> Cards in your hand are instant this turn until you play a card.

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

Pride of the Fel Horde(Legion-311C)
Quest
Pay (2) to complete this quest. <p> Reward: If you control no ready resources, draw a card.

Priest Training, 1, Priest (Legion-75U)
Ability—Holy
Attach to target friendly ally. <p> Ongoing: Attached ally has "[Activate] >>> This ally heals 5 damage from target hero or ally."

Priestess Katianna, 2, Alliance (Drums Starter-4U)
Ally—Night Elf Priest, 2 [Shadow] ATK / 3 Health
Elusive (*Can't be attacked.*)

Priestess of Dementia, 4 (Black Temple Raid-38C)
Ally—Shivan Demon Traitor, 4 [Melee] ATK / 2 Health
Traitor Hero Required <p> (2), Destroy an ally in your party >>> Each opponent destroys an ability or equipment he controls.

Primal Mending, 1, Druid (Azeroth-30U)
Instant Ability—Restoration
Attach to target ally, and your hero heals 2 damage from it. <p> Ongoing: At the end of each turn, your hero heals 1 damage from attached ally.

Primal Totem, 1, Shaman (Drums-72U)
Instant Ability—Elemental, Earth Totem (1), 1 Health
Ongoing: When one of your Totems is destroyed, it deals 1 nature damage to each opposing hero and ally. <p> (*Totems can be attacked or targeted like allies.*)

Primalist Naseth, 6, Alliance (Dark Portal-186U)
Ally—Draenei Shaman, 3 [Nature] ATK / 3 Health [Activate] >>> Primalist Naseth deals 4 nature damage to target hero or ally and heals 4 damage from a second target hero or ally.

Prince Kael'thas Sunstrider, 9 (Betrayer-213E)
Ally—Blood Elf Mage Traitor, Unique, 8 [Arcane] ATK / 8 Health
Traitor Hero Required <p> At the end of your turn, gain control of all ready opposing resources. (*Move them to your resource row.*)

The Princess Trapped(Azeroth-357C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Target opponent chooses one. Put that card into your hand and the other one on the bottom of your deck.

Promenade Sentinel, 7 (Black Temple Raid-39C)
Ally—Mechanical Traitor, 5 [Arcane] ATK / 3 Health
Traitor Hero Required <p> When Promenade Sentinel enters play, it deals 2 arcane damage to each of up to three target heroes and/or allies.

The Promises of Darkness, 1, Warlock (Gladiators-73U)
Instant Ability—Affliction
Your hero deals 1 shadow damage to target hero or ally. For each damage dealt this way, put 1 damage on your hero and draw a card.

Prophet Velen, 9, Alliance (Outland-138E)
Ally—Draenei Shaman, Unique, 7 [Nature] ATK / 8 Health
Exhaust a Draenei in your party >>> Prophet Velen deals 1 nature damage to target opposing hero or ally and heals 1 damage from target friendly hero or ally.

Protect the Master, 1, Hunter (Dark Portal-38U)
Instant Ability—Beast Mastery
Ongoing: Your Pets are **protectors**.

Proving Grounds(Honor-196C)
Quest
On your turn, pay (2) to complete this quest. <p> Reward: Draw a card.

Prowl, 1, Druid (Outland-25U)

Ability—Feral

Ongoing: Your hero has **stealth** while in **cat form**.
<p> When your hero deals damage, put Prowl into its owner's hand.

Psychic Scream, 6, Priest (Azeroth-85R)

Instant Ability—Shadow

Each opponent puts three allies from his party into their owners' hands.

Pugg, 1, Horde (Azeroth-256U)

Ally—Orc Warrior, 2 [Melee] ATK / 2 Health

Other allies in your party have -1 health.

Pulverize, 2, Warrior (Gladiators-80U)

Instant Ability—Fury

Choose one: Destroy target damaged ally; or destroy target ability or equipment with one or more counters.

Pummel, 3, Warrior (Illidan-109R)

Instant Ability—Fury

You may exhaust one of your Melee weapons rather than pay Pummel's cost. <p> Interrupt target ability card.

Puncture, 3, Warrior (Legion-118C)

Ability—Protection

Destroy target ally or equipment.

Purge, 1, Shaman (Azeroth-114U)

Instant Ability—Elemental

Destroy target ability if it's not attached to a friendly hero or ally.

Purluin, 1, Rogue (Dark Portal-86C)

Ability—Subtlety

Look at target opponent's hand and choose an ability or equipment card. That opponent discards that card.

PX-238 Winter Wondervolt, 3 (Winter Veil-2R)

Ability

Choose an ally type. <p> Ongoing: All allies also have that type. (*Examples of types are Chicken, Demon, Druid, Gnome, and Yeti.*)

Pyroblast, 8, Mage (Azeroth-59R)

Ability—Fire Talent

Fire Hero Required <p> Attach to target hero or ally, and your hero deals 6 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

Pyroclastic Consumption, 5, Mage (Drums-39R)

Ability—Fire

Attach to target hero. <p> Ongoing: When attached hero is dealt fire or [Fire] damage, put an inferno counter on Pyroclastic Consumption. <p> At the start of your turn, your hero deals 1 fire damage to attached hero for each inferno counter.

Quagmirran's Eye, 3, DrMaPaPrShLo (Betrayer-231R)

Item, Trinket (2)

You pay (1) less to play abilities, to a minimum of (1).

Quakelord Razek Warhoof, 3, Horde (Drums-188R)

Ally—Tauren Druid, 3 [Nature] ATK / 4 Health
Tauren Hero Required <p> **War Stomp** <p> When Razek attacks or defends, target opponent exhausts each ability and equipment he controls.

Quantum Blade, 5, HuPaWa (Betrayer-238E)

Two-Handed Weapon—Sword, Melee (1), 5 ATK, 5 Strike

Remove the top ten cards of your deck from the game >>> You pay (5) less the next time you strike with Quantum Blade this turn.

Queen Sylvanas Windrunner, 9, Horde (Dark Portal-229E)

Ally—Undead Banshee Ranger, Unique, 5 [Melee] ATK / 7 Health

Other Undead heroes and allies in your party can't be destroyed.

Quenlan Lifeboon, 1, Alliance (Honor-114C)

Ally—Night Elf Priest, 2 [Holy] ATK / 1 Health

Destroy Quenlan >>> Quenlan heals 3 damage from target hero or ally.

A Question of Gluttony(Gladiators-193C)

Quest

You pay (1) less to complete this quest for each card in your hand. <p> Pay (7) to complete this quest. <p> Reward: Draw a card.

Quick Strike, 3 (Azeroth-165C)

Instant Ability

Your hero deals 2 melee damage to target hero or ally.

Quickdraw, 2, Hunter (Gladiators-30C)

Instant Ability—Marksmanship

Your hero deals 2 ranged damage to target ally, or 6 if that ally entered play this turn.

"Quickhands" Spigotgulp, 4, Alliance (Gladiators-116C)

Ally—Gnome Warrior, 3 [Melee] ATK / 4 Health

Protector <p> If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, opposing allies have -1 ATK / -1 health this turn.

Quickstrider Moccasins, 4, HuSh (Gladiators-165R)

Armor—Mail, Feet (1), 2 DEF

[Activate] >>> Ready another target card in play.

Quigley Slipshade, 1, Alliance (Betrayer-150C)

Ally—Gnome Rogue, 2 [Melee] ATK / 1 Health

(1) >>> Quigley is **elusive** this turn. <p> (1) >>> Quigley is **untargetable** this turn.

Ra'chee, 1, Horde (Dark Portal-230C)

Ally—Troll Priest, 1 [Holy] ATK / 2 Health

When Ra'chee enters play, he heals 2 damage from target hero or ally.

Radak Doombringer, Horde (Azeroth-13)

Hero—Orc Warlock (Demonology),

Engineering/Mining, 28 Health

On your turn: (X), Flip Radak, destroy one of your Pets with cost X >>> Radak deals X shadow damage to target hero or ally.

Raena the Unpredictable, 6, Alliance (Illidan-137C)

Ally—Night Elf Warrior, 5 [Melee] ATK / 5 Health

At the end of your turn, choose whether Raena is **elusive** or a **protector** until the end of your next turn.

Raene's Cleansing, Alliance (Dark Portal-294C)

Quest

If you've completed a quest this turn, pay (2) to complete this quest. <p> Reward: Draw a card.

Raesa Morningstar, Horde (Outland-17)

Hero—Blood Elf Priest (Discipline),

Enchanting/Alchemy, 26 Health

On your turn: (2), Flip Raesa >>> Put target ability into its owner's hand.

Rahn Grimstaff, 2, Alliance (Legion-162C)

Ally—Human Warlock, 1 [Shadow] ATK / 3

Health

[Activate] >>> Target hero or ally has -1 health this turn.

Rain of Arrows, 2, Hunter (Betrayer-52C)

Ability—Marksmanship

Your hero deals ranged damage to target hero or ally equal to 2 plus the number of other abilities you've played this turn.

Rain of Fire, 4, Warlock (Azeroth-129R)

Ability—Destruction

Ongoing: At the start of your turn, destroy Rain of Fire unless you pay (4). <p> At the end of your turn, your hero deals 1 fire damage to each opposing hero and ally.

Rain of Shadow, 3, Warlock (Drums-79U)

Ability—Affliction

Your hero deals 1 shadow damage to each opposing hero and ally. When a character dealt damage this way is destroyed this turn, its controller discards a card.

Rain or Pain, 3, Warlock (Illidan-101U)

Ability—Destruction Affliction

Choose one: At the end of this turn, your hero deals 1 fire damage to each opposing ally; or attach to target ally. <p> Ongoing: At the start of your turn, your hero deals 3 shadow damage to attached ally.

Raise Dead, 4, Death Knight (Knight-12R)

Ability—Unholy

Ongoing: At the end of your turn, if no Ghouls are in your party, you may remove target ally card in a graveyard from the game. If you do, put a Ghoul ally token into play with 3 [Melee] ATK / 3 health.

Raise from the Ashes, 3, Shaman (Illidan-92R)

Instant Ability—Restoration

As an additional cost to play, destroy an ally in your party. <p> Search your deck for a card with the same name as that ally and put it into play.

Rak Skyfury, 1, Horde (Azeroth-257U)

Ally—Orc Shaman, 1 [Melee] ATK / 1 Health

When Rak Skyfury enters play, ready your hero and one of your weapons.

Rakasa Mournewind, 6, Horde (Honor-141C)

Ally—Tauren Shaman, 3 [Frost] ATK / 6 Health

Protector <p> When Rakasa deals damage, target opposing hero or ally can't attack or protect this turn.

Rake, 1, Druid (Dark Portal-26U)

Instant Ability—Feral Combo

Attach to target hero or ally, and your hero deals 1 melee damage to it. <p> Ongoing: At the start of your turn, if your hero is in **cat form**, it deals 1 melee damage to attached character.

Rally the Troops, 3 (Azeroth-166C)
Instant Ability
Allies in your party have +1 ATK this turn.

Rallying Shout, 2, Warrior (Outland-95U)
Instant Ability—Protection Shout
Ongoing: Allies in your party are **protectors**.

Rames the Purifier, 4, Alliance (Betrayal-151C)
Ally—Human Priest, 4 [Holy] ATK / 3 Health
At the end of your turn, you may destroy an ability attached to a hero or ally in your party.

Rampage, 3, Warrior (Outland-96R)
Ability—Fury Talent
Fury Hero Required <p> Ongoing: When your hero deals combat damage with a weapon, put a slaughter counter on Rampage. <p> Your hero has +1 ATK while attacking for each slaughter counter on Rampage.

Ramstein's Lightning Bolts, 3,
DrHuMaPaPrRoShLoWa (Dark Portal-267U)
Item, Trinket (2)
(2), Destroy Ramstein's Lightning Bolts >>> Your hero deals 1 nature damage to each hero and ally.

Randipan, 3, Alliance (Azeroth-213U)
Ally—Gnome Rogue, 2 [Melee] ATK / 2 Health
When Randipan deals combat damage to a defending hero, draw a card.

Randolphe Mortimer, Alliance (Knight-1)
Hero—Human Death Knight (Frost),
Mining/Jewelcrafting, 29 Health
(3), Flip Randolphe >>> Each opposing hero and ally has -1 ATK this turn for each damage on it.

Ranged Weapon Specialization, 3, Hunter (Betrayal-53R)
Ability—Marksmanship Talent
Marksmanship Hero Required <p> Ongoing: Your Ranged weapons have +2 ATK and you pay (1) less to strike with them.

Ransack, 4, Rogue (Drums-64R)
Ability—Assassination
Destroy the card with the lowest cost among abilities, allies, and equipment in play. If two or more are tied, destroy all with that cost.

Ranthus Adler, 4, Alliance (Outland-139C)
Ally—Human Warlock, 4 [Shadow] ATK / 3 Health
(1), Destroy Ranthus >>> Put target ally into its owner's hand.

Rantuko Grimtouch, 1, Horde (Knight-18C)
Ally—Tauren Death Knight, 1 [Shadow] ATK / 2 Health
When Rantuko readies, he deals 1 shadow damage to each opposing ally.

Rapid Fire, 2, Hunter (Azeroth-43R)
Ability—Marksmanship
When you strike with a Ranged weapon this turn, you may pay (1). If you do, ready that weapon and your hero.

A Rare Bean(Drums-250C)
Quest
Pay (2) to complete this quest. <p> Reward: Name a rarity, then reveal the top three cards of your deck. Put a revealed card with that rarity into hand and the rest on the bottom of your deck.

Ras'fari Bloodfrenzy, 6, Horde (Betrayal-172U)
Ally—Troll Warrior, 4 [Melee] ATK / 6 Health
Ferocity (*Can attack immediately.*) <p> When Ras'fari attacks for the first time each turn, ready him if he's damaged.

Raul "Fingers" Maldren, 6, Alliance (Dark Portal-187C)
Ally—Human Rogue, 6 [Melee] ATK / 4 Health
Untargetable

Ravenna, Horde (Illidan-14)
Hero—Blood Elf Rogue (Subtlety),
Mining/Alchemy, 27 Health
Flip Ravenna >>> Target ally in your party has **stealth** this turn.

Ravenous Bite, 2, Hunter (Azeroth-44C)
Instant Ability—Beast Mastery
Target ally has +3 ATK this turn. <p> A second target ally has -3 ATK this turn.

Ra'waza Stonetusk, 2, Horde (Illidan-165C)
Ally—Troll Shaman, 0 [Nature] ATK / 5 Health
Protector <p> At the start of your turn, Ra'waza heals all damage from himself.

Rayder, 2, Hunter (Azeroth-45U)
Ally—Wolf, Pet (1), 2 [Melee] ATK / 2 Health
[Activate] >>> Allies in your party have +2 ATK while attacking this turn.

Rayne Savageboon, 2, Alliance (Drums-140C)
Ally—Night Elf Warrior, 3 [Melee] ATK / 1 Health
Protector <p> **Nature Resistance** (*Prevent all nature or [Nature] damage that this ally would be dealt.*)

Ra'za Wildstorm, 4, Horde (Drums Starter-7U)
Ally—Troll Shaman, 6 [Melee] ATK / 2 Health

Razak Ironsides, 7, Alliance (Betrayal-152E)
Ally—Gnome Sharpshooter, Unique, 4 [Ranged] ATK / 8 Health
When an opposing hero or ally readies, Razak deals 4 ranged damage to it.

Razorsaw, 6 (Legion-250R)
Ally—Demon, Unique, 7 [Ranged] ATK / 4 Health
Long-Range (*Defenders deal no combat damage to this character.*) <p> When Razorsaw enters play, he deals 4 ranged damage to target ally in your party. When Razorsaw leaves play, he deals 4 ranged damage to target ally.

Readiness, 3, Hunter (Outland-33R)
Ability—Survival Talent
Survival Hero Required <p> You can play ability cards from your graveyard this turn. <p> If an ability card would enter your graveyard this turn, remove it from the game instead.

The Reason for the Season(Winter Veil-9R)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Draw a card. If it's December, draw another card.

Reaver of the Infinities, 6, HuPaWa (Outland-217E)
Two-Handed Weapon—Axe, Melee (1), 2 ATK, 0 Strike
(15) >>> Reaver of the Infinities has +[Infinity] ATK this turn.

Rebirth, 5, Druid (Illidan-31U)
Instant Ability—Restoration
Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Recall from the Brink, 5, PaSh (Gladiators-89C)
Ability—Holy Restoration
Put target ally or weapon card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Reckless Abandon, 5, Warrior (Honor-80U)
Ability—Fury
Ongoing: [Activate] >>> If target friendly ally would be dealt damage this turn, it's dealt to your hero instead.

Reckoning of the Light, 3, Paladin (Gladiators-44R)
Ability—Retribution
Destroy each ability and equipment with which damage was dealt to your hero this game.

Reclaiming Holy Grounds(Illidan-246U)
Quest
Pay (1) to complete this quest. <p> Reward: Put target quest card from your graveyard into hand.

Reclusion, 2, Paladin (Legion-63C)
Ability—Protection
Attach to target ally. <p> Ongoing: Prevent all damage that attached ally would deal.

The Red Bearon, 6 (Drums-201R, Drums Loot-3L)
Ally—Bear, 0 [Melee] ATK / 0 Health
The Red Bearon has +X ATK / +X health, where X is the combined DEF of your armor.

Redemption, 5, Paladin (Outland-51U)
Ability—Holy
Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control. Draw a card.

Reflex Blades, 5, DrRoSh (Betrayal-239U)
Instant Weapon—Fist, Melee (1), 2 ATK, 0 Strike
When you play an armor or weapon, ready Reflex Blades and your hero.

Reforestation, 5, Druid (Gladiators-21U)
Ability—Balance
Destroy target ability or equipment. Put three Treant ally tokens into play with 1 [Melee] ATK / 1 health.

A Refugee's Quandary, Alliance (Dark Portal-295C)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Choose one: Ready one of your equipment; or draw a card. If your hero is a Gnome, you may choose both.

Regrowth, 2, Druid (Honor-24C)
Instant Ability—Restoration
Attach to target hero or ally, and your hero heals 4 damage from it. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached character.

Rehgar Earthfury, 6, Alliance, Horde (Gladiators-149E)
Arena Ally—Orc Shaman, Unique, 5 [Frost] ATK / 5 Health
[Alliance] allies in your party have +1 health. <p> [Horde] allies in your party have +1 ATK. <p> When Rehgar attacks, gain control of target ally.

Reincarnation, 4, Shaman (Legion-97R)
Ability—Restoration
Ongoing: If your hero would be destroyed, remove Reincarnation from the game and remove all but 14 damage from your hero instead.

Rek'gar, 4, Horde (Outland-182C)
Ally—Troll Shaman, 2 [Frost] ATK / 4 Health
Protector <p> When one of your Totems is destroyed, Rek'gar deals 1 frost damage to target hero or ally.

The Relics of Wakening, Alliance (Dark Portal-296R)
Quest
Night Elf Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Ready all allies in your party that haven't attacked this turn.

Reload, 1, Hunter (Honor-31U)
Ability—Marksmanship
Ready your hero and one of your Ranged weapons. If you ready a weapon this way, you pay (10) less the next time you strike with it this turn.

Remba, Abbess of Ash, Alliance (Betrayal-18)
Hero—Dwarf Priest (Traitor), Alchemy/Tailoring, 26 Health
On your turn: (4), Flip Remba >>> Gain control of target ally with an attachment.

Rend, 1, Warrior (Azeroth-146C)
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.

Renew, 1, Priest (Dark Portal-77U)
Instant Ability—Holy
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached character.

Rensarth Shadowsun, 2, Horde (Drums-189C)
Ally—Blood Elf Warlock, 3 [Shadow] ATK / 1 Health
On your turn: (1), Put 1 damage on another ally in your party >>> Target ally has -1 health this turn.

Reprisal, 1, Paladin (Drums-48U)
Instant Ability—Retribution
If damage was dealt with target ability or equipment this turn, destroy it.

Rescue the Survivors!, Alliance (Dark Portal-297R)
Quest
Draenei Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Put two Draenei Survivor ally tokens into play with 0 [Melee] ATK / 1 health, and "Exhaust your hero, remove this ally from the game >>> Draw a card."

Resolute Aura, 4, Paladin (Honor-45R)
Ability—Retribution, Aura (1)
Ongoing: For each armor you control, your weapons have +1 ATK and you pay (1) less to strike with them.

Resourcefulness, 4, Hunter (Drums-30R)
Ability—Survival Talent
Survival Hero Required <p> Ongoing: Heroes and non-token allies in your party can be exhausted to pay costs as though they were resources.

Ressa Shadeshire, Alliance (Betrayal-7)
Hero—Gnome Rogue (Combat), Engineering/Leatherworking, 27 Health (2), Flip Ressa >>> Ressa deals melee damage to target ally equal to the ATK of one of your weapons.

Ressa the Leper Queen, Alliance (Betrayal-16)
Hero—Gnome Rogue (Traitor), Engineering/Leatherworking, 27 Health (3), Flip Ressa >>> Target player destroys one of his equipment.

Rest and Relaxation, 4 (Dark Portal-148R, Dark Portal Loot-1L)
Ability
Ongoing: (1), [Activate], Exhaust two allies in your party >>> Draw a card.

Resurrection, 4, Priest (Azeroth-86R)
Ability—Holy
Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Retainer Alashon, 2 (Illidan-190R)
Ally—Blood Elf Rogue, 2 [Nature] ATK / 3 Health
Scryer Reputation <p> **Sabotage:** All keywords <p> When Alashon sabotages keywords, opposing cards everywhere lose and can't have keyword powers while he remains in your party.

Retainer Athan, 3 (Betrayal-202U)
Ally—Blood Elf Rogue, 3 [Melee] ATK / 3 Health
Scryer Reputation <p> When Athan is destroyed, target player discards his hand, then draws a card for each card discarded this way.

Retainer Cara, 6 (Betrayal-203C)
Ally—Blood Elf Rogue, 6 [Melee] ATK / 4 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Equipment (This ally can attack opposing equipment.) <p> When Cara sabotages an equipment, gain control of it.

Retainer Eteron, 5 (Betrayal-204R)
Ally—Blood Elf Rogue, 5 [Melee] ATK / 4 Health
Scryer Reputation <p> **Sabotage:** Hand <p> When Eteron sabotages an opponent's hand, look at it and choose up to two cards. That opponent puts those cards into his resource row face down and exhausted.

Retainer Faryn, 5 (Illidan-191U)
Ally—Blood Elf Rogue, 3 [Melee] ATK / 3 Health
Scryer Reputation <p> **Sabotage:** Resource <p> When Faryn sabotages a resource, gain control of it. (Move it to your resource row.)

Retainer Jitaen, 2 (Legion-238C)
Ally—Blood Elf Rogue, 1 [Melee] ATK / 3 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Quest (This ally can attack opposing quests.) <p> When Jitaen sabotages a quest, turn it face down.

Retainer Kai, 4 (Illidan-192C)
Ally—Blood Elf Rogue, 4 [Melee] ATK / 4 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> When Kai or another Scryer ally enters your party, opposing heroes and allies can't protect this turn.

Retainer Kedryn, 2 (Legion-239C)
Ally—Blood Elf Rogue, 1 [Melee] ATK / 1 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> **Stealth** (Can't protect against this character.) <p> When Kedryn deals combat damage to an ally, destroy that ally.

Retainer Khorbus, 3 (Legion-240U)
Ally—Blood Elf Rogue, 4 [Melee] ATK / 4 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> When Khorbus deals combat damage, put him from play into his owner's hand.

Retainer Marcus, 1 (Illidan-193U)
Ally—Blood Elf Hunter, 0 [Ranged] ATK / 2 Health
Scryer Reputation <p> When Marcus enters play, look at target player's hand and name a card in it. <p> That player can't play cards with that name.

Retainer Mythras, 4 (Legion-241R)
Ally—Blood Elf Rogue, 0 [Melee] ATK / 1 Health
Scryer Reputation <p> When Mythras enters play, target opponent gains control of him. <p> Mythras can't attack. <p> At the end of your turn, destroy another ally in your party. If you can't, destroy Mythras.

Retainer Nealos, 2 (Legion-242C)
Ally—Blood Elf Rogue, 2 [Melee] ATK / 3 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Weapon (This ally can attack opposing weapons.) <p> When Nealos sabotages a weapon, exhaust it. It can't ready during its controller's next ready step.

Retainer Ryn, 4 (Betrayal-205U)
Ally—Blood Elf Rogue, 3 [Melee] ATK / 3 Health
Scryer Reputation <p> **Sabotage:** Player <p> When Ryn sabotages a player, that player chooses an ability, ally, equipment, or resource he controls and puts it on top of its owner's deck.

Retainer Salvan, 1 (Legion-243C)
Ally—Blood Elf Rogue, 2 [Melee] ATK / 1 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Armor (This ally can attack opposing armor.) <p> When Salvan sabotages a player's armor, exhaust all of that player's armor.

Retainer Zaelan, 4 (Legion-244C)
Ally—Blood Elf Rogue, 2 [Melee] ATK / 5 Health
Scryer Reputation (Can't put Aldor cards in your deck.) <p> **Sabotage:** Equipment (This ally can attack opposing equipment.) <p> When Zaelan sabotages an equipment, put it into its owner's hand.

Retainer Zian, 2 (Betrayer-206C)
Ally—Blood Elf Rogue, 3 [Melee] ATK / 3 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> **Stealth** (*Can't protect against this character.*) <p> Zian has -1 ATK / -1 health for each **protector** in play.

Retainer's Blade, 2, RoSh (Illidan-232R)
Weapon—Dagger, Melee (1), 2 ATK, 1 Strike
Scrier Reputation <p> When Retainer's Blade is destroyed, you may destroy target ally.

Retaliation, 1, Warrior (Legion-119R)
Instant Ability—Arms
Ongoing: You pay (10) less to strike with Melee weapons while your hero is defending.

Retribution Aura, 5, Paladin (Azeroth-71R)
Ability—Retribution, Aura (1)
Ongoing: When a hero or ally in your party is dealt combat damage, it deals 1 holy damage to the source of that combat damage.

Retribution of the Light(Legion-312C)
Quest
Pay (2) to complete this quest. <p> Reward: All players shuffle their graveyards into their decks.

Return to the Aldor(Illidan-233C)
Quest
Aldor Reputation <p> If you control another Aldor card in play, pay (2) to complete this quest. <p> Reward: Draw a card.

Return to the Scryers(Illidan-234C)
Quest
Scrier Reputation <p> If you control another Scrier card in play, pay (2) to complete this quest. <p> Reward: Draw a card.

Revenge, 1, Warrior (Dark Portal-123U)
Instant Ability—Protection
You can't play Revenge during combat. <p>
Destroy target ally that attacked your hero this turn but dealt no combat damage to your hero this turn.

Revenge Is Tasty(Drums-251C)
Quest
Revenge Is Tasty enters play exhausted. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

Reverend Tobias, 4, Alliance (Dark Portal-188C)
Ally—Human Priest, 1 [Holy] ATK / 5 Health (1), [Activate] >>> Exhaust target ready ally, and Reverend Tobias heals all damage from it.

Revitalize, 3, DrPr (Drums-103C)
Instant Ability—Restoration Holy
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero heals 2 damage from attached character.

Revival Stone, 2, ShLo (Drums-104C)
Ability—Restoration Demonology
Attach to target ally in your party. <p> Ongoing: When attached ally is destroyed, put it from its owner's graveyard into your party with damage equal to its health minus 1.

The Rewards of Faith, 1, Paladin (Gladiators-45U)
Instant Ability—Holy
Your hero deals 1 unpreventable holy damage to target hero or ally. For each damage dealt this way, prevent the next 1 damage that would be dealt to a second hero or ally this turn.

Rexxar, 7, Horde (Dark Portal-231E)
Ally—Mok'Nathal Beastmaster, Unique, 4 [Ranged] ATK / 4 Health
When Rexxar enters play, put a unique Bear ally token named Misha into play with 3 [Melee] ATK / 3 health, and **ferocity**. <p> Rexxar has +3 ATK / +3 health while that ally is in your party.

Rhok'delar, Longbow of the Ancient Keepers, 7, Hunter (Molten Core-26R)
Weapon—Bow, Ranged (1), 5 ATK, 2 Strike
When you strike with Rhok'delar, your hero has **long-range** this combat.

Righteous Defense, 1, Paladin (Outland-52U)
Instant Ability—Protection
Remove target friendly defending ally from combat, and your hero becomes a defender. Opposing heroes and allies can't attack that ally this turn.

Righteous Vengeance, 3, Paladin (Dark Portal-62C)
Instant Ability—Retribution
Destroy target attacking ally.

Righteousness Aura, 4, Paladin (Illidan-62C)
Ability—Retribution, Aura (1)
Ongoing: If a hero or ally in your party would deal damage, it deals that much +1 instead.

Ring of Binding, 2, DrHuMaPaPrRoShLoWa (Onyxia-26R)
Item, Ring (2)
Opponents pay (1) more to play abilities that target your hero.

The Ring of Blood(Gladiators-202U)
Location—Arena
As a cost to place this location face up, reveal an Arena card from your hand. <p> [Activate] >>> You pay (2) less to complete your next quest this turn.

The Ring of Blood: Brokentoe(Gladiators-195C)
Arena Quest
As a cost to place this quest face up, discard a card. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

The Ring of Blood: Rokdar the Sundered Lord(Gladiators-197C)
Arena Quest
As a cost to place this quest face up, remove 2 damage from an opposing hero. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

The Ring of Blood: Skra'gath(Gladiators-198C)
Arena Quest
As a cost to place this quest face up, choose an opponent, and he may draw a card. <p> Pay (5) to complete this quest. <p> Reward: Draw three cards.

The Ring of Blood: The Blue Brothers(Gladiators-194C)
Arena Quest
As a cost to place this quest face up, choose an opponent, and he may put two Broken Arena ally tokens into play with 1 [Melee] ATK / 1 health. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

The Ring of Blood: The Final Challenge(Gladiators-196C)
Arena Quest
As a cost to place this quest face up, put 2 damage on your hero. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

The Ring of Blood: The Warmaul Champion(Gladiators-199C)
Arena Quest
As a cost to place this quest face up, put the top three cards of your deck into your graveyard. <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

Ring of Flowing Light, 1, DrPaPrSh (Legion-272U)
Item, Ring (2)
[Activate], Exhaust X of your equipment >>> Your hero heals X damage from itself.

Ring of the Recalcitrant, 4, DrHuRoWa (Magtheridon-15R)
Item, Ring (2)
Friendly heroes have +1 ATK while attacking.

Ring of the Shadow Deep, 1, DrHuPaRoShWa (Betrayer-232U)
Item, Ring (2)
[Activate], Destroy an ally in your party >>> Your hero has +2 ATK while attacking this turn.

Ring of the Silver Hand, 3, DrPaSh (Betrayer-233R)
Item, Ring (2)
[Activate] >>> Prevent all combat damage that target attacking ally would deal to your hero this combat.

Ring of the Unliving, 4, DrHuPaRoShWa (Dark Portal-268E)
Item, Ring (2)
Your hero can't be destroyed. <p> While your hero has fatal damage, when it's dealt damage, destroy that many of your equipment and/or resources.

Ring of Trials(Gladiators-204C)
Location—Arena (3)
When a hero or ally in your party deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Target player chooses an ally in his party, and then you choose an ally in your party. Each deals melee damage equal to its ATK to the other.

Ringleader Kuma, Horde (Illidan-15)
Hero—Tauren Shaman (Enhancement), Skinning/Leatherworking, 29 Health (4), Flip Kuma >>> Heroes and allies in your party have +2 ATK while attacking heroes this turn.

Ripley Spellfizzle, 2, Alliance (Illidan-138C)
Ally—Gnome Rogue, 3 [Nature] ATK / 2 Health
Arcane Resistance (*Prevent all arcane or [Arcane] damage that this ally would be dealt.*)

Ripped through the Portal, 5, Warlock (Betrayer-114R)
Ability—Traitor
Traitor Hero Required <p> Put an ally card that's removed from the game into your party.

Ripper, 1, Hunter (Legion-38U)
Ally—Ravager, Pet (1), 1 [Melee] ATK / 1 Health (3) >>> Ripper has +X ATK this turn, where X is its ATK.

Rise and Be Recognized(Honor-197C)
Quest
On your turn, pay (4) to complete this quest. <p>
Reward: Draw two cards.

Rise to the Challenge, 15 (Azeroth-167E)
Ability
Attach to your hero and remove all damage from it.
<p> Draw cards until you reach your maximum hand size. <p> Ongoing: Attached hero has +10 health.

Rite of Vision, Horde (Dark Portal-306R)
Quest
Tauren Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Put a Spirit Guide ally token into play with 1 [Melee] ATK / 1 health. At the start of your next turn, remove that ally from the game. If you do, choose a card from your collection, reveal it, and put it into your hand.

Ritual of Souls, 3, Warlock (Betrayer-115U)
Ability—Demonology
Play only if two or more allies are in your party.
<p> Ongoing: Ritual of Souls enters play with four spirit counters. <p> [Activate], Remove a spirit counter >>> Your hero heals 3 damage from target hero or ally. If no counters remain, destroy Ritual of Souls.

Ritual of Summoning, 8, Warlock (Gladiators-74R)
Ability—Demonology
Ongoing: On your turn: Exhaust your hero and two allies in your party >>> Put an ally card from your collection into play.

Ritual Sacrifice, 2, Warlock (Dark Portal-112C)
Ability—Demonology
Ongoing: Destroy an ally in your party >>> Your hero deals 1 shadow damage to target hero or ally.

Roaring Blaze, 5, Mage (Honor-38U)
Ability—Fire
Your hero deals 1 fire damage to each opposing ally for each card in your hand.

Robotic Homing Chicken, 1 (Legion-251R, Legion Loot-2L)
Ally—Mechanical Chicken, 0 [Melee] ATK / 1 Health
Elusive <p> At the start of your turn, each player rolls a die. If two or more players roll the same number, destroy Robotic Homing Chicken and all allies in those players' parties.

Rockbiter Weapon, 2, Shaman (Azeroth-115R)
Instant Ability—Enhancement
Attach to one of your Melee weapons. <p>
Ongoing: Attached weapon has +2 ATK. <p> Your hero is a **protector**.

Rod of the Ogre Magi, 4, DrMaPrShLo (Azeroth-332U)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
(2), [Activate], Exhaust your hero >>> Your hero deals 1 damage to target hero or ally.

Rodrigo, 5, Alliance (Outland-140C)
Ally—Human Paladin, 4 [Melee] ATK / 5 Health

Roena Trailmaker, 5, Horde (Betrayer-173C)
Ally—Tauren Shaman, 4 [Nature] ATK / 2 Health
Protector <p> Roena has +1 health for each quest you control.

Roger Mortis, 6, Horde (Illidan-166C)
Ally—Undead Warlock, 4 [Fire] ATK / 5 Health
On your turn: (1), Put 1 damage on another ally in your party >>> Roger deals 1 fire damage to target hero or ally.

Rogg Dreadnock, 3, Horde (Betrayer-174U)
Ally—Orc Hunter, 2 [Ranged] ATK / 4 Health
When your hero defends, Rogg deals 2 ranged damage to target attacker.

Rogue Training, 1, Rogue (Legion-86U)
Ability—Subtlety
Attach to target friendly ally. <p> Ongoing: When attached ally deals combat damage to a defending hero, that hero's controller discards a card.

Roke the Ice Baron, 2, Alliance (Betrayer-153R)
Ally—Gnome Mage, 2 [Frost] ATK / 1 Health
Elusive <p> [Frost] allies in your party have "[Activate] >>> Target ally can't attack this turn."

Roktar Blackfist, 4, Horde (Drums-190C)
Ally—Orc Rogue, 3 [Melee] ATK / 3 Health
When Roktar enters play, destroy target resource if its controller has more resources than you.

Roon Plainswalker, 3, Horde (Illidan-167C)
Ally—Tauren Shaman, 4 [Frost] ATK / 2 Health
Nature Resistance (*Prevent all nature or [Nature] damage that this ally would be dealt.*)

The Root of All Evil(Legion-313C)
Quest
On your turn, pay (1) to complete this quest. <p>
Reward: Turn target quest face down.

Rorga Trueshot, 5, Horde (Gladiators-142C)
Ally—Orc Hunter, 3 [Ranged] ATK / 4 Health
Ferocity (*Can attack immediately.*) <p> **Hardiness** (*If this ally would be dealt damage, prevent 1 of it.*)

Rotten to the Spore, 5, Druid (Illidan-32R)
Ability—Balance
Exhaust any number of target allies in target opponent's party. <p> Ongoing: Each of them can't ready during its controller's ready step.

Rotun Daggerhand, Alliance (Outland-7)
Hero—Dwarf Rogue (Combat), Mining/Jewelcrafting, 27 Health
(3), Flip Rotun >>> Rotun deals 1 melee damage to target hero or ally. That damage counts as combat damage.

Routeen, 1, Alliance (Legion-163C)
Ally—Draenei Mage, 2 [Fire] ATK / 1 Health
[Activate] >>> Routeen deals 1 fire damage to target hero or ally that was dealt damage this turn.

Royal Guardian Jameson, 5, Alliance (Honor-115R)
Ally—Human Paladin, 4 [Melee] ATK / 5 Health
Protector <p> At the end of your turn, exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

Ruala the Spotter, 3, Horde (Legion-200U)
Ally—Troll Hunter, 0 [Melee] ATK / 3 Health
Exhaust your hero >>> Target ally has +3 ATK this turn.

Ruby Gemsparkle, Alliance (Dark Portal-5)
Hero—Gnome Mage (Arcane), Jewelcrafting/Tailoring, 25 Health
(5), Flip Ruby >>> Draw two cards.

The Ruins of Lordaeron(Gladiators-205C)
Location—Arena (3)
When a hero or ally in your party deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Put up to three target cards from one player's graveyard on the bottom of his deck.

Rula Blackfist, 5, Horde (Drums-191C)
Ally—Orc Warlock, 4 [Shadow] ATK / 4 Health
When Rula enters play, remove target ally from the game if its controller has more allies than you.

Rulrin, 0, Warlock (Legion-109U)
Ally—Imp Demon, Pet (1), 0 [Fire] ATK / 1 Health
Elusive (*Can't be attacked.*) <p> **Untargetable**

Run to Ground, 5, Hunter (Betrayer-54C)
Ability—Marksmanship
Ongoing: At the start of your turn, target an opposing hero or ally. Allies in your party have +3 ATK while attacking that character this turn.

Rune of Metamorphosis, 1, Druid (Drums-217U)
Item, Trinket (2)
Your Forms aren't destroyed by abilities you play. (*You can still have only one card with Form (1) in play.*)

Runed Soulblade, 4, Death Knight (Knight-23U)
Two-Handed Weapon—Sword, Melee (1), 4 ATK, 2 Strike
When Runed Soulblade enters play, you may destroy an ally in your party. If you do, your hero deals shadow damage equal to that ally's ATK to target ally.

Runesong Dagger, 2, DrMaPrShLo (Legion-287U)
Weapon—Dagger, Melee (1), 1 ATK, 2 Strike
When you draw a card, put a verse counter on Runesong Dagger. <p> (1), Remove three verse counters >>> Your hero deals 3 arcane damage to target ally.

Runetusk, Horde (Betrayer-25)
Hero—Troll Priest (Shadow), Herbalism/Alchemy, 26 Health
On your turn: (2), Flip Runetusk >>> Target opponent discards a card.

Rupture, 4, Rogue (Honor-59U)

Instant Ability—Assassination

Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Attach to target hero or ally, and put X bleed counters on Rupture. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character for each bleed counter.

Ruthlessness, 5, Rogue (Honor-60R)

Ability—Assassination Talent

Assassination Hero Required <p> Put up to five Combo cards from your removed from game zone into hand.

Ryn Dreamstrider, 4, Alliance (Azeroth-214C)

Ally—Night Elf Druid, 2 [Nature] ATK / 2 Health
Elusive <p> [Activate] >>> Target hero or ally has +2 ATK while attacking this turn.

Ryno the Short, 4, Alliance (Drums-141U)

Ally—Gnome Warlock, 2 [Fire] ATK / 4 Health
When Ryno enters play, put a Felhunter Demon ally token into play with 1 [Melee] ATK / 1 health.
<p> (1), Destroy a Demon in your party >>>
Interrupt target ability card.

Ryno the Wicked, Alliance (Honor-8)

Hero—Gnome Warlock (Destruction),
Herbalism/Tailoring, 28 Health
On your turn: (2), Flip Ryno >>> Put a Felhunter Demon ally token into play with 1 [Melee] ATK / 1 health and Pet (1).

Rysa the Earthcaller, 3, Alliance (Betrayal-154C)

Ally—Draenei Shaman, 1 [Nature] ATK / 4 Health
Protector <p> At the start of your turn, put a Totem card from your graveyard into hand.

Sacred Duty, 3, Paladin (Azeroth-72C)

Ability—Protection

Ongoing: Your hero is a **protector**. <p> When your hero protects, it heals 1 damage from itself.

Sacred Moment, 4, Paladin (Gladiators-46R)

Ability—Protection

Cards in play can't ready until after your next turn.

Sacred Purification, 1, Paladin (Legion-64C)

Ability—Holy

Destroy target ability. If it was attached to a friendly hero or ally, draw a card.

Sacrificial Poison, 2, Rogue (Betrayal-95U)

Ability—Poison Trait

Trait Hero Required <p> Attach to target hero that your hero dealt combat damage to this turn.
<p> Ongoing: At the start of attached hero's controller's turn, he destroys an ally in his party.

Sacrificial Vengeance, 2, PaLo (Honor-89C)

Ability—Retribution Demonology

Attach to target ally in your party. <p> Ongoing: When attached ally is destroyed, target opponent destroys an ally in his party.

Saeryn Dusksorrow, Horde (Knight-2)

Hero—Blood Elf Death Knight (Blood),
Herbalism/Inscription, 29 Health
(3), Flip Saeryn >>> Put target weapon card from your graveyard into hand.

Safeguard, 2, Warrior (Legion-120C)

Instant Ability—Protection

Ready your hero. <p> Ongoing: Your hero is a **protector**.

Sal Grimstalker, 4, Alliance (Outland-141C)

Ally—Dwarf Rogue, 3 [Melee] ATK / 4 Health

Stealth (*Can't protect against this character.*) <p> At the start of your turn, target hero or ally has **stealth** this turn.

Salt the Wounds, 1, Warrior (Legion-121C)

Instant Ability—Fury

Your hero deals 1 melee damage to each damaged opposing hero and ally. Draw a card.

Saltwater Snapjaw, 3 (Azeroth-279R, Azeroth Loot-3L)

Ally—Turtle, 2 [Melee] ATK / 3 Health

(3) >>> Prevent all damage that would be dealt to Saltwater Snapjaw this turn.

Salvation, 3, Priest (Betrayal-84C)

Instant Ability—Holy

Your hero heals 8 damage divided as you choose from any number of target heroes and/or allies.

Samophlange(Dark Portal-318U)

Quest

Exhaust one of your equipment and pay (2) to complete this quest. <p> Reward: Draw a card.

Sampron the Banisher, 2, Alliance (Betrayal-155R)

Ally—Gnome Warlock, 2 [Shadow] ATK / 1 Health

[Activate] >>> Remove target opposing ally from the game. <p> When Sampron leaves play, the owner of each card removed this way puts that card into play.

Samuel Grey, 3, Horde (Azeroth-258U)

Ally—Undead Rogue, 2 [Melee] ATK / 2 Health
When Samuel Grey deals combat damage to a defending hero, that hero's controller discards a card.

Samuel Harrison, 4, Horde (Honor-142C)

Ally—Undead Warrior, 2 [Melee] ATK / 6 Health
Protector <p> **Will of the Forsaken** (*This ally can't leave play unless it has fatal damage or 0 health.*)

Sanctity Aura, 4, Paladin (Legion-65R)

Ability—Retribution Talent, Aura (1)

Retribution Hero Required <p> Ongoing: [Holy] allies in your party have +2 ATK while attacking.
<p> If your hero would deal holy damage, it deals that much +2 instead.

Sandbox Tiger, 2 (Gladiators-153U, Gladiators Loot-1L)

Ally—Tiger, 1 [Melee] ATK / 1 Health

Sandbox Tiger has +1 ATK / +1 health for each Loot card in play you control.

Sanva, 7, Horde (Drums-192C)

Ally—Tauren Shaman, 6 [Frost] ATK / 6 Health
War Stomp (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

Sap, 1, Rogue (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 Sap.

Sapphiron Drape, 5, DrMaPaPrShLo (Onyxia-18R)

Armor—Cloth, Back (1), 1 DEF

If your hero would deal damage with an ability, it deals that much +1 instead. <p> If your hero would heal damage with an ability, it heals that much +1 instead.

Sarlia, 6, Warlock (Illidan-102R)

Ally—Succubus Demon, Pet (1), 5 [Shadow] ATK / 7 Health

Untargetable <p> (1) >>> Other allies in your party are **elusive** this turn.

Sarmoth, 3, Warlock (Azeroth-130C)

Ally—Voidwalker Demon, Pet (1), 1 [Shadow] ATK / 5 Health

Opposing heroes and allies can attack only Sarmoth if able.

Sarn Earthtrembler, 6, Horde (Drums-193C)

Ally—Tauren Druid, 6 [Melee] ATK / 4 Health

Protector <p> **War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*) <p> You pay (1) less to play Sarn for each exhausted opposing hero and ally.

Saurfang the Younger, 6, Horde (Betrayal-175E)

Ally—Orc Warrior, Unique, 7 [Melee] ATK / 4 Health

Protector <p> When Saurfang enters combat with a damaged ally, destroy it and ready Saurfang.

Savage Fury, 3, Druid (Betrayal-44R)

Ability—Feral Talent

Feral Hero Required <p> Ongoing: When you play a Feral ability, if you control a Form, your hero may deal 2 melee damage to target ally.

Savin Lightguard, Alliance (Dark Portal-6)

Hero—Dwarf Paladin (Retribution),

Mining/Blacksmithing, 29 Health

(6), Flip Savin >>> Destroy all allies that dealt combat damage to Savin this turn.

Savina Greysky, 2, Alliance (Outland-142C)

Ally—Night Elf Druid, 2 [Melee] ATK / 2 Health

Elusive <p> Savina Greysky has +2 ATK while you control a Form.

Savitir Skullsmasher, Horde (Gladiators-14)

Hero—Orc Rogue (Subtlety),

Blacksmithing/Engineering, 27 Health

(1), Flip Savitir >>> If Savitir has **stealth**, destroy target exhausted equipment.

Sayge, 4 (Darkmoon Faire-2R)

Ally—Gnoll Fortuneteller, Unique, 4 [Melee] ATK / 4 Health

At the start of your turn, remove the top card of target opponent's deck from the game. If it's an ability, ally, or equipment card, you may play it this game. (*Pay costs as normal.*)

Scaled Breastplate of Carnage, 3, HuSh (Drums-214R)

Armor—Mail, Chest (1), 1 DEF

When an ally deals damage to another ally, destroy both of them.

Scaramanga, 1, Alliance (Dark Portal-189C)
Ally—Human Warlock, 2 [Shadow] ATK / 1 Health
(2), Destroy Scaramanga >>> Draw a card.

Scarlet Kris, 2, HuRoShWa (Azeroth-333U)
Weapon—Dagger, Melee (1), 1 ATK, 0 Strike

Scatter Shot, 4, Hunter (Gladiators-31R)
Instant Ability—Marksmanship Talent
Marksmanship Hero Required <p> Your hero deals ranged damage to target hero or ally equal to 1 plus the combined ATK of your Ranged weapons. If a hero is dealt damage this way, its controller can't play cards this turn.

Scepter of the Unholy, 4, Priest (Legion-288R)
Weapon—Mace, Melee (1), 1 ATK, 3 Strike
If a card or effect you control would cause an opponent to discard a card, he discards a random card instead.

Scholar Krosiss, 1, Horde (Betrayal-176C)
Ally—Undead Mage, 1 [Arcane] ATK / 1 Health
Krosiss has +2 ATK / +2 health while you have seven or more cards in hand.

Scimitar of the Nexus Stalkers, 2, HuPaRoWa (Dark Portal-280U)
Instant Weapon—Sword, Melee (1), 3 ATK, 2 Strike

Scorch, 0, Mage (Dark Portal-53U)
Ability—Fire
Your hero deals 1 fire damage to target hero or ally.

The Scourge Cauldrons(Dark Portal-319C)
Quest
Pay (2) to complete this quest. <p> Reward:
Reveal the top four cards of your deck. Put a revealed quest card into your hand and the rest on the bottom of your deck.

Scouring the Desert(Drums-252C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card. You may shuffle your graveyard into your deck.

Scout Kurgo, 5, Horde (Honor-143C)
Ally—Orc Hunter, 1 [Ranged] ATK / 1 Health
When you play Kurgo, you may search your deck and hand for any number of cards named Scout Kurgo and put them into play.

Scout Omerrta, 1, Horde (Dark Portal-232C)
Ally—Orc Warrior, 2 [Melee] ATK / 1 Health
Protector

"Scrapper" Ironbane, 5, Alliance (Illidan-139C)
Ally—Dwarf Rogue, 3 [Melee] ATK / 4 Health
At the end of your turn, you may destroy target equipment.

Scraps, 2, Hunter (Legion-39C)
Ally—Carrion Bird, Pet (1), 4 [Melee] ATK / 3 Health
At the start of your turn, destroy Scraps unless you remove an ally card in a graveyard from the game.

Screeching Shot, 3, HuWa (Honor-90C)
Ability—Survival Fury Shout
Ongoing: Opposing heroes and allies have -1 ATK while attacking.

Scryer's Bloodgem, 2, DrHuMaPaPrRoShLoWa (Illidan-221U)
Item, Trinket (2)
Scryer Reputation <p> Heroes and allies in your party with **sabotage** also have **stealth**.

Seadog Nally, Alliance (Betrayal-17)
Hero—Dwarf Hunter (Traitor),
Herbalism/Skinning, 28 Health
(2), Flip Nally, destroy a friendly ally >>> Nally deals ranged damage to target ally equal to that friendly ally's ATK.

Seal of Betrayal, 4, Paladin (Betrayal-74R)
Ability—Traitor, Seal (1)
Traitor Hero Required <p> Ongoing: When an ally is destroyed by combat damage dealt by your hero with a weapon, put that ally from its owner's graveyard into your party. <p> (2), Destroy Seal of Betrayal >>> Gain control of target ally that your hero dealt combat damage to this turn.

Seal of Blood, 2, Paladin (Outland-53R)
Ability—Retribution, Seal (1)
Horde Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character and 1 holy damage to itself. <p> (1), Destroy Seal of Blood >>> Your hero deals 2 holy damage to target hero or ally and 1 holy damage to itself.

Seal of Command, 3, Paladin (Dark Portal-63R)
Ability—Retribution Talent, Seal (1)
Retribution Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character. <p> (1), Destroy Seal of Command >>> Your hero deals 4 holy damage to target exhausted hero or ally.

The Seal of Danzalar, 3, DrMaPrShLo (Gladiators-169R)
Item, Ring (2)
At the start of your turn, your hero deals shadow damage to target hero equal to the number of cards in your hand minus the number of cards in that hero's controller's hand.

Seal of Justice, 2, Paladin (Drums-49U)
Ability—Protection, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, exhaust target hero or ally. It can't ready during its controller's next ready step. <p> (1), Destroy Seal of Justice >>> Exhaust target hero or ally. It can't ready during its controller's next ready step.

Seal of Light, 3, Paladin (Azeroth-73U)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, it heals 2 damage from itself. <p> (1), Destroy Seal of Light >>> Your hero heals 4 damage from itself.

Seal of Redemption, 3, Paladin (Betrayal-75C)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, put an ally card from your graveyard into hand. <p> (1), Destroy Seal of Redemption >>> Put an ally card from your graveyard into hand.

Seal of Retribution, 3, Paladin (Illidan-63C)
Instant Ability—Retribution, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, you may destroy target ally that attacked this turn. <p> (1), Destroy Seal of Retribution >>> Destroy target ally that attacked this turn.

Seal of Righteousness, 1, Paladin (Drums-50C)
Ability—Holy, Seal (1)
Ongoing: Your Melee weapons have +1 ATK. <p> Destroy Seal of Righteousness >>> Your hero deals 2 holy damage to target ally.

Seal of the Crusader, 3, Paladin (Dark Portal-64U)
Ability—Retribution, Seal (1)
Ongoing: Your hero has -1 ATK. <p> When your hero deals combat damage for the first time each turn, you may ready it and one of your Melee weapons. <p> (1), Destroy Seal of the Crusader >>> Your hero has +2 ATK while attacking this turn.

Seal of Vengeance, 2, Paladin (Outland-54R)
Ability—Retribution, Seal (1)
Alliance Hero Required <p> Ongoing: At the end of each turn, your hero deals 1 holy damage to each hero and ally it dealt combat damage to this turn. <p> (1), Destroy Seal of Vengeance >>> Your hero deals 1 holy damage to each hero and ally it dealt combat damage to this turn.

Seal of Wisdom, 3, Paladin (Azeroth-74R)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, draw a card. <p> (1), Destroy Seal of Wisdom >>> Draw a card.

Seamus Somerset, 2, Horde (Legion-201U)
Ally—Undead Rogue, 2 [Melee] ATK / 1 Health
Ferocity <p> When Seamus attacks, you may remove target card in a graveyard from the game.

Sear, 1, Mage (Gladiators-38C)
Instant Ability—Fire
Your hero deals 2 fire damage to target ally, or 6 if that ally was dealt damage this turn.

Searing Light, 2, Priest (Honor-49R)
Ability—Holy Talent
Holy Hero Required <p> Ongoing: (2), Discard an ability card >>> Your hero deals 3 unpreventable holy damage to target hero or ally. <p> Destroy Searing Light >>> Your hero deals 3 unpreventable holy damage to target hero or ally.

Searing Totem, 2, Shaman (Azeroth-116U)
Instant Ability—Elemental, Fire Totem (1), 1 Health
Ongoing: At the start of each turn, Searing Totem deals 1 fire damage to target hero or ally. <p> (*Totems can be attacked or targeted like allies.*)

The Secret Compromised(Illidan-247C)
Quest
Pay (1) to complete this quest. <p> Reward: Look at the top three cards of target opponent's deck. Put one on top of his deck and the rest on the bottom in the order of your choice.

Seer's Signet, 6, DrMaPrShLo (Illidan-222R)
Item, Ring (2)
Scryer Reputation <p> Your hero has "**Sabotage**: Ability or equipment." <p> When your hero sabotages a card, destroy it.

Sek Grimlash, 6, Horde (Betrayal-177R)
Ally—Orc Warlock, 3 [Shadow] ATK / 6 Health
(2), Destroy another ally in your party >>> Put a Demon ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Selin Duskrunner, 2, Horde (Drums Starter-8U)
Ally—Blood Elf Warlock, 2 [Shadow] ATK / 2 Health
When you play an ability, Selin deals 1 shadow damage to target hero or ally.

Sen'jin Village, Horde (Drums-260R)
Location—City
Troll Hero Required <p> At the start of your turn, choose a Troll in your party, and it may heal 1 damage from itself.

Sentry Gwynn, 5, Alliance (Azeroth-215R)
Ally—Night Elf Warrior, 3 [Melee] ATK / 4 Health
Your hero is **elusive**.

Sentry Totem, 2, Shaman (Legion-98U)
Ability—Enhancement, Air Totem (1), 1 Health
Ongoing: When an opposing ally enters play, exhaust it. <p> (*Totems can be attacked or targeted like allies.*)

Sen'zir Beastwalker, Horde (Azeroth-14)
Hero—Troll Hunter (Beast Mastery), Skinning/Leatherworking, 28 Health
(3), Flip Sen'zir >>> Put a Pet card from your graveyard into hand.

Sepirion, 4, Horde (Drums-194U)
Ally—Troll Shaman, 2 [Melee] ATK / 5 Health
Berserking (+1 ATK for each damage.) <p> When Sepirion attacks for the first time each turn, you may pay (1). If you do, ready him.

Sepirion the Poised, Horde (Honor-16)
Hero—Troll Shaman (Enhancement), Engineering/Jewelcrafting, 28 Health
(3), Flip Sepirion >>> Ready Sepirion and one of your weapons.

Seraph the Exalted, 5, Alliance (Dark Portal-190R)
Ally—Human Priest, 1 [Holy] ATK / 5 Health
Human Hero Required <p> [Activate] >>> You may put an ally card from your hand into play if its cost is less than or equal to the number of resources you control.

Sergeant Pugg, 5, Horde (Honor-144U)
Ally—Orc Warrior, 5 [Melee] ATK / 5 Health
Other allies have -1 health.

Serpent Sting, 2, Hunter (Legion-40C)
Instant Ability—Marksmanship
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character, or 2 if you control a Ranged weapon.

Serpentcrest Life-Staff, 2, DrPrSh (Outland-218U)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
(1), Discard a card >>> Your hero heals 2 damage from target hero or ally.

Set Ablaze, X, Mage (Honor-39R)
Ability—Fire
Ongoing: Set Ablaze enters play with X burn counters. <p> At the start of your turn, destroy each opposing ally and weapon with cost equal to the number of burn counters, then remove a burn counter. If none remain, destroy Set Ablaze.

Seth's Graphite Fishing Pole, 6,
DrHuMaPaPrRoShLoWa (Gladiators-183R)
Two-Handed Weapon—Fishing Pole, Melee (1), 0 ATK, 6 Strike
[Activate] >>> Put the card tenth from the top of your deck into hand.

Seva Shadowdancer, 3, Alliance (Azeroth-216R)
Ally—Night Elf Priest, 2 [Holy] ATK / 1 Health
Elusive <p> (X), [Activate] >>> Seva Shadowdancer heals X damage from target hero or ally.

Sever the Cord, 2, Warlock (Azeroth-131C)
Instant Ability—Demonology
As an additional cost to play, destroy an ally in your party. <p> Destroy target ally.

Shadala, 2, Horde (Legion-202C)
Ally—Blood Elf Priest, 2 [Holy] ATK / 2 Health
When you play an ability, you may destroy target ability.

Shadow, 6, Hunter (Illidan-39C)
Ally—Panther, Pet (1), 7 [Melee] ATK / 7 Health
Elusive (*Can't be attacked.*)

Shadow and Flame, 3, Warlock (Betrayal-116R)
Ability—Destruction Talent
Destruction Hero Required <p> Ongoing: (1), Destroy an ability you control >>> Your hero deals 2 shadow or fire damage to target hero or ally.

Shadow Bolt, 3, Warlock (Azeroth-132U)
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 Silhouettes, 4, Priest (Betrayal-85R)
Ally—Shadow Silhouette, Pet (1), 6 [Shadow] ATK / 6 Health
At the end of your turn, remove 6 damage from your hero and put 1 damage on Shadow Silhouettes for each damage removed this way.

Shadow Tactics, 4, Rogue (Grand Melee-8R)
Arena Ability—Assassination
Preparation (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: You pay (1) less to play Combos and **Finishing Moves**, to a minimum of (1).

Shadow Weaving, 4, Priest (Legion-76R)
Ability—Shadow Talent
Shadow Hero Required <p> Attach to target opposing hero or ally. <p> Ongoing: If attached character would be dealt shadow damage, it's dealt that much +2 instead.

Shadow Word: Agony, 3, Priest (Illidan-73U)
Ability—Shadow
Attach to target hero. <p> Ongoing: At the start of your turn, attached hero's controller discards a card.

Shadow Word: Anguish, 1, Priest (Drums-56C)
Instant Ability—Shadow
Your hero deals 5 shadow damage to target ally and 5 shadow damage to itself.

Shadow Word: Death, 2, Priest (Dark Portal-78C)
Instant Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. If that character doesn't have fatal damage, put 3 damage on your hero.

Shadow Word: Pain, 3, Priest (Azeroth-87U)
Instant Ability—Shadow
Attach to target hero or ally, and its controller discards a card. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character.

Shadowburn, 2, Warlock (Dark Portal-113R)
Instant Ability—Destruction Talent
Destruction Hero Required <p> As an additional cost to play, destroy one of your resources. <p> Your hero deals 4 shadow damage to target hero or ally. When that character is destroyed this turn, put the top card of your deck into your resource row face down and exhausted.

Shadowfiend, 2, Priest (Outland-61R)
Ally—Shadowfiend, Unique, 3 [Shadow] ATK / 1 Health
Ferocity <p> When Shadowfiend deals combat damage to a hero, ready one of your resources. <p> At the end of your turn, put Shadowfiend into its owner's hand.

Shadowform, 3, Priest (Azeroth-88R)
Ability—Shadow Talent, Form (1)
Shadow Hero Required <p> Ongoing: If your hero would deal shadow damage, it deals that much +1 instead. <p> When you play a Holy ability, destroy Shadowform.

Shadowfury, 5, Warlock (Outland-88R)
Ability—Destruction Talent
Destruction Hero Required <p> Your hero deals 2 shadow damage to each opposing ally. Exhaust each ally dealt damage this way, and it can't ready during its controller's next ready step.

Shadowmeld, 3, Alliance (Dark Portal-131U)
Ability
Night Elf Hero Required <p> Ongoing: Your hero is **elusive** and **untargetable**. <p> At the start of your turn, destroy Shadowmeld.

Shadowmistress Jezebel Hawke, 3, Alliance (Outland-143U)
Ally—Human Warlock, 2 [Shadow] ATK / 3 Health
Friendly Pets have +2 health.

Shadowprowler's Chestguard, 1, DrRo (Gladiators Crafted-3E)
Armor—Leather, Chest (1), 1 DEF
Your hero has +1 ATK while attacking for each hero and ally in your party with **stealth**.

Shadowstalker's Sash, 4, DrRo (Legion-267U)
Armor—Leather, Waist (1), 2 DEF
Friendly Druids and Rogues have **stealth**. (*Can't protect against them.*)

Shadowstep, 1, Rogue (Illidan-83R)
Instant Ability—Subtlety Talent
Subtlety Hero Required <p> Ongoing: Ready opposing heroes and allies also count as being exhausted. *(They are still ready.)*

Shadowstrike, 3, HuPaWa (Molten Core-27R)
Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 3 Strike
(1), Destroy Shadowstrike >>> If your hero has Enchanting, draw two cards.

Shaii, Strategist Supreme, Alliance (Drums-6)
Hero—Night Elf Hunter (Survival), Engineering/Jewelcrafting, 28 Health
If Shaii is defending: [Activate], Flip Shaii >>> Shaii deals 1 melee damage to target attacker.

Sha'kar, 3, Horde (Betrayal-178C)
Ally—Troll Shaman, 4 [Nature] ATK / 2 Health
If your hero has dealt fire, frost, or nature damage this turn, Sha'kar has **ferocity**. *(He can attack immediately.)*

Sha'lin Nightwind, 3, Alliance (Azeroth-217C)
Ally—Night Elf Druid, 4 [Melee] ATK / 1 Health
Elusive *(Can't be attacked.)*

Shalu Stormshatter, Horde (Drums-14)
Hero—Orc Shaman (Elemental), Alchemy/Engineering, 28 Health
(3), Flip Shalu >>> Destroy target ability that's not attached to a friendly hero or ally.

Shaman Training, 1, Shaman (Legion-99U)
Ability—Enhancement
Attach to target friendly ally. <p> Ongoing: When attached ally attacks for the first time each turn, you may pay (1). If you do, ready it.

Shamanistic Dual Wield, 1, Shaman (Betrayal-101R)
Instant Ability—Enhancement Talent
Enhancement Hero Required <p> Ongoing: You pay (1) less to strike with weapons. <p> Your hero has **dual wield**.

Shamanistic Rage, 3, Shaman (Outland-80R)
Ability—Enhancement Talent
Enhancement Hero Required <p> Ongoing: When your hero deals combat damage with one or more Melee weapons for the first time each turn, ready up to X of your resources, where X is the combined strike cost of those weapons.

Shard of the Flame, 4, DrHuMaPaPrRoShLoWa (Molten Core-12R)
Item, Trinket (2)
When a resource enters play under your control, your hero heals 2 damage from itself.

Shard of the Scale, 2, DrHuMaPaPrShLo (Onyxia-27U)
Item, Trinket (2)
(2), Destroy Shard of the Scale >>> Put the top card of your deck into your resource row face down and exhausted.

Sharial, 5, Alliance (Legion-164U)
Ally—Night Elf Rogue, 5 [Melee] ATK / 1 Health
Elusive *(Can't be attacked.)* <p> [Activate] >>> Exhaust target equipment.

Sharpeye Yan'ja, Horde (Gladiators-15)
Hero—Troll Hunter (Marksmanship), Herbalism/Alchemy, 28 Health
On your turn: (2), Flip Yan'ja >>> Yan'ja deals ranged damage to target ally equal to 1 plus the combined ATK of your Ranged weapons.

Sharpshooter Nally, Alliance (Betrayal-8)
Hero—Dwarf Hunter (Marksmanship), Herbalism/Skinning, 28 Health
(3), Flip Nally >>> Target hero or ally has **long-range** this turn.

The Shatterer, 4, PaRoShWa (Azeroth-334U)
Weapon—Mace, Melee (1), 3 ATK, 2 Strike
When your hero deals combat damage with The Shatterer to a hero, destroy one of that hero's controller's weapons unless he pays (2).

Shattering Blow, 4 (Azeroth-168C)
Ability
Destroy target equipment.

Shattrath City Peacekeeper, 3 (Legion-252C)
Ally—Draenei Warrior, Unlimited, 1 [Melee] ATK / 1 Health
Protector <p> Allies not named Shattrath City Peacekeeper have -1 ATK.

Shawn of the Dead, 5, Horde (Outland-183R)
Ally—Undead Warrior, 5 [Melee] ATK / 3 Health
When Shawn of the Dead attacks, you may put an ally card from target opponent's graveyard into your party.

Sheath of Light, 3, Paladin (Legion-66U)
Ability—Protection
Ongoing: [Activate] >>> Prevent the next 2 damage that would be dealt to target ally this turn.

Shelly, 2, Hunter (Outland-34C)
Ally—Turtle, Pet (1), 2 [Melee] ATK / 3 Health
If Shelly would be dealt combat damage, prevent 1 of that damage.

Shelter the Flock, 4, Priest (Onyxia-5U)
Ability—Holy
Your hero heals 11 damage from each friendly hero.

Shem Reznict, 6, Alliance (Legion-165R)
Ally—Draenei Shaman, 2 [Nature] ATK / 6 Health
[Activate] >>> Target up to three heroes and/or allies. Shem deals 3, 2, and 1 nature damage to them, respectively.

Shield Bash, 3, Warrior (Azeroth-147R)
Instant Ability—Protection
You may exhaust one of your Shields rather than pay Shield Bash's cost. <p> Your hero deals 1 melee damage to target hero or ally. If you targeted a hero, you may interrupt an ability card played by its controller.

Shield or Wield, 2, Paladin (Illidan-64U)
Instant Ability—Protection Retribution
Choose one: Prevent the next 3 damage that target ally would be dealt this turn; or attach to target hero. <p> Ongoing: Attached hero has +1 ATK while attacking.

Shield Slam, 3, Warrior (Betrayal-121R)
Instant Ability—Protection Talent
Protection Hero Required <p> You may exhaust one of your Shields rather than pay Shield Slam's cost. <p> Your hero deals 3 melee damage to target hero or ally. If you targeted a hero, you may destroy an ability controlled by its controller.

Shield Wall, 4, Warrior (Gladiators-81R)
Ability—Protection
Put three Wall armor tokens into play with 1 DEF.

Shiv, 1, Rogue (Dark Portal-87C)
Ability—Combat Combo
Your hero deals 1 melee damage to target hero or ally. That damage counts as combat damage.

Shock and Soothe, 4, Shaman (Dark Portal-100C)
Instant Ability—Elemental
Your hero deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Short John Mithril, 3 (Gladiators-154R)
Arena Ally—Goblin, Unique, 2 [Melee] ATK / 2 Health
When John enters play, search your deck for an equipment card and reveal it. If it's an Arena card, put it into hand. Otherwise, put it on top of your deck.

Showdown(Honor-198R)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Put a unique Mok'Nathal Beastmaster ally token named Rexxar into play with 4 [Ranged] ATK / 4 health and "At the start of your turn, destroy target Gronn." Each opponent may put a Gronn ally token into play with 5 [Melee] ATK / 5 health.

Shred, 2, Druid (Legion-27C)
Instant Ability—Feral Combo, Form (1)
Ongoing: When Shred enters play, your hero may deal 2 melee damage to target exhausted hero or ally. <p> Your hero is in **cat form**. *(+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)*

Shred Soul, 3, Warlock (Dark Portal-114C)
Ability—Affliction
Remove target ally from the game.

Shredder, 3, Hunter (Grand Melee-4R)
Arena Ally—Ravager, Pet (1), 2 [Melee] ATK / 4 Health
Preparation *(On your first turn, you may play this card without paying its cost.)*

Shuriken of Negation, 4, RoWa (Gladiators-184R)
Instant Weapon—Shuriken, Ranged (1), 2 ATK, 1 Strike
When Shuriken of Negation enters play, you may interrupt target ability card. <p> **Thrown** *(When you strike with this weapon, your hero has **long-range** this combat. At the end of this turn, put this weapon into its owner's hand.)*

Shutting Down Manaforge Ara(Betrayal-260C)
Quest
If an equipment was destroyed this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

Siaranna the Fickle, 6, Horde (Honor-145R)
Ally—Blood Elf Mage, 6 [Arcane] ATK / 9 Health
When a player plays an ability, he gains control of Siaranna.

The Sigil of Krasus(Betrayer-261C)
Quest

If an opponent played an ally this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

Silas Darkmoon, 6 (Darkmoon Faire-3R)
Ally—Gnome Ringleader, Unique, 0 [Melee] ATK / 0 Health
Silas has additional ATK equal to the combined ATK of all other allies in your party, and additional health equal to the combined health of all other allies in your party.

Silea Dawnwalker, 5, Horde (Legion-203C)
Ally—Blood Elf Rogue, 3 [Melee] ATK / 4 Health
When you play an ability, you may destroy target equipment.

Silencing Shot, 4, Hunter (Outland-35R)
Instant Ability—Marksmanship Talent
Marksmanship Hero Required <p> You may exhaust one of your Ranged weapons rather than pay Silencing Shot's cost. <p> Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can't play abilities this turn, and you may interrupt an ability card he played.

Silent Fang, 2, HuPaRoWa (Dark Portal-281U)
Weapon—Sword, Melee (1), 1 ATK, 1 Strike (2), Destroy Silent Fang >>> Interrupt target ability card.

Silithus(Drums-266R)
Location—Objective (200)
At the start of your turn, add capture counters equal to the combined cost of allies in your party. <p> [Activate], Remove 200 capture counters >>> Gain control of all cards in play except heroes.

Silvermoon City, Horde (Gladiators-208R)
Location—City
Blood Elf Hero Required <p> As Silvermoon City enters play, choose arcane, fire, frost, nature, or shadow. <p> [Activate] >>> Target Blood Elf in your party has the chosen **resistance** this turn.

Silvermoon Sentinels, 2, Horde (Outland-184C)
Ally—Blood Elf Paladin, Unlimited, 1 [Melee] ATK / 2 Health
When Silvermoon Sentinels enters play, it deals 1 holy damage to each hero for each ally named Silvermoon Sentinels in your party.

Singing Crystal Axe, 3, PaWa (Legion-289E)
Two-Handed Weapon—Axe, Melee (1), 5 ATK, 0 Strike
Singing Crystal Axe enters play with four slow counters. <p> You pay (1) more to strike with Singing Crystal Axe for each slow counter. <p> When you strike with Singing Crystal Axe, remove a slow counter.

Sinister Strike, 2, Rogue (Azeroth-102C)
Instant Ability—Combat Combo
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of one of your Melee weapons.

Sinthya Flabberghast, Horde (Drums-15)
Hero—Undead Rogue (Combat),
Engineering/Jewelcrafting, 27 Health (3), Flip Sinthya >>> When Sinthya next deals combat damage to a hero or ally this turn, she also deals that much melee damage to a second target hero or ally.

Siphon Life, 5, Warlock (Legion-110R)
Instant Ability—Affliction Talent
Affliction Hero Required <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.

Sironas, 5 (Legion-253R)
Ally—Demon, Unique, 4 [Melee] ATK / 3 Health
At the start of your turn, the player with the most resources destroys one of them. If two or more players are tied, you choose which one destroys a resource.

Sister of Pain, 1 (Black Temple Raid-40C)
Ally—Demon Traitor, 1 [Shadow] ATK / 2 Health
Traitor Hero Required <p> When Sister of Pain attacks, she deals 1 shadow damage to target opposing hero.

Sister of Pleasure, 1 (Black Temple Raid-41C)
Ally—Demon Traitor, 1 [Holy] ATK / 2 Health
Traitor Hero Required <p> **Protector** <p> When Sister of Pleasure defends, she heals 1 damage from target hero or ally.

Sister Remba, Alliance (Betrayer-9)
Hero—Dwarf Priest (Discipline),
Alchemy/Tailoring, 26 Health (1), Flip Remba >>> Target ally in your party with an attachment is **elusive** and **untargetable** this turn.

Sister Rot, 5, Horde (Dark Portal-233C)
Ally—Undead Priest, 5 [Shadow] ATK / 2 Health
When Sister Rot enters play, you may destroy target ability.

Sivandra Darklust, 3, Horde (Honor-146C)
Ally—Undead Warlock, 3 [Shadow] ATK / 3 Health
Will of the Forsaken (*This ally can't leave play unless it has fatal damage or 0 health.*) <p> When Sivandra enters play, draw a card, then destroy an ally in your party.

Skaduzzle, 5, Alliance (Honor-116C)
Ally—Gnome Mage, 6 [Fire] ATK / 3 Health
Escape Artist (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*)

Skarr the Unbreakable, 6 (Gladiators-155R)
Arena Ally—Ogre, Unique, 5 [Melee] ATK / 7 Health
Protector <p> Prevent all damage that Arena allies would deal to Skarr.

Skewer, 4, Horde (Azeroth-155C)
Instant Ability
Choose an ally in your party. It deals melee damage equal to its ATK to target ally.

Skibi's Pendant, 2, DrHuPaRoShWa (Onyxia-28R)
Item, Neck (1)
You pay (1) less to strike with weapons.

Skorn, Mistress of Shadow, 5, Horde (Azeroth-259R)
Ally—Orc Warlock, 3 [Shadow] ATK / 2 Health
When an ally is dealt damage, Skorn deals that much shadow damage to target hero in that ally's party.

Skronk Skullseeker, 2, Horde (Illidan-168C)
Ally—Orc Rogue, 1 [Melee] ATK / 3 Health
Skronk has +3 ATK while attacking an exhausted hero or ally.

The Skull of Gul'dan, 2, DrMaPaPrShLo (Black Temple-5R)
Item, Trinket (2)
[Activate] >>> You pay (2) less the next time you pay a cost with (X) in it this turn.

Skullflame Shield, 6, PaShWa (Azeroth-299E)
Armor—Shield, Off-Hand (1), 2 DEF
When your hero defends, it deals 1 fire damage to each opposing hero and ally.

Skumm Bag'go, 1, Horde (Drums-195C)
Ally—Troll Rogue, 1 [Melee] ATK / 1 Health
When Skumm enters play, you may turn target resource face down.

Skumm the Pillager, Horde (Honor-17)
Hero—Troll Rogue (Assassination),
Mining/Alchemy, 27 Health
On your turn: (3), Flip Skumm >>> Turn target resource face down.

Sky-Hunter Swift Boots, 3, HuSh (Outland-204U)
Armor—Mail, Feet (1), 2 DEF
Untargetable

Skyfire Hawk-Bow, 4, Hunter (Legion-290U)
Weapon—Bow, Ranged (1), 2 ATK, 1 Strike
When you strike with Skyfire Hawk-Bow, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*)

Skymistress Taranna, 3, Horde (Betrayer-179R)
Ally—Tauren Druid, 2 [Arcane] ATK / 4 Health
When another [Arcane] ally enters your party, draw a card.

Skywing(Illidan-248R)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Put a Bird ally token named Skywing into play with 1 [Melee] ATK / 1 health. At the start of your next turn, that ally has +3 ATK / +3 health and is also an Arakkoa.

Slam, 3, Warrior (Dark Portal-124U)
Ability—Fury
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of one of your Melee weapons.

Slash and Dash, 3, Rogue (Gladiators-57C)
Ability—Subtlety Combo
Ongoing: When Slash and Dash enters play, you may destroy target exhausted ally. <p> Your hero has **stealth**. (*Can't protect against it.*) <p> When your hero deals damage, destroy Slash and Dash.

Slashdance, 1 (Drums-111U, Drums Loot-1L)
Instant Ability
Each player may dance the way he imagines his hero would dance. If he does, he may turn his hero face up.

Slaughter from the Shadows, 4, Rogue (Dark Portal-88R)
Ability—Assassination
Play only if your hero has **stealth**. <p> Destroy all exhausted allies.

Slay or Stay, 1, Warrior (Illidan-110U)
Ability—Fury Protection
Choose one: Destroy target damaged ally; or attach to target ally. <p> Ongoing: Attached ally is a **protector**.

Slay the Feeble, 1, Rogue (Drums-65C)
Ability—Assassination Combo
Your hero deals 3 melee damage to target exhausted hero or ally.

Slayer's Waistguard, 3, PaWa (Gladiators-166U)
Armor—Plate, Waist (1), 3 DEF
You pay (3) less to strike with weapons while your hero is defending.

Slice and Dice, 2, Rogue (Dark Portal-89U)
Instant Ability—Assassination
Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals X melee damage divided as you choose to any number of target heroes and/or allies.

Slow, 3, Mage (Outland-45R)
Ability—Arcane Talent
Arcane Hero Required <p> Attach to target hero. <p> Ongoing: Attached hero's controller can't play more than one card per turn. (*This doesn't include placing resources.*)

Smash, 2, Warrior (Betrayal-122C)
Instant Ability—Fury
Destroy target equipment. If you do, your hero deals melee damage to its controller's hero equal to its cost.

Smite, 5, Priest (Azeroth-89R)
Ability—Holy
Your hero deals 4 unpreventable holy damage to target hero or ally.

Smoke or Croak, 3, Mage (Illidan-52U)
Ability—Fire Arcane
Choose one: Your hero deals 3 fire damage to target hero; or attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Frog.

Snake Trap, 6, Hunter (Betrayal-55U)
Instant Ability—Survival
Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Put X Snake ally tokens into play with 1 [Nature] ATK / 1 health, where X is target opposing attacker's cost.

Snarl Hellwind, 1, Horde (Outland-185U)
Ally—Orc Warlock, 1 [Shadow] ATK / 2 Health
Destroy another ally in your party >>> Snarl has +1 ATK this turn.

Sneak, 1, Alliance (Azeroth-152C)
Instant Ability
Target ally is **elusive** this turn. (*It can't be attacked.*)

Snig Feralsnout, 2, Horde (Outland-186C)
Ally—Tauren Druid, 3 [Melee] ATK / 1 Health
Stealth (*Can't protect against this character.*) <p> Snig Feralsnout has **ferocity** while you control a Form.

Snipe, 2, Hunter (Drums-31C)
Instant Ability—Marksmanship
When the next ability, ally, or equipment enters play this turn, destroy it.

Solanian's Belongings, Horde (Dark Portal-307C)
Quest
Pay (4) to complete this quest. <p> Reward: Choose one: Put an ability card from your graveyard on top of your deck; or draw a card. If your hero is a Blood Elf, you may choose both.

Someone Else's Hard Work Pays Off (Drums-253R)
Quest
On your turn, pay (3) to complete this quest. <p> Reward: Put a unique Ethereal ally token named Cryo-Engineer Sha'heen into play with 1 [Melee] ATK / 1 health and "At the start of your turn, remove this ally from the game. If you do, gain control of target ability or equipment."

Sonic Spear, 5, HuPaWa (Outland-219U)
Two-Handed Weapon—Polearm, Melee (1), 4 ATK, 2 Strike
When your hero deals combat damage with Sonic Spear to a hero, that hero's controller destroys one of his equipment.

Sorga the Swift, 1, Horde (Drums-196C)
Ally—Tauren Shaman, 1 [Melee] ATK / 1 Health
Ferocity (*Can attack immediately.*) <p> **War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

The Soul Conductor, 3, Horde (Illidan-169R)
Ally—Orc Warlock, 2 [Shadow] ATK / 2 Health
The Soul Conductor has +1 ATK / +1 health for each ally card in opposing removed from game zones.

Soul-Eater's Handwraps, 3, MaPrLo (Magtheridon-5R)
Armor—Cloth, Hands (1), 1 DEF
When an ability, ally, equipment, or hero readies, its controller puts the top card of his deck into his graveyard.

Soul Inversion, 1, Warlock (Legion-111C)
Ability—Affliction
Attach to target ally. <p> Ongoing: Attached ally has +2 ATK / -2 health.

Soul Link, 4, Warlock (Azeroth-133R)
Ability—Demonology Talent
Demonology Hero Required <p> Ongoing: Put 1 damage on an ally in your party >>> Prevent the next 1 damage that would be dealt to your hero this turn.

Soul Rend, 2, Priest (Outland-62C)
Ability—Shadow
Target opponent puts an ally from his party into its owner's hand. If he does, that opponent discards a card.

Soulshatter, 4, Warlock (Outland-89R)
Ability—Demonology
Ongoing: When your hero defends against an ally, that ally's controller exhausts all allies in his party.

Soulstone, 3, Warlock (Honor-74U)
Ability—Demonology
Attach to target ally. <p> Ongoing: When attached ally is destroyed, its owner may put it from his graveyard into play.

Soup for the Soul (Drums-254C)
Quest
Soup for the Soul enters play exhausted. <p> Pay (4) to complete this quest. <p> Reward: Draw two cards.

Southshore, Alliance (Drums-258U)
Location—City
On your turn: (1), [Activate] >>> When target [Alliance] ally in your party next deals damage to an ally with lower cost this turn, draw a card.

The Sowing of Seeds, 2, Druid (Gladiators-22U)
Instant Ability—Balance
Your hero deals 1 nature damage to target hero or ally. For each damage dealt this way, put a Treant ally token into play with 1 [Melee] ATK / 1 health.

Spark, 4, Shaman (Honor-65U)
Ability—Elemental
This turn, your hero has "Exhaust a card in play you control >>> This hero deals 1 fire damage to target hero or ally."

Spectral Tiger, 4 (Outland-193R, Outland Loot-3L)
Ally—Spectral Tiger, 4 [Melee] ATK / 3 Health
[Alliance] Hero: **Elusive** allies in your party have +1 health. <p> [Horde] Hero: Allies with **ferocity** in your party have +1 ATK.

Spell Reflection, 3, Warrior (Outland-97U)
Instant Ability—Protection
You may exhaust one of your Shields rather than pay Spell Reflection's cost. <p> If an ability card is targeting only your hero, change its target to its controller's hero.

Spell Ricochet, 2, MaWa (Drums-105C)
Instant Ability—Arcane Protection
You may change the target of an ability card with a single target.

Spell Suppression, 1, Mage (Drums-40C)
Ability—Arcane
Attach to target ability, ally, equipment, or resource. <p> Ongoing: Attached card loses and can't have powers.

Spellbreaker's Buckler, 3, PaSh (Outland-205R)
Armor—Shield, Off-Hand (1), 2 DEF
(1), [Activate], Discard an equipment card >>> Interrupt target ability card.

Spellsteal, 3, Mage (Dark Portal-54R)
Ability—Arcane
Gain control of target ability. If it's attached to a hero or ally, you may attach it to another hero or ally.

Spellstrike Hood, 5, MaPrLo (Crafted-7E)
Armor—Cloth, Head (1), 1 DEF
(2), [Activate] >>> When you next play a non-ongoing ability this turn, copy it. (*You may choose new targets for the copy.*)

Spellweaver Jihan, Alliance (Drums-7)
Hero—Human Mage (Arcane),
Enchanting/Tailoring, 25 Health
Flip Jihan >>> The next time Jihan would deal damage with an ability this turn, she deals that much +1 instead.

Spelunker Maddocks, 4, Alliance (Honor-117R)
Ally—Dwarf Rogue, 0 [Melee] ATK / 0 Health
Dwarf Hero Required <p> **Find Treasure** <p>
Maddocks has +1 ATK / +1 health for each card in your graveyard.

Sphere of Divinity, 2, PaPr (Drums-106C)
Instant Ability—Protection Discipline
Attach to target ally. <p> Ongoing: Prevent all damage that attached ally would be dealt. <p> At the start of the turn, destroy Sphere of Divinity.

"Spider Legs" McGillicutty, 1, Horde (Legion-204C)
Ally—Undead Warrior, 1 [Melee] ATK / 1 Health
Protector <p> When Spider Legs is destroyed, you may exhaust target hero or ally.

Spinal Reaper, 5, PaWa (Molten Core-28R)
Two-Handed Weapon—Axe, Melee (1), 3 ATK, 1 Strike
When your hero deals fatal combat damage with Spinal Reaper, draw a card.

Spirit Bond, 1, Hunter (Dark Portal-39R)
Ability—Beast Mastery Talent
Beast Mastery Hero Required <p> Ongoing: At the start of your turn, if you control a Pet, your hero heals 2 damage from itself and each of your Pets.

Spirit Healer, 8 (Azeroth-169E)
Ability
Ongoing: At the end of each player's turn, that player may put an ally card from his graveyard into play with damage equal to its health -1.

Spirit of Stormrage, 9, Alliance (Illidan-140E)
Ally—Night Elf Druid Spirit, Unique, 0 [Nature] ATK / 12 Health
Untargetable <p> [Activate] >>> Search your deck for a card and put it into hand.

The Spirit Polluted(Legion-314C)
Quest
Put 3 damage on your hero and pay (1) to complete this quest. <p> Reward: Draw a card.

Spirit Weapons, 3, Shaman (Illidan-93R)
Ability—Enhancement Talent
Enhancement Hero Required <p> Ongoing: [Activate] >>> Target hero or ally has -X ATK this turn, where X is the combined ATK of your Melee weapons.

Spirits of Auchindoun(Drums-255C)
Quest
Turn one of your other face-up resources face down to complete this quest. <p> Reward: Draw a card.

Spiritual Attunement, 3, Paladin (Dark Portal-65U)
Ability—Protection
Ongoing: When another hero or ally heals damage from your hero, you may pay (1). If you do, draw a card.

Spiritual Domination, 3, Priest (Betrayal-86R)
Ability—Traitor
Traitor Hero Required <p> Put target ally card from an opponent's graveyard into your party.

Spiritual Healing, 2, Priest (Azeroth-90R)
Ability—Holy Talent
Holy Hero Required <p> Ongoing: When you play a Holy ability, your hero heals 2 damage from target hero or ally.

Spiritualist Sunshroud, Horde (Drums-16)
Hero—Blood Elf Priest (Shadow),
Engineering/Jewelcrafting, 26 Health
On your turn: (3), Flip Sunshroud >>> Target player destroys an ally in his party.

Splinter Mind, 4, Priest (Gladiators-53R)
Ability—Shadow
Attach to target ally. <p> Ongoing: You control attached ally. <p> At the start of your turn, your hero deals 1 shadow damage to attached ally.

Split Open, 2, Warrior (Honor-81C)
Instant Ability—Fury
Attach to target hero or ally. <p> Ongoing: Attached character has -2 health.

Spread the Word, 1, Paladin (Onyxia-6U)
Ability—Holy
Ongoing: Damage that friendly heroes would deal is unpreventable.

Sprint, 4, Rogue (Legion-87U)
Instant Ability—Combat
Ongoing: [Activate] >>> Choose one: Ready your hero; or if your hero is defending, remove all attacking allies from combat.

Spymaster Thalodien, 5 (Betrayal-207E)
Ally—Blood Elf Rogue, Unique, 4 [Melee] ATK / 5 Health
Scrier Reputation, **Sabotage**: Deck <p> When Thalodien sabotages a deck, reveal cards from the top until you reveal a non-quest card. Remove that card from the game and put the rest on the bottom. You may play that card without paying its cost this turn. (*If it has X in its cost, X is 0.*)

Stab in the Dark, 1, Rogue (Gladiators-58U)
Ability—Subtlety
Look at target opponent's hand and choose an ally card. He discards that card.

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

Staff of Dominance, 4, DrMaPrShLo (Dark Portal-282R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 5 Strike
Staff of Dominance enters play exhausted. <p> On your turn: (X), [Activate], Destroy Staff of Dominance >>> Gain control of target ally with cost X.

Staff of the Ashtongue Deathsworn, 4, DrPrSh (Illidan-229R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
Loyal Hero Required <p> Text that refers to the start of a turn refers to the end of that turn instead.

Staff of the Ruins, 2, DrMaPrShLo (Outland-220U)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike
[Activate] >>> You pay (1) less to play your next ability this turn for each card in your graveyard with the same name as that ability.

The Staff of Twin Worlds, 6, DrMaPrShLo (Drums-234E)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike
Other cards in play have their printed text a second time. (*For example, if a card has the text, "Allies have +1 ATK," treat it as though it says that twice.*)

Stalwart Protector, 1, Warrior (Azeroth-148U)
Instant Ability—Protection
Ongoing: Your hero is a **protector**.

Standards and Practices, Horde (Outland-229C)
Quest
If more allies are in an opponent's party than in yours, pay (2) to complete this quest. <p> Reward: Draw a card.

Starfire, 6, Druid (Azeroth-31R)
Ability—Balance
Your hero deals 5 arcane damage to target hero or ally. Draw a card.

Starshot, 2, Druid (Gladiators-23C)
Ability—Balance
Your hero deals 3 arcane damage to target ally. Draw a card.

Statia the Preserver, Alliance (Gladiators-9)
Hero—Draenei Shaman (Restoration),
Mining/Blacksmithing, 28 Health
(2), Flip Statia >>> Prevent all damage that would be dealt to target Totem this turn.

Steal Essence, 2, Warlock (Azeroth-134U)
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.

Stealth, 1, Rogue (Azeroth-103U)
Ability—Subtlety
Ongoing: Your hero has **stealth**. (*Can't protect against it.*) <p> When your hero deals damage, destroy Stealth. <p> When Stealth is destroyed, you may pay (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

Steelhawk Crossbow, 3, Hunter (Honor-179R)
Weapon—Crossbow, Ranged (1), 3 ATK, 1 Strike
When you strike with Steelhawk Crossbow, your hero has **long-range** this combat. <p> At the start of your turn, exhaust Steelhawk Crossbow unless you pay (1).

Steelsmith Joseph Carroll, 1, Alliance (Dark Portal-191U)
Ally—Human Warrior, 1 [Melee] ATK / 1 Health
Steelsmith Joseph Carroll has +1 ATK / +1 health for each equipment you control.

Stella Forgebane, 6, Alliance (Betrayal-156C)
Ally—Dwarf Rogue, 5 [Melee] ATK / 3 Health
At the end of your turn, you may destroy target exhausted equipment.

Stellaris, 2, HuPaShWa (Outland-221U)
Weapon—Axe, Melee (1), 3 ATK, 2 Strike
Exhaust an ally in your party >>> You pay (1) less the next time you strike with Stellaris this turn.

Stitches, 4 (Dark Portal-246E)
Ally—Undead Abomination, Unique, 0 [Melee] ATK / 0 Health
Stitches has +1 ATK / +1 health for each ally card in your graveyard. <p> When Stitches is dealt damage, remove that many ally cards in your graveyard from the game. Then, remove 1 damage from Stitches for each ally card removed this way.

Stone Guard Rashun, 5, Horde (Dark Portal-234R)
Ally—Tauren Shaman, 5 [Melee] ATK / 5 Health
Tauren Hero Required <p> When an opposing ally enters play, exhaust it.

Stoneclaw Totem, 3, Shaman (Legion-100C)
Ability—Elemental, Earth Totem (1), 5 Health
Ongoing: Opposing heroes and allies can attack only Stoneclaw Totem if able. <p> When a hero or ally deals combat damage to Stoneclaw Totem, that character can't ready during its controller's next ready step. <p> (*Totems can be attacked or targeted like allies.*)

Stoneform, 2, Alliance (Dark Portal-132U)
Instant Ability
Dwarf Hero Required <p> Destroy any number of abilities attached to your hero. <p> Ongoing: Each of your armor has +1 DEF.

Stoneskin Totem, 1, Shaman (Betrayal-102U)
Instant Ability—Enhancement, Earth Totem (1), 1 Health
Ongoing: Opposing allies have -1 ATK. <p> (*Totems can be attacked or targeted like allies.*)

Storm Shock, 1, Shaman (Betrayal-103C)
Instant Ability—Elemental
Target opponent chooses a hero or ally in his party, and your hero deals 4 nature damage to it.

Stormfire, 3, Druid (Illidan-33C)
Ability—Balance
Your hero deals 3 arcane damage to target hero or ally. Draw a card.

Stormpike Insignia, 2, Alliance,
DkDrHuMaPaPrRoShLoWa (Honor-167U)
Item—Battleground, Trinket (2)
When you play a card, add an honor counter. If there are six or more on Stormpike Insignia, destroy it. <p> When Stormpike Insignia is destroyed this way, your hero deals 5 frost damage to target hero or ally.

Stormrage Cover, 2, Druid (Onyxia-19E)
Armor—Leather, Head (1), 1 DEF
(1), [Activate] >>> Draw a card, then discard a card. <p> When you play a [Druid] ability, ready Stormrage Cover.

Stormrage Legguards, 4, Druid (Molten Core-10R)
Armor—Leather, Legs (1), 2 DEF
When you play a [Druid] ability, you may pay (1). If you do, target ally has +1 ATK this turn.

Stormrage Signet Ring, 4, DrPaRoShWa (Black Temple-6R)
Item, Ring (2)
On your turn: (2), [Activate] >>> Put target equipment into its owner's hand.

Stormshield of Renewal, 3, PaSh (Legion-268U)
Armor—Shield, Off-Hand (1), 2 DEF
When your hero heals damage from a friendly ally, it also heals that much from itself.

Stormstrike, 1, Shaman (Dark Portal-101R)
Instant Ability—Enhancement Talent
Enhancement Hero Required <p> Ready your hero and one of your Melee weapons. <p> The next time your hero would deal nature damage this turn, it deals that much +2 instead.

Stormwind City, Alliance (Drums-259R)
Location—City
Human Hero Required <p> If a Human ally is in your party: [Activate] >>> You pay (2) less to play your next ally this turn.

Strangling Roots, 3, Druid (Legion-28C)
Ability—Balance
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step. <p> At the start of your turn, your hero deals 2 nature damage to attached ally.

Strength of Arms, 7, Warrior (Outland-98R)
Ability—Arms
Ongoing: Each of your weapons has +2 ATK. <p> Each of your armor has +2 DEF.

Strength of Earth Totem, 1, Shaman (Gladiators-65C)
Instant Ability—Enhancement, Earth Totem (1), 1 Health
Ongoing: Allies in your party have +1 ATK. <p> (*Totems can be attacked or targeted like allies.*)

Striker's Mark, 2, HuRoWa (Molten Core-29R)
Weapon—Bow, Ranged (1), 1 ATK, 2 Strike
Your Melee weapons have +1 ATK. <p> When you strike with Striker's Mark, your hero has **long-range** this combat.

Stronghold Gauntlets, 3, PaWa (Azeroth-300E)
Armor—Plate, Hands (1), 1 DEF
Your weapons have +1 ATK and can't be targeted by opponents.

Stylean Silversteel, 6, Alliance (Azeroth-218C)
Ally—Human Priest, 4 [Holy] ATK / 5 Health
When Stylean Silversteel enters play, she heals 3 damage from each hero and ally in your party.

Sublimate, 4, Priest (Drums-57U)
Ability—Shadow
Put each opposing ability and equipment into its owner's hand.

Sudden Death, 2, Warrior (Betrayal-123U)
Instant Ability—Traitor
Traitor Hero Required <p> Destroy target undamaged ally.

Sudden Reversal, 1 (Azeroth-170C)
Instant Ability
Target ally has +4 ATK while defending this turn.

Sudden Shot, 3, Hunter (Drums-32U)
Instant Ability—Marksmanship
You pay (1) less to play Sudden Shot for each other ability you've played this turn. <p> Your hero deals 3 ranged damage to target hero or ally.

Sulfuras, Hand of Ragnaros, 8, PaWa (Molten Core-30R)
Two-Handed Weapon—Mace, Melee (1), 7 ATK, 5 Strike
When your hero is dealt combat damage, it deals 1 fire damage to the source of that damage. <p> When you strike with Sulfuras, your hero deals 7 fire damage to target hero or ally.

The Summoning Chamber (Illidan-249U)
Quest
If an ability was destroyed this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

Sun-Gilded Shouldercaps, 2, DrRo (Outland-206U)
Instant Armor—Leather, Shoulder (1), 1 DEF
When Sun-Gilded Shouldercaps enters play, you may exhaust target ally.

Sunder Armor, 1, Warrior (Azeroth-149U)
Instant Ability—Protection
Destroy target armor.

Sunfire, 7, Druid (Onyxia-7U)
Ability—Balance
Your hero deals arcane damage to target hero or ally equal to the number of friendly heroes and allies. Draw a card.

Sunfury Bow of the Phoenix, 4, HuRoWa (Outland-222U)
Weapon—Bow, Ranged (1), 2 ATK, 2 Strike
When you strike with Sunfury Bow of the Phoenix, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*) <p> [Activate] >>> Your hero deals 1 ranged damage to target hero.

Sunfury Briefings (Betrayal-246C)
Quest
Aldor Reputation (*Can't put Sryer cards in your deck.*) <p> Pay (5) to complete this quest. <p> Reward: Ready an ally in your party.

Sunken Treasure (Azeroth-358C)
Quest
Pay (3) to complete this quest. <p> Reward: Put target equipment card from your graveyard into hand.

Sunseeker Astromage, 2 (Betrayal-214C)
Ally—Blood Elf Mage Traitor, Unlimited, 1 [Arcane] ATK / 2 Health
Traitor Hero Required <p> When another ally named Sunseeker Astromage in your party is destroyed, draw a card.

Super Hot Stew (Drums-256C)
Quest
Super Hot Stew enters play exhausted. <p> Pay (6) to complete this quest. <p> Reward: Draw three cards.

Super Mana Potion, 5, DrHuMaPaPrShLo (Magtheridon-16R)
Item—Potion
(4), Destroy Super Mana Potion >>> Draw four cards.

Superior Mana Oil, 1, DrHuMaPaPrShLo (Magtheridon-17R)
Item

Superior Mana Oil enters play attached to one of your weapons. <p> At the start of your turn, you may reveal the top card of your deck. If it's an ability card, put it into your hand. Otherwise, put it into your graveyard.

Supernova, 5, Mage (Illidan-53U)
Ability—Fire

As an additional cost to play, destroy all of your resources. <p> Your hero deals fire damage to target hero equal to the number of resources destroyed this way.

Surge of Adrenaline, 5, Rogue (Drums-66U)
Instant Ability—Combat

Finishing Move (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> You pay (X) less to play Surge of Adrenaline. <p> Draw three cards.

Surge of Life, 2, Shaman (Dark Portal-102C)
Instant Ability—Restoration
Your hero heals 5 damage from target hero or ally.

Surgical Strikes, 4, Rogue (Gladiators-59R)
Ability—Subtlety
Ongoing: When a hero or ally in your party deals combat damage to a defending hero, its controller discards a card.

Surprise Attacks, 1, Rogue (Outland-72R)
Ability—Combat Talent
Combat Hero Required <p> Ongoing: Your Melee weapons have +1 ATK. <p> Combat damage that your hero would deal is unpreventable.

Survey the Land (Legion-315C)
Quest
Pay (3) to complete this quest. <p> Reward: If you control an ability, ally, or equipment, draw a card, or two cards if you control all three.

Survival Instincts, 3, Hunter (Betrayal-56R)
Ability—Survival Talent
Survival Hero Required <p> Ongoing: Prevent the first 4 damage that would be dealt to your hero each turn.

Suspended Curse, 2, Warlock (Drums-80C)
Ability—Affliction Curse
Attach to target ability, ally, or equipment. <p> Ongoing: At the start of your turn, remove attached card from the game.

Sustain or Reclaim, 2, Druid (Legion-29U)
Instant Ability—Restoration
Choose one: Your hero heals all damage from target ally; or put target ally card from your graveyard into hand.

Sus'vayin, 3, Horde (Outland-187C)
Ally—Troll Mage, 2 [Arcane] ATK / 3 Health
Sus'vayin has **ferocity** and **long-range** while more allies are in an opponent's party than in yours.

Swallow Soul, 3, Warlock (Legion-112C)
Instant Ability—Destruction
Interrupt target ally card. If you do, remove it from the game.

Sweeping Strikes, 5, Warrior (Illidan-111R)
Ability—Arms Talent
Arms Hero Required <p> Ongoing: When your hero deals combat damage with a Melee weapon to an ally, it also deals that much melee damage to each other hero and ally in that ally's party.

Swift Assault, 2 (Dark Portal-149C)
Instant Ability
Target ally has +2 ATK this turn.

Swift Discipline, Horde (Outland-230C)
Quest
On your turn, pay (1) to complete this quest. <p> Reward: Draw a card, and target opponent puts a Boar ally token into play with 1 [Melee] ATK / 1 health.

Swiftshift, 4, Druid (Dark Portal-27R)
Instant Ability—Feral
Search your deck and/or graveyard for a Form card, reveal it, and put it into your hand.

Swiftsteel Bracers, 5, PaWa (Crafted-13E)
Armor—Plate, Wrist (1), 3 DEF
You pay (5) less to strike with weapons.

Swipe, 3, Druid (Legion-30C)
Instant Ability—Feral, Form (1)
Ongoing: When Swipe enters play, your hero deals 1 melee damage to each of up to three target heroes and/or allies. <p> Your hero is in **bear form**. (*Is a protector. Destroy this card when you strike with a weapon or play a non-Feral ability.*)

Sword of a Thousand Truths, 8, PaRoWa (Outland-223E)
Weapon—Sword, Melee (1), 5 ATK, 4 Strike
When your hero deals combat damage with Sword of a Thousand Truths to a hero, that hero's controller discards his hand.

Sword of Zeal, 4, HuPaRoWa (Onyxia-32R)
Weapon—Sword, Melee (1), 2 ATK, 2 Strike
When your hero deals combat damage with Sword of Zeal, target player may ready that many of his resources.

Swordsmith Hanso, 6, Alliance (Drums-142C)
Ally—Draenei Warrior, 5 [Melee] ATK / 5 Health
Protector <p> Your weapons have +3 ATK. <p> Opposing weapons have -3 ATK.

Syluri, 2, Alliance (Legion-166C)
Ally—Draenei Warrior, 0 [Melee] ATK / 4 Health
Protector <p> [Activate], Destroy Syluri >>>
Destroy target equipment.

Tabards of the Illidari (Illidan-250C)
Quest
If an ally is in your party, pay (2) to complete this quest. <p> Reward: Draw a card.

Tahanu Brinkrunner, Horde (Illidan-16)
Hero—Tauren Druid (Restoration),
Enchanting/Jewelcrafting, 28 Health
(4), Flip Tahanu >>> Put target ally card from your graveyard into hand.

Taheo Skyspeaker, Horde (Legion-16)
Hero—Tauren Druid (Balance),
Skinning/Enchanting, 28 Health
On your turn: (4), Flip Taheo >>> Choose one:
Taheo deals 3 nature damage to target hero or ally;
or Taheo heals 6 damage from target hero or ally.

Tainted Earth, 1, Druid (Betrayal-45U)
Ability—Traitor
Traitor Hero Required <p> Ongoing: When an opponent completes a quest, your hero deals 3 nature damage to target hero in his party.

Take the Shot, 2, Hunter (Outland-36C)
Ability—Marksmanship
Your hero deals ranged damage to target hero or ally equal to 1 plus the ATK of one of your Ranged weapons.

Talasite Owl, 2, DrHuMaPaPrShLo (Crafted-14E)
Item—Figurine, Trinket (2)
Jewelcrafting Hero Required <p> [Activate] >>>
Put a hoot counter on Talasite Owl. <p> [Activate].
Remove X hoot counters, destroy Talasite Owl
>>> Ready X of your resources.

Talian Bladebender, 3, Alliance (Illidan-141C)
Ally—Night Elf Warrior, 2 [Melee] ATK / 4 Health
Opponents can't strike with weapons.

Talisman of Ephemeral Power, 2, DrMaPaPrShLo (Molten Core-13R)
Item, Trinket (2)
When you play an ability, you may pay (1) and put Talisman of Ephemeral Power into its owner's hand. If you do and your hero would deal damage with that ability this turn, it deals that much +1 instead.

Talisman of the Alliance, 3, Alliance, DrHuMaPaPrRoShLoWa (Gladiators-170U)
Item, Trinket (2)
[Activate], Destroy Talisman of the Alliance >>>
Destroy all abilities and equipment that have or share the lowest cost among abilities and equipment in play.

Talisman of the Horde, 3, Horde, DrHuMaPaPrRoShLoWa (Gladiators-171U)
Item, Trinket (2)
[Activate], Destroy Talisman of the Horde >>>
Destroy all abilities and equipment that have or share the highest cost among abilities and equipment in play.

Tal'zin, 4, Horde (Knight-19C)
Ally—Troll Death Knight, 4 [Melee] ATK / 3 Health
Protector <p> When you strike with a weapon, you may ready Tal'zin.

Tanglevine, 1, Druid (Honor-25C)
Ability—Balance
Attach to target ally. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Tankatronic Goggles, 2, PaWa (Drums Crafted-2E)
Armor—Plate, Head (1), 2 DEF
Engineering Hero Required <p> When Tankatronic Goggles enters play, look at target player's hand.
<p> Your hero is a **protector**. Opposing allies lose and can't have **elusive**, **stealth**, and **untargetable**.

Tanwa the Marksman, 6, Horde (Dark Portal-235U)
Ally—Tauren Hunter, 4 [Ranged] ATK / 3 Health
Long-Range (*Defenders deal no combat damage to this character.*)

Tarn Darkwalker, 2, Horde (Betrayer-180C)
Ally—Orc Warlock, 3 [Shadow] ATK / 1 Health
Demons have **ferocity**. (*They can attack immediately.*)

Tarren Mill, Horde (Drums-261U)
Location—City
On your turn: (1), [Activate] >>> When target [Horde] ally in your party next deals damage to an ally with higher cost this turn, draw a card.

Tarwila Gladespring, 2, Alliance (Legion-167C)
Ally—Night Elf Druid, 1 [Nature] ATK / 1 Health
Elusive (*Can't be attacked.*) <p> [Activate] >>>
You pay (1) less to play your next card this turn.

Taste for Blood, 2, Warrior (Illidan-112C)
Instant Ability—Fury
Draw a card for each damaged opposing hero and ally.

The Taste of Arcana, 1, Mage (Gladiators-39U)
Instant Ability—Arcane
Your hero deals 1 arcane damage to target hero or ally. If you targeted a hero, you may interrupt a card played by its controller unless he pays (1) for each damage dealt this way.

A Taste of Divinity, 1, Priest (Honor-50R)
Ability—Holy
Your hero deals 2 unpreventable holy damage to target ally. If that ally doesn't have fatal damage, put A Taste of Divinity into its owner's hand.

Tatulla the Reclaimer, 4, Horde (Betrayer-181C)
Ally—Tauren Druid, 3 [Nature] ATK / 3 Health
When Tatulla enters play, target player destroys an ability or equipment he controls.

Taunt, 1, Warrior (Drums-88U)
Instant Ability—Protection
Attach to target hero or ally. <p> Ongoing:
Attached character must attack if able and can attack only your hero if able.

Taunting Blows, 3, Warrior (Illidan-113C)
Instant Ability—Arms
Your hero deals 1 melee damage to each opposing hero and ally. This turn, characters dealt damage this way must attack if able and can attack only your hero if able.

Taz'dingo, 3, Horde (Azeroth-260C)
Ally—Troll Hunter, 2 [Ranged] ATK / 2 Health
When Taz'dingo enters play, he deals 1 ranged damage to target hero or ally.

Ta'zo, Horde (Azeroth-15)
Hero—Troll Mage (Fire), Enchanting/Tailoring, 25 Health
On your turn: (3), Flip Ta'zo >>> Ta'zo deals 3 fire damage to target hero or ally.

Teebu's Blazing Longsword, 1, HuPaRoWa (Azeroth-335E)
Weapon—Sword, Melee (1), 0 ATK, 0 Strike
(2) >>> Teebu's Blazing Longsword has +1 ATK this turn.

Telescopic Sharprifle, 3, Hunter (Outland-224R)
Weapon—Gun, Ranged (1), 3 ATK, 2 Strike
(1) >>> When you strike with Telescopic Sharprifle this turn, your hero has **long-range** this turn. (*Defenders deal no combat damage to it.*)

Telrander, Alliance (Dark Portal-7)
Hero—Night Elf Druid (Feral),
Skinning/Leatherworking, 27 Health
If Telrander is in **cat form**: (3), Flip Telrander >>>
Ready Telrander.

Tempest of Chaos, 3, MaLo (Gladiators-185R)
Weapon—Sword, Melee (1), 1 ATK, 3 Strike
At the start of your turn, target a random opposing hero or ally. Put a chaos counter on Tempest of Chaos, and then your hero deals 1 fire damage to that character for each chaos counter.

Tempest, Son-of-Storms, 7, Horde (Outland-188R)
Instant Ally—Tauren Shaman, 5 [Melee] ATK / 5 Health
When Tempest enters play, ready a hero or ally in your party.

Temple Concubine, 4 (Black Temple Raid-42C)
Ally—Blood Elf Traitor, 2 [Melee] ATK / 3 Health
Traitor Hero Required <p> If Temple Concubine would be dealt 3 or more damage, prevent it.

Temporary Dissipation, 2, Mage (Drums-41U)
Ability—Arcane
Remove all allies in your party from the game. At the end of the next turn, put all cards removed this way into your party.

Terokk's Quill, 1, HuPaWa (Legion-291R)
Two-Handed Weapon—Polearm, Melee (1), 0 ATK, 1 Strike
Terokk's Quill has +4 ATK while your hero is defending.

Terokk's Shadowstaff, 3, MaPrLo (Betrayer-240R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
(2), Destroy Terokk's Shadowstaff >>> Target opponent chooses an ally in his party, and you gain control of it.

Teron Gorefiend, I Am . . . (Illidan-251C)
Quest
Untargetable <p> Pay (3) to complete this quest.
<p> Reward: Draw a card.

Terror Pit Girdle, 2, HuSh (Magtheridon-6R)
Armor—Mail, Waist (1), 1 DEF
Your hero is **untargetable** while an ally is in your party.

Test of Faith, Horde (Dark Portal-308C)
Quest
Pay (1) to complete this quest. <p> Reward:
Discard your hand, then draw a card.

Tewa Wildmane, 6, Horde (Azeroth-261R)
Ally—Tauren Druid, 0 [Nature] ATK / 0 Health
Tewa Wildmane has +1 ATK / +1 health for each face-down resource you control.

Tez Tez the Patchmonger, 2, Horde (Outland-189C)
Ally—Troll Priest, 2 [Shadow] ATK / 1 Health
When Tez Tez enters play, target opposing ally has -3 ATK this turn.

Thangal, Horde (Azeroth-16)
Hero—Tauren Druid (Feral),
Enchanting/Engineering, 28 Health
If Thangal is in **bear form**: (3), Flip Thangal >>>
Ready Thangal.

Thatia Truthbringer, Alliance (Outland-8)
Hero—Human Paladin (Holy),
Blacksmithing/Jewelcrafting, 29 Health
(4), Flip Thatia >>> Choose one: Thatia heals 4 damage from target hero or ally; or prevent the next 4 damage that would be dealt to target hero or ally this turn.

Thick as Thieves, 5, Rogue (Legion-88R)
Ability—Subtlety
Ongoing: Allies with **stealth** in your party are **elusive** and **untargetable**.

Thief Catcher Norun, 3 (Illidan-177C)
Ally—Draenei Warrior, 1 [Melee] ATK / 4 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Protector** <p> Norun can also protect against attackers with **stealth**.

Thomas "Slash" Robinson, 3, Horde (Gladiators-143C)
Ally—Undead Mage, 2 [Arcane] ATK / 4 Health
Remove an ally card in your graveyard from the game >>> Thomas has **ferocity** this turn.

Thorn in the Side, 3, Warrior (Onyxia-8U)
Instant Ability—Protection
Attach to target hero. <p> Ongoing: Attached hero can attack only your hero if able.

Thorns, 4, Druid (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.

Thoros the Savior, Horde (Gladiators-16)
Hero—Blood Elf Paladin (Holy),
Alchemy/Engineering, 29 Health
(4), Flip Thoros >>> Thoros heals 2 damage from target hero or ally. Draw a card.

Thrash Blade, 4, HuPaRoWa (Azeroth-336R)
Weapon—Sword, Melee (1), 2 ATK, 2 Strike
When your hero deals combat damage with Thrash Blade for the first time on each of your turns, ready Thrash Blade and your hero.

Thrill of the Hunt, 4, Hunter (Legion-41R)
Instant Ability—Survival Talent
Survival Hero Required <p> Destroy target ally. If you do, ready up to X of your resources, where X is that ally's cost.

Through the Dark Portal(BC Promo-3R)
Quest
On your turn, pay (13) to complete this quest. <p> Reward: Remove your deck and graveyard from the game. Build a new ten-card deck using cards from your entire collection.

Thud!, 2, PaRo (Drums-107C)
Instant Ability—Protection Combat Combo
Exhaust target card in play. It can't ready during its controller's next ready step.

Thulthun, 2, Warlock (Legion-113C)
Ally—Felhunter Demon, Pet (1), 3 [Melee] ATK / 3 Health
Opposing allies lose and can't have **elusive** or **stealth**.

Thunder Bluff, Horde (Drums-262R)

Location—City

Tauren Hero Required <p> Tauren in your party have +1 health.

Thunder Clap, 4, Warrior (Dark Portal-125R)

Instant Ability—Arms

Your hero deals 1 melee damage to each opposing hero and ally. A character dealt damage this way has -1 ATK this turn.

Thunderfury, Blessed Blade of the Windseeker, 9, HuPaRoWa (Dark Portal-283E)

Weapon—Sword, Melee (1), 6 ATK, 5 Strike

When you strike with Thunderfury, choose up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

Thunderhead Hippogryph, 4 (Azeroth-280R, Azeroth Loot-2L)

Ally—Hippogryph, 3 [Melee] ATK / 3 Health

[Alliance] Hero: **Elusive**. <p> [Horde] Hero: **Ferocity**.

Thundering Footsteps, 8 (Legion-131R)

Ability

As an additional cost to play, stomp your feet. <p> Put a Mechanical ally token named Fel Reaver into play with 10 [Melee] ATK / 10 health.

Thundering Greathelm, 4, PaWa (Magtheridon-7R)

Armor—Plate, Head (1), 2 DEF

When you play an ally, your weapons have +1 ATK this turn.

Thwarting Kolkar Aggression, Horde (Dark Portal-309C)

Quest

On your turn, pay (3) to complete this quest. <p> Reward: Choose one: Target player turns one of his quests face down; or draw a card. If your hero is a Troll, you may choose both.

Thysta Spiritlasher, 5, Horde (Dark Portal-236U)

Ally—Orc Warlock, 3 [Fire] ATK / 5 Health

At the end of each player's turn, if no damage was dealt this turn, Thysta Spiritlasher deals 3 fire damage to that player's hero.

Tidal Burst, 1, Mage (Black Temple Raid-13U)

Ability—Traitor

Traitor Hero Required <p> Your hero deals 3 frost damage to target opposing ally and each other opposing ally with the same cost as that ally.

Tidal Mastery, 6, Shaman (Gladiators-66R)

Ability—Restoration Talent

Restoration Hero Required <p> Ongoing: Exhaust four of your Totems >>> Your hero deals 10 nature damage to target hero or ally.

Tiger's Fury, 2, Druid (Gladiators-24R)

Ability—Feral

Ongoing: (1) >>> Your hero has an additional +1 ATK while attacking in **cat form** this turn.

Tim, 3, Alliance (Dark Portal-192C)

Ally—Human Mage, 1 [Arcane] ATK / 1 Health

Elusive <p> [Activate] >>> Tim deals 1 arcane damage to target hero or ally.

Timbermaw Ally(Outland-241U)

Quest

Remove three ability cards in your graveyard from the game and pay (1) to complete this quest. <p> Reward: Draw a card.

Timeslicer, 3, HuRoShWa (Outland-225U)

Weapon—Dagger, Melee (1), 1 ATK, 0 Strike

Your hero has **dual wield**. *(Can have a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)*

Timmo Shadestep, Alliance (Azeroth-7)

Hero—Gnome Rogue (Assassination),

Engineering/Mining, 27 Health

On your turn: (5), Flip Timmo >>> Destroy target exhausted ally.

Tinker Art Seaclock, 5, Alliance (Drums-143C)

Ally—Gnome Mage, 3 [Fire] ATK / 5 Health

Art has **long-range** while he's undamaged.

(Defenders deal no combat damage to him.)

Tinker Bixy Blue, 3, Alliance (Drums-144C)

Ally—Gnome Rogue, 1 [Melee] ATK / 4 Health

If Bixy is undamaged: [Activate] >>> Target player discards a card and you draw a card.

Tinker Burnfizzle, 6, Alliance (Drums-145C)

Ally—Gnome Warlock, 4 [Fire] ATK / 5 Health

If Burnfizzle is undamaged: [Activate] >>>

Burnfizzle deals 3 fire damage to each opposing hero and ally.

Tinker Casey Springlock, 4, Alliance (Drums-146C)

Ally—Gnome Warrior, 4 [Melee] ATK / 4 Health

Casey is a **protector** while she's undamaged.

Tinkmaster Overspark, 8, Alliance (Outland-144E)

Ally—Gnome Engineer, Unique, 5 [Melee] ATK / 6 Health

At the start of your turn, you may put an equipment card from your graveyard into play.

Tiril Dawnrider, 1, Horde (Dark Portal-237C)

Ally—Blood Elf Rogue, 1 [Melee] ATK / 1 Health

Ferocity <p> At the end of your turn, put Tiril Dawnrider into his owner's hand.

Tirisfal Wand of Ascendancy, 1, MaPrLo (Illidan-230U)

Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike

Remove an ability card in your graveyard from the game >>> You pay (1) less the next time you strike with Tirisfal Wand of Ascendancy this turn.

Titan's Grip, 1, Warrior (Betrayal-124U)

Instant Ability—Arms

Ongoing: Your hero has **Two-Handed dual wield**.

(Your hero has dual wield. One or both of your weapons can be Two-Handed. You can have a Two-Handed weapon and an Off-Hand equipment.)

Tithe, 2, Priest (Honor-51U)

Instant Ability—Shadow

Ready target opposing ally. This turn, it's a **protector** and you control it.

To Serve Kum'isha(Outland-242C)

Quest

Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with cost 3 or more into your hand and the rest on the bottom of your deck.

Tomadae the Magnificent, 6, Alliance (Outland-145U)

Ally—Draenei Mage, 5 [Arcane] ATK / 5 Health

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

Tomb of Ice, 2, Mage (Betrayal-66R)

Ability—Traitor

Traitor Hero Required <p> Ongoing: At the end of each opponent's turn, destroy each ally in his party that neither attacked nor entered play this turn.

Tonks the Tenacious, 1, Alliance (Drums-147C)

Ally—Gnome Mage, 2 [Frost] ATK / 1 Health

Destroy Tonks >>> Target hero or ally can't attack this turn.

Tooga's Quest(Azeroth-359R)

Quest

On your turn, pay (3) to complete this quest. <p> Reward: Put a unique Turtle ally token named Tooga into play with 1 [Melee] ATK / 1 health. At the start of your next turn, remove that ally from the game. If you do, draw two cards.

Topple, 2, HuPa (Drums-108C)

Instant Ability—Survival Retribution

Destroy target ally attacking your hero.

Torek's Assault, Horde (Azeroth-345C)

Quest

If an opposing hero was dealt damage this turn by an ally in your party, pay (1) to complete this quest. <p> Reward: Draw a card.

Tor'gor Darkfire, 6, Horde (Gladiators-144U)

Ally—Orc Warlock, 4 [Fire] ATK / 5 Health

Hardiness *(If this ally would be dealt damage, prevent 1 of it.)* <p> Destroy another ally in your party >>> Tor'gor heals all damage from himself.

Tormentor Emek, 3, Horde (Drums-197C)

Ally—Undead Priest, 3 [Shadow] ATK / 3 Health

On your turn: (3), Discard a card >>> Target player discards a card.

Totem of Coo, Alliance (Outland-228C)

Quest

Pay (3) to complete this quest. <p> Reward: Draw a card, then draw another card for each other quest named Totem of Coo you control.

Totem of Decay, 4, Shaman (Betrayal-105R)

Instant Ability—Traitor, Earth Totem (1), 1 Health

Traitor Hero Required <p> Ongoing: At the start of your turn, each opponent destroys an ability, ally, or equipment he controls. <p> *(Totems can be attacked or targeted like allies.)*

Totem of Wrath, 2, Shaman (Legion-101R)

Instant Ability—Elemental Talent, Fire Totem (1), 1 Health

Elemental Hero Required <p> Ongoing: If an ally in your party would deal non-combat damage, it deals that much +2 instead. <p> *(Totems can be attacked or targeted like allies.)*

Totemic Call, 4, Shaman (Azeroth-117R)

Instant Ability—Elemental

Choose one or more: If you control an Air Totem, ready your hero and one of your Melee weapons; or if you control an Earth Totem, allies in your party have +1 ATK this turn; or if you control a Fire Totem, your hero deals 2 fire damage to target hero or ally; or if you control a Water Totem, draw two cards.

Totemic Focus, 2, Shaman (Legion-102R)

Ability—Restoration Talent

Restoration Hero Required <p> Ongoing: You pay (1) less to play Totems.

Totemic Mastery, 1, Shaman (Illidan-94R)

Instant Ability—Restoration Talent

Restoration Hero Required <p> Ongoing: Your Totems have +3 health.

Totemic Recovery, 4, Shaman (Betrayer-104R)

Ability—Elemental

Put an Air, Earth, Fire, and Water Totem from your graveyard into play.

Touch of Chaos, 6, MaPrLo (Dark Portal-284R)

Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike

When Touch of Chaos enters play, remove all ability cards in your graveyard from the game. <p> At the start of your turn, choose at random one of the ability cards you removed this way and put it into your hand.

Touch of Darkness, 1, Priest (Legion-77U)

Ability—Shadow

Your hero deals 1 shadow damage to target hero or ally. If a hero is dealt damage this way, its controller discards a card.

Touch of Ice, 1, Mage (Legion-52U)

Instant Ability—Frost

Your hero deals 1 frost damage to target hero or ally. If a hero is dealt damage this way, the next time its controller would draw a card this turn, he skips drawing that card instead.

Touch of the Arcane, 3, Mage (Legion-53C)

Instant Ability—Arcane

Your hero deals 1 arcane damage to target hero or ally. Draw a card for each damage dealt this way.

Touched by Light, 1, Paladin (Azeroth-75U)

Ability—Holy

Your hero heals 1 damage from target hero or ally. Draw a card.

Towers and Bunkers(Honor-199C)

Quest

Pay (3) to complete this quest. <p> Reward: If you control a location, draw a card. <p> If you control a quest, draw a card.

Towers of Eastern Plaguelands(Drums-267C)

Location—Objective (4)

When an opposing ally is destroyed, add a capture counter. <p> [Activate], Remove four capture counters >>> Each opposing hero deals 4 nature damage to itself.

Toxic Horrors(Legion-316C)

Quest

Pay (3) to complete this quest. <p> Reward: Choose up to two players. Each of them draws a card.

Track Demons, 2, Hunter (Legion-42R)

Ability—Survival

Ongoing: At the start of your turn, look at the top card of your deck. Either put it into your hand and put 3 damage on your hero, or put it on the bottom of your deck.

Track Hidden, 4, Hunter (Honor-32C)

Ability—Survival

Ongoing: At the start of your turn, you may have target opponent reveal the top card of his deck. If you do, you may have him put that card on the bottom of his deck.

Track Humanoids, 2, Hunter (Azeroth-46U)

Ability—Survival

Ongoing: At the start of your turn, look at the top card of your deck. You may put it on the bottom of your deck.

Tracker Gallen, 2, Alliance (Azeroth-219C)

Ally—Night Elf Hunter, 0 [Ranged] ATK / 2 Health

Tracker Gallen has +1 ATK for each ally in your party.

Tracker Pardo, 4, Alliance (Legion-168C)

Ally—Night Elf Hunter, 1 [Ranged] ATK / 3 Health

Long-Range (*Defenders deal no combat damage to this character.*) <p> Pardo has +1 ATK for each other ally in your party.

A Traitor Among Us(Legion-317C)

Quest

If an ally in your party was destroyed this turn, pay (2) to complete this quest. <p> Reward: Draw a card.

Trakas, 4, Alliance (Gladiators-117C)

Ally—Draenei Warrior, 3 [Melee] ATK / 3 Health (3), Destroy Trakas >>> Destroy target ally or equipment.

Trance Stone, 3, DrMaPrLo (Dark Portal-269U)

Item, Off-Hand (1)

At the end of your turn, if you didn't place a resource this turn, draw a card.

Tranquility, X, Druid (Betrayer-46U)

Ability—Restoration

Your hero heals double X damage from each friendly hero and ally.

Transfigure, 4, Mage (Drums-42U)

Ability—Arcane

Ongoing: [Activate] >>> Target weapon's ATK becomes equal to its strike cost this turn.

Travel Form, 2, Druid (Dark Portal-29R)

Instant Ability—Feral, Form (1)

Ongoing: Exhaust your hero >>> You pay (1) less to complete your next quest this turn.

Treasure Chest, 2 (Outland-108U)

Ability

Look at the top three cards of your deck. Put one into your hand and the rest on top of your deck in any order.

Treats for Great-father Winter(Winter Veil-10R)

Quest

Pay (3) to complete this quest. <p> Reward: Draw a card. Then, you may discard a card named Gingerbread Cookie. If you do, search your deck for a [Winter Veil] card, reveal it, and put it into your hand.

Tree of Life, 3, Druid (Outland-26R)

Instant Ability—Restoration Talent, Form (1)

Restoration Hero Required <p> Ongoing: You pay (1) less to play Restoration abilities, to a minimum of (1). <p> If damage would be healed from a friendly hero or ally, that much +1 is healed instead. <p> When you play a non-Restoration ability, destroy Tree of Life.

Treebole, 5 (Honor-152E)

Ally—Elemental Ancient, Unique, 5 [Melee] ATK / 5 Health

At the start of your turn, each player chooses an ally in his party. Destroy all other allies.

Treesong, 5, Alliance (Azeroth-220U)

Ally—Night Elf Druid, 4 [Melee] ATK / 4 Health Your hero has **protector**.

Treewarden Tolven, 3, Alliance (Drums-148C)

Ally—Night Elf Druid, 2 [Melee] ATK / 4 Health **Protector** <p> **Shadowmeld** (*Elusive and untargetable while ready.*)

Tremor Shock, 3, Shaman (Gladiators-67R)

Instant Ability—Elemental

Your hero deals 1 frost damage and 1 nature damage to target hero or ally. An ally dealt damage this way can't attack this turn. If a hero was dealt damage this way, you may interrupt an ability card played by its controller.

Tremor Totem, 2, Shaman (Outland-81R)

Instant Ability—Restoration, Earth Totem (1), 1 Health

Ongoing: At the start of each turn, destroy any number of abilities attached to heroes and allies in your party. <p> (*Totems can be attacked or targeted like allies.*)

Tribemother Torra, Horde (Gladiators-17)

Hero—Tauren Shaman (Restoration),

Engineering/Jewelcrafting, 29 Health

(3), Flip Torra >>> Target up to three heroes and/or allies. Torra heals 3, 2, and 1 damage from them, respectively.

Tricks of the Trade, 3, Rogue (Onyxia-9U)

Instant Ability—Subtlety

Friendly heroes can't be targeted by opponents this turn.

Tristan Rapidstrike, 4, Alliance (Azeroth-221C)

Instant Ally—Night Elf Warrior, 3 [Melee] ATK / 3 Health

Protector

Trogun Smith, 4, Alliance (Outland-146C)

Ally—Human Paladin, 4 [Melee] ATK / 4 Health

At the start of your turn, you may exhaust target armor.

Trophy Kill, 3, Hunter (Dark Portal-40C)

Instant Ability—Marksmanship

Destroy target ally with cost 4 or more.

Trueshot Aura, 4, Hunter (Illidan-41R)
Ability—Marksmanship Talent, Aura (1)
Marksmanship Hero Required <p> Ongoing:
[Ranged] allies in your party have +2 ATK while
attacking. <p> Your Ranged weapons have +2
ATK while your hero is attacking. <p> If your hero
would deal ranged damage with an ability, it deals
that much +2 instead.

Truesilver Breastplate, 6, PaWa (Azeroth-301U)
Armor—Plate, Chest (1), 2 DEF
When your hero defends, it heals 1 damage from
itself.

Truesilver Champion, 5, HuPaWa (Azeroth-337R)
Two-Handed Weapon—Sword, Melee (1), 4 ATK,
3 Strike
When you strike with Truesilver Champion,
prevent the next 3 damage that would be dealt to
your hero this combat.

Trytha Darksun, 3, Horde (Legion-205U)
Ally—Blood Elf Priest, 2 [Shadow] ATK / 1
Health
At the start of each player's turn, he exhausts one
of his resources.

Tully Fiddlewit, 2, Alliance (Drums-149U)
Ally—Gnome Mage, 3 [Arcane] ATK / 3 Health
When Tully defends against an ally, discard a card.

Tundra MacGrann's Stolen Stash, Alliance (Dark
Portal-298R)
Quest
Dwarf Hero Required <p> Pay (3) to complete this
quest. <p> Reward: If your hero dealt combat
damage to an opposing hero this turn, draw two
cards.

Turane Soulpact, Horde (Drums-17)
Hero—Blood Elf Warlock (Demonology),
Alchemy/Jewelcrafting, 28 Health
On your turn: (3), Flip Turane, destroy X allies in
your party >>> Turane deals X shadow damage to
target hero or ally.

Turn Aside, 3 (Dark Portal-150C)
Instant Ability
Prevent all combat damage that would be dealt by
target ally this turn.

Turn the Blade, 1, Hunter (Drums-33C)
Ability—Survival
Attach to target ally or weapon. <p> Ongoing:
Attached card has -3 ATK.

Tusk, 3, Horde (Illidan-170U)
Ally—Troll Hunter, 1 [Ranged] ATK / 4 Health
Ferocity <p> When Tusk deals combat damage to
a hero or ally, other heroes and allies in your party
have **long-range** while attacking that character this
turn.

Twig of the World Tree, 3, DrPaWa (Azeroth-
338R)
Two-Handed Weapon—Mace, Melee (1), 4 ATK,
3 Strike
Destroy one of your resources >>> You pay (3)
less the next time you strike with Twig of the
World Tree this turn.

Twin Spire Ruins(Drums-268C)
Location—Objective (2)
When an opposing ally is destroyed, add a capture
counter. <p> On your turn: (2), [Activate], Remove
two capture counters >>> Put an ally card with cost
2 or less from your graveyard into play.

Twinblade of the Phoenix, 5, PaWa (Gladiators-
186R)
Two-Handed Weapon—Sword, Melee (1), 4 ATK,
1 Strike
You can play Twinblade of the Phoenix from your
graveyard.

Twist of Faith, 5, Priest (Legion-78R)
Ability—Shadow
Attach to target ally. <p> Ongoing: You control
attached ally.

Two-Handed Weapon Specialization, 5, Warrior
(Legion-122R)
Ability—Arms Talent
Arms Hero Required <p> Ongoing: Your Two-
Handed weapons have +5 ATK.

Tyler Falconbridge, 1, Alliance (Outland-147U)
Ally—Human Rogue, 2 [Melee] ATK / 1 Health
Stealth (*Can't protect against this character.*) <p>
Tyler Falconbridge is also a Combo card while in a
graveyard.

Typhoon, 4, Druid (Illidan-34U)
Ability—Balance
Ongoing: Typhoon enters play with two wind
counters. <p> Opposing heroes and allies can't
attack or protect. <p> At the start of your turn,
remove a wind counter. If none remain, destroy
Typhoon.

Tyrennius Scatheblade, 2, Horde (Legion-206C)
Ally—Blood Elf Paladin, 3 [Holy] ATK / 2 Health
Protector

Tyrus Lionheart, 1, Alliance (Gladiators-118C)
Ally—Human Paladin, 1 [Holy] ATK / 1 Health
Protector <p> Tyrus has +4 ATK while defending.

Tyrus Sheynathren, 4, Horde (Dark Portal-238U)
Ally—Blood Elf Priest, 3 [Arcane] ATK / 4 Health
(3), Destroy Tyrus >>> Interrupt target ability card.

Ubel Sternbrow, 4, Alliance (Outland-148U)
Ally—Dwarf Paladin, 1 [Melee] ATK / 6 Health
Protector <p> Ubel Sternbrow can protect
himself.

Uglund Duskrider, 4, Horde (Outland-190C)
Ally—Orc Rogue, 4 [Melee] ATK / 3 Health
Stealth (*Can't protect against this character.*) <p>
When Uglund Duskrider attacks, target hero or ally
has **stealth** this turn.

Ulrac Bloodshadow, 5, Horde (Betrayal-182R)
Ally—Blood Elf Warlock, 3 [Shadow] ATK / 3
Health
Ferocity <p> When Ulrac attacks, put a Demon
ally card from your graveyard into hand.

The Ultimate Bloodsport(Outland-243R)
Quest
Pay (2) to complete this quest. <p> Reward: If you
control no other quests, draw a card.

Ultimate Triumph, 6 (Outland-109C)
Instant Ability
Destroy target ally.

Umbrage, Alliance (Drums-8)
Hero—Night Elf Rogue (Combat),
Alchemy/Engineering, 27 Health
(1), Flip Umbrage >>> Remove target attacker
from combat.

Unbalance, 2, Rogue (Betrayal-96C)
Ability—Combat Combo
Exhaust all opposing heroes and allies. If you
control an equipment, each of them can't ready
during its controller's next ready step.

Unbridled Wrath, 2, Warrior (Betrayal-125R)
Ability—Fury Talent
Fury Hero Required <p> Ongoing: (1) >>> Target
weapon you control has +1 ATK this turn.

Uncatalogued Species(Gladiators-200C)
Quest
Pay (1) to complete this quest. <p> Reward: Name
a standard race, then reveal the top four cards of
your deck. Put a revealed ally card of that race into
hand and the rest on the bottom of your deck.

Undaunted Defense, 6, Paladin (Dark Portal-66U)
Instant Ability—Protection
Ongoing: Your hero is a **protector**. <p> Prevent all
combat damage that would be dealt to your hero
while protecting.

Undercity, Horde (Honor-208R)
Location—City
Undead Hero Required <p> [Activate] >>> You
may remove target ally card in a graveyard from
the game. If you do, an Undead in your party heals
2 damage from itself.

Unen Rataan, 2, Alliance (Outland-149C)
Ally—Draenei Shaman, 3 [Melee] ATK / 2 Health
(2), Destroy Unen >>> Ready your hero and all of
your weapons.

Unending Breath, 2, Warlock (Drums-81R)
Ability—Demonology
Ongoing: Play with the top card of your deck
revealed. <p> You may complete quest cards from
the top of your deck. As you do, remove them from
the game as an additional cost.

The Unending Invasion(Betrayal-262C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw
a card, then draw another one for each 10 damage
on your hero.

Unfair Advantage, 5, Rogue (Legion-89R)
Ability—Subtlety
Finishing Move (*To play, remove X Combo cards
in your graveyard from the game, where X is 5 or
less.*) <p> Target player discards X cards.

Unholy Power, 4, Warlock (Drums-82R)
Ability—Demonology Talent
Demonology Hero Required <p> Ongoing:
Demons in your party have +3 ATK / +3 health.

United Front, 1, Priest (Honor-52C)
Instant Ability—Discipline
Target a friendly hero and a friendly ally. The next
time each of them would be dealt damage this turn,
prevent it.

Unraveled Plans, 3 (Dark Portal-151C)
Instant Ability
Target player destroys one of his abilities.

Unrelenting Assault, 5, Warrior (Legion-123R)
Ability—Arms
You can't play other cards this turn. <p> If you've played no other cards this turn, when your hero attacks this turn, you may pay (1). If you do, ready your hero and all of your Melee weapons.

Unstable Affliction, 3, Warlock (Outland-90R)
Ability—Affliction Talent
Affliction Hero Required <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character. <p> When Unstable Affliction is destroyed, your hero deals 4 shadow damage to attached character.

The Unstoppable Force, 5, PaWa (Dark Portal-285U)
Two-Handed Weapon—Mace, Melee (1), 5 ATK, 2 Strike
Destroy The Unstoppable Force >>> Destroy all armor named The Immovable Object.

Unwelcome Visitor, 4 (Dark Portal-152C)
Instant Ability
Target player destroys an ally in his party.

Uplifting Prayer, 6, Paladin (Honor-46R)
Ability—Holy
Ongoing: At the start of your turn, you may put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Urrth, Horde (Legion-17)
Hero—Orc Shaman (Restoration),
Herbalism/Alchemy, 28 Health
(3), Flip Urrth >>> Draw a card for each Totem you control.

Utopia, 7, Druid (Gladiators-25R)
Ability—Balance
Destroy all tokens. Put each other ability, ally, and equipment into its owner's resource row face down, then exhaust them.

Vaerik Proudhoof, 4, Horde (Azeroth-262C)
Ally—Tauren Warrior, 5 [Melee] ATK / 3 Health

Vakeron, Alliance (Illidan-8)
Hero—Draenei Paladin (Holy),
Alchemy/Enchanting, 29 Health
(7), Flip Vakeron >>> Vakeron deals 2 unpreventable holy damage to each opposing hero and ally.

Valanos, 4, Alliance (Dark Portal-193C)
Ally—Draenei Hunter, 2 [Melee] ATK / 5 Health

Valeera Sanguinar, 3, Alliance, Horde (Gladiators-150E)
Arena Ally—Blood Elf Rogue, Unique, 2 [Melee] ATK / 3 Health
You may discard an Arena card rather than pay Valeera's cost.

Valeos Chillheart, 3, Alliance (Knight-15C)
Ally—Night Elf Death Knight, 2 [Frost] ATK / 4 Health
Protector <p> Each ally in combat with Valeos has -1 ATK for each damage on that ally.

Valterus, Horde (Illidan-17)
Hero—Blood Elf Paladin (Protection),
Skinning/Alchemy, 29 Health
(3), Flip Valterus >>> Target friendly hero or ally is **untargetable** this turn.

Valthak Spiritdrinker, 4, Horde (Azeroth-263R)
Ally—Undead Warlock, 3 [Shadow] ATK / 4 Health
Your hero can't be destroyed.

Vambraces of the Sadist, 6, PaWa (Dark Portal-261U)
Armor—Plate, Wrist (1), 2 DEF
When an ally is destroyed, your hero deals melee damage equal to that ally's cost to target hero in that ally's party.

Vampiric Dominance, 6, Priest (Honor-53U)
Ability—Shadow
Ongoing: When an opponent plays a card, your hero deals 1 shadow damage to his hero and heals 1 damage from itself.

Vampiric Tendrils, 4, Priest (Drums-58C)
Ability—Shadow
Target player discards two cards. Your hero heals damage from itself equal to the combined cost of those cards.

Vampiric Touch, 3, Priest (Outland-63R)
Ability—Shadow Talent
Shadow Hero Required <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character. <p> When you play a Shadow ability, ready one of your resources.

Vanda Skydaughter, 6, Horde (Dark Portal-239C)
Ally—Tauren Druid, 6 [Nature] ATK / 5 Health

Vanessa Fairgraves, 3, Horde (Knight-20C)
Ally—Undead Death Knight, 3 [Frost] ATK / 3 Health
When Vanessa is destroyed, put a Ghoul ally token into play with 3 [Melee] ATK / 3 health.

Vanish, 1, Rogue (Dark Portal-90U)
Instant Ability—Subtlety
Your hero is **elusive** this turn. If it's defending, remove all attackers from combat. <p> Ongoing: Your hero has **stealth**. <p> When your hero deals damage, destroy Vanish.

Vanndar Stormpike, 14, Alliance (Honor-118E)
Ally—Dwarf Warrior, Unique, 7 [Melee] ATK / 9 Health
Protector <p> You pay (1) less to play Vanndar for each honor counter on cards you control. <p> (1), Remove an honor counter from a card you control >>> Each player destroys one of his resources.

Vanquish, 4 (Azeroth-171C)
Ability
Destroy target ally.

Varanis Bitterstar, Horde (BC Promo-2)
Hero—Blood Elf Mage (Arcane),
Enchanting/Jewelcrafting, 25 Health
On your turn: (4), Flip Varanis >>> Varanis deals 2 arcane damage to target hero or ally. Draw a card.

Varen the Reclaimer, 8 (Illidan-194E)
Ally—Blood Elf Mage, Unique, 6 [Melee] ATK / 8 Health
Scryer Reputation <p> **Sabotage:** Game <p> When Varen sabotages a game, the winner of this game also wins the next game.

Varimathras, 9, Horde (Legion-207E)
Ally—Demon, Unique, 9 [Shadow] ATK / 7 Health
At the end of your turn, Varimathras deals 5 shadow damage to target opposing hero or ally. When that character is destroyed this turn, its controller discards a card.

Veil of Night, 3, Rogue (Azeroth-104R)
Instant Ability—Subtlety
Your hero can't be targeted by opponents this turn. <p> Ongoing: Your hero has **stealth**. (*Can't protect against it.*) <p> When your hero deals damage, destroy Veil of Night.

Velindra Sepulchre, Horde (Drums-18)
Hero—Undead Mage (Arcane),
Alchemy/Engineering, 25 Health
(1), Flip Velindra >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Sheep.

Velnoth, 2, Warlock (Illidan-103C)
Ally—Voidwalker Demon, Pet (1), 1 [Melee] ATK / 4 Health
Velnoth can protect your hero. <p> (2) >>> Velnoth heals all damage from himself.

Vengeance of the Illidari, 5, DrMaPaPrShLo (Legion-273U)
Item, Trinket (2)
When you play an ability, ready your hero.

Vengeful Gladiator's Bonecracker, 2, RoWa (Drums-235R)
Arena Weapon—Mace, Melee (1), 0 ATK, 0 Strike
When a resource enters play under your control, put a +1 ATK counter on Vengeful Gladiator's Bonecracker.

Vengeful Gladiator's Cleaver, 4, DkShWa (Honor-180R)
Arena Weapon—Axe, Melee (1), 4 ATK, 2 Strike
Your hero has **dual wield**. <p> You can strike with Vengeful Gladiator's Cleaver while an ally in your party is in combat. (*If you do, that ally gains this card's ATK and damage type this combat.*)

Vengeful Gladiator's Earthshaker, 7, Shaman (Honor-162E)
Arena Armor Set—Mail, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 7 DEF
When combat damage is dealt with one or more of your weapons, ready all of your weapons. <p> [Activate] >>> Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Vengeful Gladiator's Felshroud, 7, Warlock (Gladiators-167E)
Arena Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF
On your turn, you can play ability cards that are removed from the game. <p> [Activate] >>> Put target opposing ally into its owner's hand.

Vengeful Gladiator's Piercing Touch, 2, MaPrLo (Gladiators-187R)
Arena Weapon—Wand, Wand (1), 1 [Fire] ATK, 1 Strike
(1), Remove an ability card in your graveyard from the game >>> Vengeful Gladiator's Piercing Touch has +1 ATK this turn.

Vengeful Gladiator's Vestments, 7, Rogue (Drums-215E)
Arena Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 6 DEF
When you play a **finishing move**, you may interrupt target card. <p> [Activate] >>> Put the top card of your deck into your resource row face down and ready.

Venomstrike, 4, Hunter (Dark Portal-41R)
Ally—Scorpid, Pet (1), 1 [Melee] ATK / 5 Health
At the end of each turn, Venomstrike deals 4 nature damage to each hero and ally it dealt damage to this turn.

Vesh'ral, 3, Horde (Azeroth-264C)
Ally—Troll Mage, 3 [Fire] ATK / 1 Health
Ferocity (*Can attack immediately.*)

Vestia Abiectus, 3, Alliance (Dark Portal-194C)
Ally—Night Elf Priest, 2 [Holy] ATK / 3 Health
When Vestia Abiectus deals combat damage, you may put an ability you control into its owner's hand.

Veteran's Dreadweave Belt, 3, MaPrLo (Honor-163R)
Armor—Cloth, Waist (1), 1 DEF
Players pay (2) more to play cards.

Veteran's Pendant, 1, DrHuMaPaPrRoShLoWa (Drums-218R)
Item, Neck (1)
If you win this game, you decide who goes first next game.

Vexmaster Nar'jo, 2, Horde (Betrayor-183C)
Ally—Troll Mage, 1 [Frost] ATK / 3 Health
Ferocity (*Can attack immediately.*) <p> Nar'jo has +2 ATK while attacking a ready ally.

Vexra Darkfall, 5, Horde (Azeroth-265U)
Ally—Undead Mage, 5 [Arcane] ATK / 2 Health
When Vexra Darkfall is destroyed, she deals 1 arcane damage to target hero for each card in its controller's hand.

Vicious Circle, 7, Warlock (Illidan-104R)
Ability—Demonology
You may put an ally card from your hand into play. If you do, destroy a second target ally in your party, then put a third target ally card from your graveyard into hand.

Victimize, 5, RoLo (Gladiators-90C)
Ability—Subtlety Affliction
Target player discards two cards and you draw two cards.

Victoria Jatón, Alliance (Dark Portal-8)
Hero—Human Warrior (Arms),
Mining/Jewelcrafting, 30 Health
(2), Flip Victoria >>> Weapon cards in your hand are instant this turn.

Victory Rush, 2, Warrior (Outland-99C)
Instant Ability—Fury
If your hero has dealt fatal combat damage to an ally this turn, destroy a second target ally.

Vigilance, 3, Warrior (Dark Portal-126C)
Ability—Protection
Ongoing: Your hero is a **protector**. <p> On an opponent's turn: [Activate] >>> Ready your hero.

Vigor, 2, Rogue (Illidan-84R)
Ability—Assassination Talent
Assassination Hero Required <p> Put Vigor into your resource row face down and ready.

Viking Warhammer, 1, PaRoShWa (Dark Portal-286U)
Weapon—Mace, Melee (1), 1 ATK, 1 Strike

Vileblade of the Betrayer, 3, Rogue (Betrayor-241R)
Weapon—Dagger, Melee (1), 2 ATK, 1 Strike
You may remove a Poison card in hand from the game rather than pay Vileblade of the Betrayer's cost.

Vindicator Agran, 3 (Betrayor-193C)
Ally—Draenei Warrior, 2 [Melee] ATK / 4 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Protector** <p> **Inspire: Protector** (*You may ready one of your protectors during each other player's ready step.*)

Vindicator Aluumen, 6 (Illidan-178R)
Ally—Draenei Warrior, Unique, 6 [Melee] ATK / 6 Health
Aldor Reputation <p> **Inspire:** All friendly **protectors**

Vindicator Belian, 1 (Legion-220C)
Ally—Draenei Paladin, 1 [Holy] ATK / 1 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> If another ally in your party would be dealt damage, it's dealt to Belian instead.

Vindicator Borovon, 7, Alliance (Outland-150R)
Ally—Draenei Warrior, 6 [Melee] ATK / 6 Health
At the start of your turn, you may destroy target equipment.

Vindicator Dindro, 1 (Legion-221U)
Ally—Draenei Warrior, 2 [Melee] ATK / 1 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Inspire:** Weapon (*You may ready one of your weapons during each other player's ready step.*)

Vindicator Enkallus, 4, Alliance (Dark Portal-195C)
Ally—Draenei Shaman, 3 [Nature] ATK / 4 Health
Protector

Vindicator Falaan, 3 (Illidan-179R)
Ally—Draenei Warrior, 3 [Holy] ATK / 3 Health
Aldor Reputation <p> **Inspire:** All friendly heroes and allies with [Activate] powers

Vindicator Javlo, 5 (Illidan-180C)
Ally—Draenei Priest, 4 [Melee] ATK / 5 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> When an ally in your party is inspired, draw a card.

Vindicator Kaldel, 2 (Legion-222C)
Ally—Draenei Paladin, 3 [Holy] ATK / 2 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Inspire:** Ally (*You may ready one of your allies during each other player's ready step.*)

Vindicator Kentho, 2 (Illidan-181U)
Ally—Draenei Warrior, 3 [Melee] ATK / 2 Health
Aldor Reputation <p> Destroy Kentho >>>
Interrupt target card or effect targeting a card in play you control.

Vindicator Khorin, 5 (Legion-223R)
Ally—Draenei Paladin, 3 [Holy] ATK / 4 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> If another ally in your party would be dealt damage, it's dealt to Khorin instead.

Vindicator Lorin, 4 (Illidan-182U)
Ally—Draenei Paladin, 4 [Holy] ATK / 4 Health
Aldor Reputation <p> **Inspire:** Armor and item

Vindicator Melina, 4 (Legion-224C)
Ally—Draenei Warrior, 5 [Melee] ATK / 3 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Inspire:** Equipment (*You may ready one of your equipment during each other player's ready step.*)

Vindicator Ostakron, 1 (Betrayor-194C)
Ally—Draenei Warrior, 1 [Melee] ATK / 2 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Protector** <p> **Inspire:** Armor (*You may ready one of your armor during each other player's ready step.*)

Vindicator Trytan, 2 (Legion-225C)
Ally—Draenei Warrior, 2 [Melee] ATK / 2 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Protector** <p> **Inspire:** Armor (*You may ready one of your armor during each other player's ready step.*)

Vindicator Vasha, 1 (Illidan-183U)
Ally—Draenei Paladin, 2 [Holy] ATK / 1 Health
Aldor Reputation <p> Cards in play with reputation other than Aldor lose and can't have powers.

Vindicator Zalreth, 7 (Legion-226R)
Ally—Draenei Paladin, 5 [Holy] ATK / 5 Health
Aldor Reputation, **Protector** <p> When Zalreth is destroyed, you may remove him from the game. If you do, put an ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Vindicator's Brand, 3, PaWa (Illidan-231R)
Weapon—Sword, Melee (1), 3 ATK, 1 Strike
Aldor Reputation <p> When Vindicator's Brand is destroyed, you may destroy target ability or equipment.

Viper Sting, 4, Hunter (Illidan-42R)
Instant Ability—Marksmanship
Attach to target hero. <p> Ongoing: At the start of attached hero's controller's turn, he exhausts one of his resources, or two if you control a Ranged weapon.

Virkaltor, 5, Alliance (Drums-150C)
Ally—Draenei Shaman, 5 [Nature] ATK / 4 Health
(1), Destroy Virkaltor >>> Destroy target ability.

Vis'kag the Bloodletter, 4, HuPaRoWa (Onyxia-33R)
Weapon—Sword, Melee (1), 1 ATK, 1 Strike
When your hero deals combat damage with Vis'kag the Bloodletter to an undamaged ally, destroy that ally.

Vitality, 4, Warrior (Illidan-114R)
Ability—Protection Talent
Protection Hero Required <p> Ongoing: At the start of your turn, put a might counter on Vitality. <p> For each might counter, your hero has +1 ATK while attacking and +1 health.

Vixton Pinchwhistle, 2 (Drums-202E)
Arena Ally—Goblin, Unique, 0 [Melee] ATK / 5 Health
[Activate] >>> Reveal the top three cards of your deck. Put a revealed Arena card into hand and the rest on the bottom of your deck.

Voidfire Wand, 4, MaPrLo (Betrayor-242R)
Weapon—Wand, Wand (1), 1 [Frost] ATK, 1 Strike
When combat damage is dealt with Voidfire Wand to a hero, the next time that hero's controller would draw a card, he skips drawing it instead.

Voidwalkers Gone Wild(Outland-244U)
Quest
If your hero dealt combat damage to an ally this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

Volin Netherburn, 5, Horde (Legion-208U)
Ally—Blood Elf Warlock, 3 [Shadow] ATK / 5 Health
When you play an ability, Volin deals 2 shadow damage to target hero or ally and 2 shadow damage to himself.

Vol'jin, 7, Horde (Gladiators-145E)
Ally—Troll Shadow Hunter, Unique, 0 [Ranged] ATK / 7 Health
Vol'jin has +X ATK, where X is the combined damage on Trolls in your party.

Volley, 2, Hunter (Gladiators-32R)
Ability—Marksmanship
Ongoing: At the end of your turn, your hero deals 1 arcane damage to each of up to three target heroes and/or allies. <p> When your hero is dealt damage, destroy Volley.

Voltrinnia, 5, Horde (Gladiators-146U)
Ally—Blood Elf Paladin, 3 [Holy] ATK / 5 Health
Protector <p> **Arcane Torrent** <p> At the start of each opponent's turn, target ally in his party loses and can't have powers this turn.

Vorden the Shadowbringer, 6, Horde (Outland-191R)
Ally—Orc Warlock, 3 [Shadow] ATK / 3 Health
When Vorden enters play, destroy any number of allies in your party, then destroy an opposing ally for each ally destroyed this way.

Voren'thal the Seer, 8 (Legion-245E)
Ally—Blood Elf Mage, Unique, 5 [Fire] ATK / 8 Health
Scrier Reputation (*Can't put Aldor cards in your deck.*) <p> If you would draw a card, draw two instead.

Vor'na the Disciplined, Horde (Betrayor-26)
Hero—Blood Elf Mage (Frost),
Enchanting/Tailoring, 25 Health
(3), Flip Vor'na >>> Allies can't attack this turn.

Vor'na the Wretched, Horde (Betrayor-35)
Hero—Blood Elf Mage (Traitor),
Enchanting/Tailoring, 25 Health
(3), Flip Vor'na >>> At the end of this turn, the player whose turn it is destroys each ally in his party that neither attacked nor entered play this turn.

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

Vurkeran, 7, Alliance (Honor-119C)
Ally—Draenei Shaman, 2 [Nature] ATK / 9 Health
Protector <p> [Activate] >>> Ready all abilities and equipment you control.

Waldo the Decoy, 3, Alliance (Legion-169U)
Ally—Gnome Rogue, 2 [Melee] ATK / 3 Health
Exhaust your hero >>> Exhaust target ally.

Wall of the Dead, 2, PaShWa (Azeroth-302E)
Armor—Shield, Off-Hand (1), 0 DEF
Remove an ally card in your graveyard from the game >>> Put a bone counter on Wall of the Dead. <p> Wall of the Dead has +1 DEF for each bone counter.

Wand of Biting Cold, 2, MaPrLo (Drums-236U)
Instant Weapon—Wand, Wand (1), 1 [Frost] ATK, 1 Strike
When Wand of Biting Cold enters play, target hero or ally can't attack this turn.

Wand of Eternal Light, 1, MaPrLo (Legion-292U)
Weapon—Wand, Wand (1), 1 [Holy] ATK, 1 Strike
Damage that would be dealt with Wand of Eternal Light is unpreventable.

Wand of Prismatic Focus, 4, MaPrLo (Honor-181U)
Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike
When Wand of Prismatic Focus enters play, your hero deals 1 arcane, 1 fire, 1 frost, 1 nature, and 1 shadow damage to target ally.

Wand of the Forgotten Star, 1, MaPrLo (Gladiators-188U)
Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike
When combat damage is dealt with Wand of the Forgotten Star to a hero, that hero's controller puts that many cards from the top of his deck into his graveyard.

Wand of the Seer, 4, MaPrLo (Betrayor-243R)
Weapon—Wand, Wand (1), 1 [Nature] ATK, 1 Strike
When your hero deals damage with an ability to a hero, it also deals that much nature damage divided as you choose to any number of target allies.

Wand Specialization, 3, Mage (Legion-54R)
Ability—Arcane Talent
Arcane Hero Required <p> Ongoing: Your Wands have +2 ATK. <p> When you strike with a Wand, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*)

Wanda Darkfizz, 1, Alliance (Knight-16C)
Ally—Gnome Death Knight, 2 [Shadow] ATK / 1 Health
Wanda is **elusive** and **untargetable** while you have a weapon.

Wanted: Durn the Hungerer(Legion-318C)
Quest
If an opposing ally was destroyed this turn, pay (2) to complete this quest. <p> Reward: Draw a card.

Wanted: "Hogger", Alliance (Dark Portal-299R)
Quest
Human Hero Required <p> On your turn, pay (1) to complete this quest. <p> Reward: Target opponent puts a Gnoll ally token named Hogger into play with 2 [Melee] ATK / 2 health. When that ally leaves play, draw two cards.

War of Attrition, 3, Warrior (Drums-89R)
Ability—Fury
Put any amount of damage divided as you choose on allies in your party. Each opponent divides that much damage among allies in his party. Players can't put more than fatal damage on an ally this way.

War Stomp, 3, Horde (Dark Portal-137U)
Instant Ability
Tauren Hero Required <p> Exhaust all opposing heroes and allies.

Warbringer Arix'amal, 3 (Legion-254U)
Ally—Demon, Unique, 3 [Melee] ATK / 2 Health
Other Demons have +2 ATK.

Warcaller Zin'bawa, 3, Horde (Dark Portal-240R)
Ally—Troll Warrior, 0 [Melee] ATK / 5 Health
Troll Hero Required <p> **Protector** <p> Warcaller Zin'bawa has +1 ATK for each damage on allies in your party.

Warchief Thrall, 9, Horde (Azeroth-267E)
Ally—Orc Shaman, Unique, 7 [Melee] ATK / 8 Health
Other Horde allies in your party have +3 ATK / +3 health.

Warden Ravella, 3, Alliance (Dark Portal-196C)
Ally—Night Elf Warrior, 2 [Melee] ATK / 3 Health
Protector, Untargetable

Warden Stormclaw, Horde (Betrayor-27)
Hero—Tauren Druid (Feral),
Skinning/Leatherworking, 28 Health
On your turn: (2), Flip Stormclaw, destroy a Form you control >>> Destroy target ally.

Warden Tonarin, 1, Alliance (Azeroth-222C)
Ally—Night Elf Warrior, 1 [Melee] ATK / 1 Health
Elusive, Protector

Warglaive of Azzinoth, Left Hand of the Betrayer, 5, RoWa (Black Temple-9R)
Weapon—Warglaive Sword, Melee (1), Unique, 3 ATK, 0 Strike
Your hero has **dual wield** while you control another Warglaive. <p> When Warglaive of Azzinoth leaves play, put a Demon ally token named Flame of Azzinoth into play with 3 [Fire] ATK / 3 health and **ferocity**.

Warglaive of Azzinoth, Right Hand of the Betrayer, 4, RoWa (Black Temple-8R)
Weapon—Warglaive Sword, Melee (1), Unique, 3 ATK, 1 Strike
When you strike with Warglaive of Azzinoth, ready another one of your Warglaives. <p> When Warglaive of Azzinoth leaves play, put a Demon ally token named Flame of Azzinoth into play with 3 [Fire] ATK / 3 health and **protector**.

Warlock Training, 1, Warlock (Legion-114U)
Ability—Affliction
Attach to target friendly ally. <p> Ongoing: When attached ally attacks, you may put target opposing ally into its owner's hand.

Warlord Goretooth, 5, Horde (Azeroth-268E)
Ally—Orc Warrior, Unique, 3 [Melee] ATK / 4 Health
Orcs in your party have **ferocity**.

Warlord Kalithresh, 6 (Betrayer-215R)
Ally—Naga Traitor, Unique, 5 [Melee] ATK / 7 Health
Traitor Hero Required <p> At the end of your turn, put a Naga Distiller ally token into play with 0 [Melee] ATK / 1 health. <p> At the start of your turn, destroy a Naga Distiller in your party. If you do, Kalithresh has +5 ATK this turn.

A Warm Welcome(Betrayer-263R)
Quest
If your hero has dealt 5 or more damage this turn, pay (2) to complete this quest. <p> Reward: Draw two cards.

Warmaster Bo'jo, Horde (Illidan-18)
Hero—Troll Warrior (Arms),
Alchemy/Jewelcrafting, 30 Health
(2), Flip Bo'jo >>> Bo'jo has +2 ATK while attacking this turn.

Warmaster Hork, 7, Horde (Dark Portal-241R)
Ally—Orc Warrior, 6 [Melee] ATK / 5 Health
Orc Hero Required <p> **Ferocity** <p> (2) >>>
Warmaster Hork has +1 ATK this turn.

Warp Splinter's Thorn, 2, HuRoShWa (Outland-226U)
Weapon—Dagger, Melee (1), 2 ATK, 2 Strike
Your hero has **dual wield**. <p> (1), Destroy one of your Daggers >>> Your hero deals 2 ranged damage to target ally.

Warpwood Binding, 2, Hunter (Outland-207R)
Armor—Mail, Waist (1), 1 DEF
You pay (1) less to strike with Ranged weapons.

Warrax, Alliance (Azeroth-8)
Hero—Dwarf Warrior (Protection),
Blacksmithing/Mining, 30 Health
(1), Flip Warrax >>> Warrax is a **protector** this turn.

Warrior Training, 1, Warrior (Legion-124U)
Ability—Protection
Attach to target friendly ally. <p> Ongoing:
Opposing heroes and allies can attack only attached ally if able.

Warsong Gulch(Honor-205C)
Location—Battleground (2)
When you play a card, add an honor counter. <p> [Activate], Remove two honor counters >>> Target ally is a **protector** this turn.

Wastewalker Helm, 2, DrRo (Betrayer-227U)
Armor—Leather, Head (1), 1 DEF
When your hero deals damage to an exhausted ally, destroy it.

Wastewalker Leggings, 4, DrRo (Betrayer-228R)
Armor—Leather, Legs (1), 1 DEF
When an opposing hero or ally becomes exhausted, your hero deals 1 melee damage to it.

Wastewalker Shoulder pads, 3, DrRo (Illidan-217U)
Armor—Leather, Shoulder (1), 1 DEF
When your hero attacks, you may exhaust target hero or ally.

Wastewalker Tunic, 2, DrRo (Legion-269U)
Armor—Leather, Chest (1), 1 DEF
Wastewalker Tunic has +5 DEF while your hero is attacking an exhausted hero or ally.

Watcher Mal'wi, 4, Horde (Azeroth-269C)
Ally—Troll Hunter, 3 [Ranged] ATK / 3 Health
When an opposing ally enters play, Watcher Mal'wi deals 1 ranged damage to it.

Water Breathing, 2, Shaman (Drums-73R)
Ability—Enhancement
Ongoing: You may complete quest cards from your hand. As you do, remove them from the game as an additional cost.

Water Elemental, 3, Mage (Illidan-54R)
Frost Talent Ally—Elemental, Pet (1), 3 [Frost] ATK / 4 Health
Frost Hero Required <p> [Activate] >>> Water Elemental deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Water Shield, 3, Shaman (Betrayer-106U)
Ability—Restoration
Ongoing: Water Shield enters play with three mana counters. <p> When an opposing hero or ally deals damage to your hero, ready up to three of your resources and remove a mana counter. If none remain, destroy Water Shield.

Wavestorm Totem, 2, Shaman (Honor-66C)
Ability—Restoration, Water Totem (1), 1 Health
Ongoing: When an opposing ability, ally, or equipment readies, put it into its owner's hand. <p> (Totems can be attacked or targeted like allies.)

Waylay, 2, Rogue (Azeroth-105U)
Instant Ability—Assassination Combo
Exhaust target ally. If your hero has **stealth**, it deals melee damage to that ally equal to that ally's health.

Waz'luk, 1, Horde (Dark Portal-242C)
Ally—Troll Mage, 2 [Fire] ATK / 1 Health
When Waz'luk enters play, he deals 1 fire damage to target hero.

Wazzuli Wildmender, 5, Horde (Azeroth-270C)
Ally—Troll Shaman, 3 [Nature] ATK / 5 Health
At the start of your turn, Wazzuli Wildmender heals 1 damage from each hero and ally in your party.

Weapon Mastery, 2, Warrior (Drums-90R)
Ability—Fury Talent
Fury Hero Required <p> Ongoing: When you play a Melee weapon, put a strength counter on Weapon Mastery. <p> Your Melee weapons have +1 ATK for each strength counter.

Webster, 3, Hunter (Illidan-43R)
Ally—Spider, Pet (1), 4 [Nature] ATK / 3 Health
At the end of your turn, you may put a web counter on target ally. <p> Allies with a web counter can't attack. <p> When Webster leaves play, remove all web counters from opposing allies.

Weeble, 6, Alliance (Legion-170C)
Ally—Gnome Warrior, 4 [Melee] ATK / 4 Health
Protector <p> When Weeble enters play, draw two cards.

Weldon Barov, 5, Alliance (Drums-151E)
Ally—Human Warrior, Unique, 5 [Melee] ATK / 5 Health
At the end of your turn, put three Peasant ally tokens into play with 1 [Melee] ATK / 1 health and **protector**. At the end of the next turn, destroy them.

What Illidan Wants, Illidan Gets . . . (Illidan-252U)
Quest
If a Demon is in your party, pay (2) to complete this quest. <p> Reward: Draw a card.

What's Wrong at Cenarion Thicket?(Outland-245C)
Quest
On your turn, pay (1) to complete this quest. <p> Reward: You and target opponent each draw a card.

When Smokey Sings, I Get Violent(Outland-246R)
Quest
On your turn, destroy When Smokey Sings, I Get Violent and pay (5) to complete this quest. <p> Reward: Target opponent destroys one of his resources.

Whirlwind, 5, Warrior (Betrayer-126U)
Instant Ability—Fury
Your hero deals melee damage to each opposing ally equal to the ATK of one of your Melee weapons.

Whispering Blade of Slaying, 1, RoShWa (Legion-293U)
Weapon—Dagger, Melee (1), 1 ATK, 1 Strike
Your other Daggers have +1 ATK. <p> Your hero has **dual wield**. (Can have a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)

Whitemane's Chapeau, 4, MaPrLo (Azeroth-303U)
Armor—Cloth, Head (1), 1 DEF
When Whitemane's Chapeau enters play, you may put an ability card from your graveyard into hand.

Whiteout Staff, 3, Horde, DrMaPrLo (Honor-186U)
Two-Handed Weapon—Staff, Melee (1), 1 [Frost] ATK, 3 Strike
When an [Alliance] ally is dealt frost or [Frost] damage, destroy it.

Wilba, 4, Alliance (Azeroth-223R)
Ally—Dwarf Hunter, 2 [Ranged] ATK / 4 Health
When a Spider in your party deals combat damage to an ally, destroy that ally. <p> (3) >>> Put a unique Spider ally token named Charlotte into play with 1 [Melee] ATK / 1 health.

Wildwatcher Elandra, 3, Alliance (Illidan-142C)
Ally—Night Elf Druid, 3 [Arcane] ATK / 3 Health
When Elandra enters play, target player shuffles his graveyard into his deck.

Will of Arlokk, 1, DrPrSh (Dark Portal-287U)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike
When Will of Arlokk enters play, your hero heals 3 damage from target hero or ally. <p> (1), Destroy Will of Arlokk >>> Your hero heals 3 damage from target hero or ally.

Wimbly Tinkerton, 4, Alliance (Illidan-143U)
Ally—Gnome Warrior, 2 [Melee] ATK / 5 Health
Protector <p> When Wimbly defends, draw a card.

Windfury Infusion, 6, Shaman (Honor-67R)
Ability—Enhancement
Attach to target ally or weapon. <p> Ongoing: Attached card has +3 ATK. <p> When attached card becomes exhausted for the first time each turn, you may ready it.

Windfury Totem, 4, Shaman (Azeroth-118R)
Instant Ability—Enhancement, Air Totem (1), 1 Health
Ongoing: When each hero or ally in your party attacks for the first time each turn, you may pay (1). If you do, ready that character. <p> (*Totems can be attacked or targeted like allies.*)

Windfury Weapon, 2, Shaman (Azeroth-119R)
Instant Ability—Enhancement
Attach to one of your Melee weapons. <p>
Ongoing: When you strike with attached weapon for the first time each turn, you may pay (1). If you do, ready that weapon and your hero.

Windseer Tarus, 4, Horde (Azeroth-271U)
Ally—Tauren Shaman, 3 [Melee] ATK / 3 Health
When Windseer Tarus attacks for the first time each turn, you may pay (1). If you do, ready him.

Windstriker Larun, 3, Horde (Honor-147R)
Ally—Tauren Shaman, 3 [Nature] ATK / 4 Health
Each ally has ATK equal to its printed ATK, has health equal to its printed health, and can't gain or lose ATK or health.

Windtalker's Wristguards, 4, HuSh (Honor-164R)
Armor—Mail, Wrist (1), 1 DEF
[Activate] >>> Reveal the top two cards of your deck, then put them on the bottom. If they have different card types, your hero deals 2 nature damage to target hero or ally.

Wing Clip, 1, Hunter (Dark Portal-42C)
Instant Ability—Survival
Target hero or ally can't attack your hero this turn. Your hero deals 1 melee damage to that character.

Winter's Grasp, 3, Mage (Azeroth-60U)
Ability—Frost
Ongoing: Opposing allies can't attack heroes or allies in your party unless their controller pays (1) for each attacker.

Winterstorm Totem, 3, Shaman (Drums-74U)
Ability—Elemental, Water Totem (1), 1 Health
Ongoing: At the start of each opponent's turn, Winterstorm Totem deals 1 frost damage to target hero or ally in that opponent's party. A character dealt damage this way can't attack this turn. <p> (*Totems can be attacked or targeted like allies.*)

Wipe or Snipe, 3, Hunter (Illidan-44U)
Instant Ability—Marksmanship
Choose one: Your hero deals 1 ranged damage to each of up to three target heroes and/or allies; or attach to target ally. <p> Ongoing: Attached ally has **long-range**.

Wisp, 1, Alliance (Dark Portal-197U)
Ally—Wisp, 0 [Nature] ATK / 1 Health
At the start of your turn, if Wisp is in your graveyard, you may pay (1). If you do, put Wisp into your hand.

Witch Doctor Koo'zar, Horde (Gladiators-18)
Hero—Troll Priest (Discipline), Mining/Engineering, 26 Health (1), Flip Koo'zar >>> Ready up to three target resources.

Withdraw, 3 (Azeroth-172C)
Instant Ability
Put target ally into its owner's hand.

Withering Shout, 4, Warrior (Legion-125U)
Instant Ability—Fury Shout
Ongoing: Opposing allies have -1 health.

Woe or Grow, 2, Priest (Illidan-74U)
Instant Ability—Holy Discipline
Choose one: Your hero deals 2 unpreventable holy damage to target ally; or attach to target ally. <p> Ongoing: Attached ally has +2 health.

Woodsie Leafsong, 4, Alliance (Drums-152C)
Ally—Night Elf Druid, 4 [Nature] ATK / 3 Health
Shadowmeld (*Elusive and untargetable while ready.*) <p> When Woodsie deals combat damage to an opponent's defending hero, you may destroy target ability or equipment he controls.

World Breaker, 5, PaShWa (Gladiators-189R)
Two-Handed Weapon—Mace, Melee (1), 4 ATK, 2 Strike
On your turn: (6), [Activate], Destroy World Breaker >>> Destroy all resources.

World in Flames, 8, Mage (Azeroth-61R)
Ability—Fire
Ongoing: If your hero would deal fire damage, it deals double that much instead.

Wormwood, 2, Horde (Azeroth-272U)
Ally—Undead Warlock, 1 [Shadow] ATK / 1 Health
(1), Put 1 damage on Wormwood >>> Put target ally into its owner's hand.

Wound Poison, 1, Rogue (Legion-90U)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: Attached character can't be healed. <p> At the start of your turn, your hero deals 1 nature damage to attached character.

Wraith Scythe, 4, HuPaShWa (Azeroth-339R)
Weapon—Axe, Melee (1), 2 ATK, 2 Strike
When your hero deals combat damage, it also heals that much from itself.

Wrath, 2, Druid (Dark Portal-30C)
Ability—Balance
Your hero deals 3 nature damage to target hero or ally.

Wrath of Turalyon, 4, Paladin (Betrayal-76R)
Instant Ability—Retribution
Destroy all allies that attacked this turn.

Wrathtide Longbow, 5, Hunter (Betrayal-244U)
Weapon—Bow, Ranged (1), 3 ATK, 2 Strike
When you strike with Wrathtide Longbow, your hero has **long-range** this combat. <p> When an opposing ally enters play, your hero deals 1 ranged damage to it.

Wreck, 1, Warrior (Legion-126U)
Instant Ability—Protection
Interrupt target equipment card.

Wristguards of True Flight, 4, HuShWa (Dark Portal-262U)
Armor—Mail, Wrist (1), 1 DEF
When you strike with a weapon, your hero has **long-range** this combat. (*Defenders deal no combat damage to it.*)

Wub's Cursed Hexblade, 2, MaPrLo (Honor-182R)
Weapon—Dagger, Melee (1), 1 ATK, 2 Strike (2), Destroy Wub's Cursed Hexblade >>> Destroy target ally. If an opponent went first this game, put a card with the same name as that ally from a graveyard into your party.

Wyer Surestrike, 2, Alliance (Drums-153C)
Ally—Night Elf Rogue, 2 [Melee] ATK / 1 Health
Shadowmeld (*Elusive and untargetable while ready.*) <p> When Wyer deals combat damage to a defending ally, destroy that ally.

Wyneth Harridan, 4, Alliance (Azeroth-224R)
Ally—Human Paladin, 2 [Holy] ATK / 4 Health
Protector <p> (3), [Activate] >>> Destroy target Undead ally.

Wynnd the Spry, 4, Alliance (Gladiators-119C)
Ally—Night Elf Druid, 2 [Melee] ATK / 4 Health
Elusive (*Can't be attacked.*) <p> Wynnd has +1 ATK for each exhausted opposing resource.

Wysko, 2, Horde (Legion-209U)
Ally—Troll Warrior, 3 [Melee] ATK / 2 Health
Your weapons have +1 ATK while your hero is attacking.

X-51 Nether-Rocket, 2 (Betrayal-216R, Betrayal Loot-3L)
Ally—Rocket, 0 [Melee] ATK / 5 Health
(1), [Activate] >>> Target [Horde] ally in your party has **ferocity** this turn. At end of turn, destroy it. <p> (1), [Activate] >>> Target [Alliance] ally in your party can use [Activate] powers this turn. At end of turn, destroy it.

Xanata the Lightsworn, 2 (Betrayal-195U)
Ally—Draenei Paladin, 1 [Holy] ATK / 3 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Protector** <p> If Xanata would be dealt combat damage while defending, prevent 2 of it.

Xavar the Resourceful, 1 (Legion-227C)
Ally—Draenei Paladin, 1 [Holy] ATK / 2 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> **Inspire:** Resource (*You may ready one of your resources during each other player's ready step.*)

Xela the Tormentor, 6, Horde (Illidan-171R)
Ally—Blood Elf Warlock, 3 [Shadow] ATK / 3 Health
When Xela enters play, you may put a Pet card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Xia, Queen of Suffering (Illidan-24)
Hero—Succubus Demon, 20 Health
[Front]: On your turn: Flip Xia >>> Gain control of target ally.
[Back]: Deckbuilding: You can include only neutral quests, any [Warlock] abilities, and any allies with ally type Warlock. You can't include cards with reputation or text restrictions (*like Fire Hero Required*).

Xi'ri, 13 (Illidan-203E)
Ally—Naaru, Unique, 13 [Holy] ATK / 13 Health
At the end of your turn, destroy all Demons.

Ya'mon, 6, Horde (Azeroth-273R)
Ally—Troll Rogue, 4 [Melee] ATK / 6 Health
Ya'mon has +1 ATK for each damage on him.

Yanna Dai'shalan, Alliance (Outland-9)
Hero—Night Elf Druid (Balance),
Skinning/Leatherworking, 27 Health
On your turn: (3), Flip Yanna >>> Yanna deals 1 nature damage to target ally for each ally in your party.

Ya'za the Vandal, 4, Horde (Illidan-172C)
Ally—Troll Rogue, 4 [Melee] ATK / 3 Health
When Ya'za enters play, you may destroy target armor or item.

Yellowspine, 4, Horde (Legion-210C)
Ally—Troll Mage, 3 [Arcane] ATK / 1 Health
Long-Range (*Defenders deal no combat damage to this character.*) <p> Other allies in your party can protect Yellowspine.

Yoink!, 3, Rogue (Gladiators-60R)
Ability—Subtlety
Attach to target equipment. <p> Ongoing: You control attached equipment.

You Are Rakh'likh, Demon (Legion-319C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card, or two cards if a Demon is in your party.

You, Robot (Betrayal-264U)
Quest
Pay (1) to complete this quest. <p> Reward:
Equipment cards in your hand are instant this turn.

Your Fortune Awaits You (Azeroth-360C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card.

Yula the Fair, 4, Horde (Honor-148U)
Ally—Blood Elf Paladin, Unique, 4 [Holy] ATK / 2 Health
Pay (2) or remove an honor counter from a card you control >>> Prevent the next 1 damage that Yula would be dealt this turn.

Zag'zil, Horde (Legion-18)
Hero—Troll Rogue (Combat),
Blacksmithing/Leatherworking, 27 Health
On your turn: (X), Flip Zag'zil >>> Destroy target weapon with cost X.

Zaistor the Vigilant, 2 (Legion-228C)
Ally—Draenei Paladin, 2 [Holy] ATK / 2 Health
Aldor Reputation (*Can't put Scryer cards in your deck.*) <p> (1), Destroy Zaistor >>> Target hero or ally can't be destroyed this turn.

Zalan Ragewind, 4, Horde (Honor-149C)
Ally—Tauren Druid, 3 [Arcane] ATK / 4 Health
Protector <p> When an opponent's hero readies, you may pay (1). If you do, destroy target ability or equipment that opponent controls.

Zalazane, Horde (Dark Portal-310R)
Quest
Troll Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Target player discards a card.

Zandar Shadesprocket, 1, Alliance (Legion-171C)
Ally—Gnome Warlock, 2 [Shadow] ATK / 2 Health
Elusive (*Can't be attacked.*) <p> When Zandar is dealt damage, also put that much on your hero.

Zapped Giants (Azeroth-361C)
Quest
Pay (2) to complete this quest. <p> Reward:
Reveal the top three cards of your deck. Put a revealed ability card into your hand and the rest on the bottom of your deck.

Zaritha, Alliance (Illidan-9)
Hero—Draenei Shaman (Restoration),
Alchemy/Enchanting, 28 Health
(2), Flip Zaritha >>> Zaritha heals 5 damage from target hero or ally.

Zari'zari, 2, Horde (Drums-198C)
Ally—Troll Priest, 2 [Holy] ATK / 3 Health
Berserking (+1 ATK for each damage.)

Zempre, Grace of Elune, 4, Alliance (Drums-154R)
Ally—Night Elf Priest, 4 [Holy] ATK / 5 Health
Night Elf Hero Required <p> **Shadowmeld** <p> Prevent all damage that would be dealt to your hero while Zempre is exhausted.

Zenith Shadowforce, Alliance (Dark Portal-9)
Hero—Human Warlock (Demonology),
Herbalism/Tailoring, 28 Health
(2), Flip Zenith >>> Turn target opposing hero face down.

Zephyr, 1, Druid (Outland-27C)
Instant Ability—Balance
Choose one: Your hero deals 1 nature damage to target hero or ally; or your hero heals 1 damage from target hero or ally.

Zhar'doom, Greatstaff of the Devourer, 3, MaPrLo (Black Temple-10R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike
(1), Exhaust your hero, remove three ability cards in your graveyard from the game >>> Your hero deals 3 shadow damage to target hero or ally and heals 3 damage from itself.

Zi'mo, 3, Horde (Drums-199C)
Ally—Troll Mage, 4 [Frost] ATK / 3 Health
Berserking (+1 ATK for each damage.)

Zi'mo the Empowered, Horde (Honor-18)
Hero—Troll Mage (Frost), Alchemy/Jewelcrafting, 25 Health
(1), Flip Zi'mo >>> Zi'mo has +2 ATK while damaged this turn.

Zin'rokh, Destroyer of Worlds, 7, HuPaWa (Dark Portal-288E)
Two-Handed Weapon—Sword, Melee (1), 5 ATK, 8 Strike
When your hero deals combat damage with Zin'rokh, destroy all other abilities, allies, equipment, and resources.

Zip, 2, Hunter (Drums-34U)
Ally—Tallstrider, Pet (1), 2 [Melee] ATK / 3 Health
Ferocity (*Can attack immediately.*)

Zomm Hopeslayer, Horde (Outland-18)
Hero—Orc Rogue (Assassination),
Skinning/Leatherworking, 27 Health
(X), Flip Zomm >>> Put X Combo cards from your removed from game zone into your graveyard.

Zophos, 7, Alliance (Drums-155C)
Ally—Draenei Paladin, 6 [Holy] ATK / 5 Health
Protector <p> When Zophos defends, he deals 3 unpreventable holy damage to target attacking ally.

Zophos the Vengeful, Alliance (Honor-9)
Hero—Draenei Paladin (Protection),
Alchemy/Engineering, 29 Health
(3), Flip Zophos >>> Zophos deals 3 unpreventable holy damage to target attacker.

Zorin of the Thunderhead, Alliance (Drums-9)
Hero—Draenei Shaman (Elemental),
Engineering/Jewelcrafting, 28 Health
On your turn: (5), Flip Zorin >>> Zorin deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Zorm Stonefury, 2, Horde (Azeroth-274C)
Ally—Orc Shaman, 1 [Melee] ATK / 1 Health
Allies in your party have +1 ATK while attacking.

Zorus the Judicator, 8, Alliance (Illidan-144R)
Ally—Draenei Paladin, Unique, 8 [Holy] ATK / 1 Health
Protector <p> Zorus can't be destroyed by fatal damage.

Zul'that Steeltusk, 5, Horde (Legion-211R)
Ally—Troll Priest, 5 [Holy] ATK / 5 Health
Damage that [Holy] allies in your party would deal is unpreventable.

Zumbly Fiddlespark, 4, Alliance (Honor-120C)
Ally—Gnome Warrior, 3 [Melee] ATK / 4 Health
Protector <p> **Escape Artist** (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*) <p> When Zumbly leaves play, target ally is a **protector** this turn.

Zygore Bladebreaker, 6, Horde (Azeroth-275C)
Ally—Orc Warrior, 4 [Melee] ATK / 3 Health
When Zygore Bladebreaker enters play, you may destroy target armor or weapon.

Zy'lah Manslayer, 7, Horde (Azeroth-276R)
Ally—Troll Warrior, 5 [Melee] ATK / 6 Health
Protector <p> When Zy'lah Manslayer deals combat damage to an ally, ready her.