World of Warcraft Trading Card Game Official Card Reference (*Wrathgate*)

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

Durzion, Champion of A'dal, Alliance (Wrathgate-2)
Hero—Draenei Priest (Holy),
Blacksmithing/Mining, 26 Health
Flip Durzion, discard a Priest >>> Durzion heals 2 damage from each friendly hero and ally.

Earthmender Vaaki, Alliance (Wrathgate-3)
Hero—Draenei Shaman (Restoration),
Inscription/Tailoring, 28 Health
Flip Vaaki, discard a Shaman >>> Target up to three heroes and/or allies. Vaaki heals 3, 2, and 1 damage from them, respectively.

Esonea, Alliance (Wrathgate-4)
Hero—Draenei Warrior (Arms),
Inscription/Tailoring, 30 Health
Flip Esonea, discard a Warrior >>> Weapons you control have +3 ATK this turn.

Gramm Thunderjaw, Alliance (Wrathgate-5)
Hero—Dwarf Hunter (Survival),
Jewelcrafting/Tailoring, 28 Health
Flip Gramm, discard a Hunter >>> This turn, target ally has +2 ATK, and a second target ally has -2 ATK.

Krunkle Deadspark, Alliance (Wrathgate-6)
Hero—Gnome Death Knight (Blood),
Alchemy/Enchanting, 29 Health
On your turn: Flip Krunkle, discard a Death Knight >>> Krunkle heals 2 damage from himself and has **Assault 2** this turn.

Lunira Swiftbreath, Alliance (Wrathgate-7)
Hero—Night Elf Druid (Restoration),
Blacksmithing/Inscription, 27 Health
Flip Lunira, discard a Druid >>> You pay (1) less to play your next ally this turn.

Rinni Gloomtrik, Alliance (Wrathgate-8)
Hero—Gnome Warlock (Destruction),
Blacksmithing/Inscription, 28 Health
On your turn: Flip Rinni, discard a Warlock >>> Rinni deals 1 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Sarina the Immaculate, Alliance (Wrathgate-9)
Hero—Human Paladin (Holy), Skinning/Tailoring, 29 Health
On your turn: Flip Sarina, discard a Paladin >>> Sarina heals 5 damage from target hero or ally.

Tysandri Duskstrike, Alliance (Wrathgate-10)
Hero—Night Elf Rogue (Assassination),
Inscription/Tailoring, 27 Health
On your turn: Flip Tysandri, discard a Rogue >>> Tysandri deals 3 melee damage to target exhausted hero or ally.

Crusader Farisa, Horde (Wrathgate-11)
Hero—Blood Elf Paladin (Holy),
Jewelcrafting/Tailoring, 29 Health
On your turn: Flip Farisa, discard a Paladin >>> Farisa heals 3 damage from target ally. Draw a card.

Harona Proudmane, Horde (Wrathgate-12)
Hero—Tauren Druid (Restoration),
Mining/Tailoring, 28 Health
Flip Harona, discard a Druid >>> Harona heals 6 damage from target hero.

Jeremiah Karvok, Horde (Wrathgate-13)
Hero—Undead Warlock (Destruction),
Leatherworking/Skinning, 28 Health
Flip Jeremiah, discard a Warlock >>> When you next play an ability this turn, exhaust all opposing heroes and allies.

Krog the Deathfist, Horde (Wrathgate-14)
Hero—Orc Death Knight (Blood),
Engineering/Tailoring, 29 Health
On your turn: Flip Krog, discard a Death Knight >>> Put target equipment on the bottom of its owner's deck.

Kungen the Thunderer, Horde (Wrathgate-15)
Hero—Tauren Warrior (Arms),
Inscription/Tailoring, 31 Health
On your turn: Flip Kungen, discard a Warrior >>> Opposing cards can't exhaust this turn.

Mojo Master Zandum, Horde (Wrathgate-16)
Hero—Troll Priest (Holy),
Leatherworking/Skinning, 26 Health
Flip Zandum, discard a Priest >>> Zandum heals 4 damage divided as you choose from any number of target heroes and/or allies.

Nuvon Dawnfury, Horde (Wrathgate-17)
Hero—Blood Elf Mage (Arcane), Mining/Skinning, 25 Health
On your turn: Flip Nuvon, discard a Mage >>> When you draw a card this turn, Nuvon may deal 1 arcane damage to target ally.

Spiritwalker Kavi'je, Horde (Wrathgate-18)
Hero—Troll Shaman (Restoration),
Blacksmithing/Mining, 28 Health
Flip Kavi'je, discard a Shaman >>> You pay (2) less to play your next Totem this turn.

Sunstalker Andora, Horde (Wrathgate-19)
Hero—Blood Elf Rogue (Assassination),
Inscription/Tailoring, 27 Health
On your turn: Flip Andora, discard a Rogue >>> When target ally is dealt damage this turn, destroy it.

Thaka Deadeye, Horde (Wrathgate-20)
Hero—Orc Hunter (Survival),
Inscription/Tailoring, 28 Health
Flip Thaka, discard a Hunter >>> Ready up to two resources you control.

Highlord Tirion Fordring, 10 (Wrathgate-21E)
Master Hero—Human Paladin, 2 [Holy] / 37 Health
[Druid], [Paladin], [Priest], or [Shaman] Hero Required <p> Argent Crusade Reputation <p> Unique allies you own everywhere can't be targeted by opponents. <p> On your turn: [Activate] >>> Put target Unique ally from your graveyard into play.

Anti-Magic Shell, 2, Death Knight (Wrathgate-22U)
Ability—Unholy
Ongoing: [Activate] >>> Prevent the next non-melee (non-[Melee]) damage that would be dealt to your hero this turn.

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

Dark Command, 1, Death Knight (Wrathgate-24C)
Ability—Blood
Attach to target ally. <p> Ongoing: Attached ally has -3 ATK, must attack if able, and can attack only your hero if able.

Frost Fever, 2, Death Knight (Wrathgate-25C)
Ability—Frost Disease
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party lose and can't have **Assault** and **Mend**.

Hysteria, 4, Death Knight (Wrathgate-26R)
Ability—Blood Talent
Blood Hero Required <p> Ongoing: [Activate], Put 1 damage on a hero or ally you control >>> It has **Assault 4** this turn.

Lesson of the Grave, 3, Death Knight (Wrathgate-27C)
Ability—Unholy
You may exhaust a non-hero Death Knight you control rather than pay this ability's cost. <p> Remove target ally in a graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Pestilence, 3, Death Knight (Wrathgate-28R)
Ability—Blood
Ongoing: At the start of your turn, your hero deals 2 shadow damage to each exhausted opposing hero and ally.

Surge of Blood, 2, Death Knight (Wrathgate-29C)
Ability—Blood
Your hero deals 2 melee damage to target hero or ally. Weapons you control have **Assault 2** this turn.

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

Dire Bear Form, 3, Druid (Wrathgate-31U)
Instant Ability—Feral, Form (1)
Ongoing: Your hero has **Bear Form**. *(Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.)* <p> Your hero has +5 [Health] for each ally you control.

Gift of the Earthmother, 4, Druid (Wrathgate-32R)
Instant Ability—Restoration Talent
Restoration Hero Required <p> Attach to target ally. <p> Ongoing: Attached ally has +6 / +6. <p> When attached ally is destroyed, draw two cards.

Lesson of the Wild, 3, Druid (Wrathgate-33C)
Ability—Balance
You may exhaust a non-hero Druid you control rather than pay this ability's cost. <p> Put target non-token ally into its owner's resource row face down, then exhaust it.

Nature's Vengeance, 5, Druid (Wrathgate-34R)
Ability—Balance
Destroy all resources you control. <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play for each resource destroyed this way.

Scent of Nature, 1, Druid (Wrathgate-35C)
Instant Ability—Restoration
Your hero heals 2 damage from target hero or ally, or 6 if you completed a quest this turn.

Stranglevine, 2, Druid (Wrathgate-36U)
Ability—Balance
Attach to target opposing ability, ally, or equipment. <p> Ongoing: Attached card can't ready during its controller's ready step. <p> On your turn: (2) >>> Attach this ability to target opposing ability, ally, or equipment.

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

Explosive Shot, 4, Hunter (Wrathgate-38R)
Instant Ability—Survival Talent
Survival Hero Required <p> Destroy target opposing ally. If you do, your hero deals fire damage equal to that ally's cost to a second target hero or ally.

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

Hail of Arrows, 3, Hunter (Wrathgate-40R)
Ability—Marksmanship
Your hero deals ranged damage to each of up to three target heroes and/or allies equal to the ATK of a Ranged weapon you control.

Lesson of the Beast, 3, Hunter (Wrathgate-41C)
Instant Ability—Beast Mastery
You may exhaust a non-hero Hunter you control rather than pay this ability's cost. <p> Target Pet you control deals melee damage equal to its ATK to a second target ally.

Mongoose Bite, 2, Hunter (Wrathgate-42C)
Instant Ability—Survival
Your hero deals 2 melee damage to target attacker, and that attacker has -2 ATK this turn.

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

Explosive Flames, 2, Mage (Wrathgate-44C)
Ability—Fire
Ongoing: If an opposing ally was destroyed this turn: (1), [Activate] >>> Your hero deals 1 fire damage to each opposing hero and ally.

Flash of Brilliance, 3, Mage (Wrathgate-45R)
Ability—Arcane
Ongoing: At the start of your turn, you may destroy this ability. If you do, search your collection for an Ongoing [Mage] ability, reveal it, and put it into your hand.

Frozen Solid, 3, Mage (Wrathgate-46U)
Instant Ability—Frost
The next time target opponent would draw a card this turn, you draw one instead.

Ice Nova, 4, Mage (Wrathgate-47U)
Instant Ability—Frost
Play only on an opponent's turn. <p> His abilities, allies, equipment, and hero can't attack or exhaust this turn.

Lesson of the Arcane, 3, Mage (Wrathgate-48C)
Instant Ability—Arcane
You may exhaust a non-hero Mage you control rather than pay this ability's cost. <p> If a Mage you control is defending, remove it from combat and draw a card.

Netherwind Presence, 7, Mage (Wrathgate-49R)
Ability—Arcane Talent
Arcane Hero Required <p> Draw seven cards.

Scald, 4, Mage (Wrathgate-50C)
Ability—Fire
Attach to target equipment. <p> Ongoing: Attached equipment loses and can't have powers. <p> At the start of your turn, your hero deals 2 fire damage to attached equipment's controller's hero.

Charger, 2, Paladin (Wrathgate-51R)
Ally—Horse, Mount (1), 0 [Melee] / 5 Health
You pay (1) less to complete quests. <p> When you place a resource face up, your hero may deal 1 unpreventable holy damage to target hero or ally. Prevent the next 1 damage that would be dealt to a second target hero or ally this turn. <p> *(Mounts can't attack or be attacked.)*

Holy Fury, 3, Paladin (Wrathgate-52C)
Ability—Holy
Your hero deals 3 unpreventable holy damage to target ally. If that ally has fatal damage, destroy any number of abilities attached to a card you control.

Lesson of the Divine, 3, Paladin (Wrathgate-53C)
Instant Ability—Protection
You may exhaust a non-hero Paladin you control rather than pay this ability's cost. <p> Exhaust target hero or ally. It can't ready during its controller's next ready step. Draw a card.

Presence of the Divine, 4, Paladin (Wrathgate-54U)
Ability—Retribution
Ongoing: When an attacking ally deals damage to an ally you control, you may destroy that attacker.

Seal of Sanctity, 1, Paladin (Wrathgate-55U)
Ability—Holy, Seal (1)
Ongoing: When your hero deals combat damage with a weapon, add a purity counter. <p> Your hero has **Mend 1** for each purity counter.

Shelter, 2, Paladin (Wrathgate-56C)
Instant Ability—Protection
This turn, target non-hero card can't be destroyed, and if it's an ally, prevent all damage that would be dealt to it.

Unyielding Faith, 2, Paladin (Wrathgate-57R)
Instant Ability—Holy Talent
Holy Hero Required <p> Prevent all damage that would be dealt this turn.

Dementia, 2, Priest (Wrathgate-58U)
Ability—Shadow
Target player puts the top two cards of his deck into his graveyard. If they're both abilities, both allies, or both equipment, that player discards two cards.

Fright, 1, Priest (Wrathgate-59C)
Instant Ability—Shadow
Target opponent puts an ally he controls into its owner's hand.

Holy Guardian, 2, Priest (Wrathgate-60R)
Ally—Guardian, Pet (1), 3 [Holy] / 3 Health
Protector <p> Damage that this ally would deal is unpreventable. <p> If shadow ([Shadow]) damage would be dealt, prevent all but 1 of it.

Lesson of the Light, 3, Priest (Wrathgate-61C)
Instant Ability—Holy
You may exhaust a non-hero Priest you control rather than pay this ability's cost. <p> Your hero deals 2 unpreventable holy damage to target hero or ally.

Power Word: Faith, 2, Priest (Wrathgate-62C)
Instant Ability—Discipline
Attach to target ally. <p> Ongoing: Attached ally has **Mend 3**. <p> When attached ally heals damage, you may destroy target ability.

Sacred Circle, 3, Priest (Wrathgate-63U)
Ability—Holy
Put target [Holy] ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Spirit of Redemption, 25, Priest (Wrathgate-64R)
Instant Master Hero—Spirit Holy Talent, 0 Health
Holy Hero Required <p> You pay (1) less to play Spirit of Redemption for each damage on your hero. <p> Spirit of Redemption can't be destroyed while you control an ally.

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

Flesh Eating Poison, 4, Rogue (Wrathgate-66U)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 5 nature damage to attached character.

Lesson of the Shadow, 3, Rogue (Wrathgate-67C)
Instant Ability—Subtlety Combo
You may exhaust a non-hero Rogue you control rather than pay this ability's cost. <p> Target hero or ally has **Assault 3** and **Stealth** this turn.

Master Poisoner, 2, Rogue (Wrathgate-68R)
Ability—Assassination Talent
Assassination Hero Required <p> Ongoing: You pay (1) less to play Poisons. <p> At the start of your turn, your hero deals 1 nature damage to each opposing hero and ally for each Poison attached to it.

Pick Lock, 1, Rogue (Wrathgate-69C)
Ability—Subtlety
Look at target player's hand and choose a location or quest. He discards that card.

Raze, 2, Rogue (Wrathgate-70R)
Ability—Assassination
Finishing Move *(To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)* <p> Destroy each opposing ally and equipment with cost X.

Weakening Poison, 1, Rogue (Wrathgate-71U)
Instant Ability—Poison
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: Attached character has -4 ATK.

Ancestral Awakening, 4, Shaman (Wrathgate-72R)
Ability—Restoration Talent
Restoration Hero Required <p> Search your deck for an ally with cost less than or equal to the number of resources you control. Put it into play with damage equal to its [Health] -1.

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

Fusion Totem, 2, Shaman (Wrathgate-74U)
Instant Ability—Elemental, Air Totem (1), 1 Health
Ongoing: (1), Exhaust an Air Totem you control >>> Exhaust target ally. <p> Exhaust an Earth Totem you control >>> Target ally has **Assault 2** this turn. <p> Exhaust a Fire Totem you control >>> It deals 2 fire damage to target ally. <p> Exhaust a Water Totem you control >>> Target player draws a card.

Gushing Totem, 3, Shaman (Wrathgate-75U)
Ability—Restoration, Water Totem (1), 1 Health
Ongoing: When an opposing ability, ally, or equipment enters play, you may draw a card.

Infusion of Earth, 2, Shaman (Wrathgate-76C)
Instant Ability—Enhancement
Attach to target ally or weapon you control. <p> Ongoing: Attached card has **Assault 3**.

Lesson of the Elements, 3, Shaman (Wrathgate-77C)
Ability—Elemental
You may exhaust a non-hero Shaman you control rather than pay this ability's cost. <p> Your hero deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Surge of Life – WRG, 3, Shaman (Wrathgate-78C)
Instant Ability—Restoration
Your hero heals 3 damage from target ally. You may ready that ally.

Curse of Doom, 3, Warlock (Wrathgate-79U)
Ability—Affliction Curse
Attach to target opposing ally. <p> Ongoing: At the start of your turn, destroy attached ally. If you do, reveal the top X cards of your deck, where X is the number of resources you control. Put a revealed Demon with cost X or less into play and shuffle the rest into your deck.

Devastation, 7, Warlock (Wrathgate-80R)
Ability—Destruction Talent
Destruction Hero Required <p> As an additional cost to play, choose "ability," "ally," or "equipment" and destroy a card you control of that kind. <p> Destroy all opposing cards of that kind.

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

Dread Doomguard, 5, Warlock (Wrathgate-82R)
Ally—Doomguard Demon, Pet (1), 4 [Shadow] / 7 Health
At the start of your turn, choose at random "ability," "equipment," or "resource." <p> When this ally deals damage while attacking, you may destroy target card of the kind chosen this turn.

Lesson of the Nether, 3, Warlock (Wrathgate-83C)
Ability—Demonology
You may exhaust a non-hero Warlock you control rather than pay this ability's cost. <p> Look at target opponent's hand and choose a card. Remove that card from the game.

Lynxia, 2, Warlock (Wrathgate-84U)
Ally—Succubus Demon, Pet (1), 1 [Shadow] / 3 Health
At the start of each turn, you may exhaust target ally.

Void Pact, 2, Warlock (Wrathgate-85C)
Instant Ability—Destruction
Draw a card for each opposing ally that left play this turn.

Expertise of Steel, 2, Warrior (Wrathgate-86R)
Ability—Arms
Ongoing: Your hero has **Dual Wield**. <p> Axes you control have +2 ATK. <p> You pay (2) less to strike with Swords.

Flawless Defense, 4, Warrior (Wrathgate-87U)
Ability—Protection
Ongoing: Your hero has **Protector**. <p> Your hero has +1 ATK while defending.

Impede, 2, Warrior (Wrathgate-88U)
Ability—Arms
Put target [Shadow], [Holy], or [Frost] ally or weapon on top of its owner's deck.

Lesson of the Call, 3, Warrior (Wrathgate-89C)
Ability—Fury
You may exhaust a non-hero Warrior you control rather than pay this ability's cost. <p> Put target ally on top of its owner's deck.

Mortal Slash, 1, Warrior (Wrathgate-90C)
Ability—Arms
Attach to target hero or ally. <p> Ongoing: Attached character can't be healed. <p> At the start of your turn, your hero deals 1 melee damage to attached character.

Requite, 2, Warrior (Wrathgate-91C)
Ability—Fury
Your hero deals 4 melee damage to target damaged hero or ally.

Wrecking Crew, 2, Warrior (Wrathgate-92R)
Instant Ability—Arms Talent
Arms Hero Required <p> Interrupt target equipment. If you do, put three 0 [Melee] / 1 [Health] Warrior ally tokens into play with **Assault 2**.

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

Feast of Flame, 2, MaLo (Wrathgate-94U)
Ability—Fire Destruction
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each Mage and Warlock you control.

Gift of the Pious, 6, DrPa (Wrathgate-95U)
Ability—Restoration Protection Blessing
Ongoing: Allies you control have +1 / +1 for each Druid and Paladin you control.

Hit and Run, 2, RoSh (Wrathgate-96U)
Instant Ability—Combat Enhancement Combo
Exhaust up to X target opposing cards, where X is the number of Rogues and Shaman you control.

Holy Barrier, 3, PaPr (Wrathgate-97U)
Ability—Protection Discipline
Ongoing: [Activate] >>> Prevent the next X damage that would be dealt to target ally this turn, where X is the number of Paladins and Priests you control.

Kick Thinking, 1, MaRo (Wrathgate-98U)
Instant Ability—Arcane Combat
Interrupt target ability with cost less than or equal to the number of Mages and Rogues you control.

Master's Stable, 3, HuLo (Wrathgate-99U)
Ability—Beast Mastery Demonology
Ongoing: You can control an additional Pet. <p> Pets you control have +1 / +1 for each Hunter and Warlock you control.

Nurturing Spirit, 1, DrPr (Wrathgate-100U)
Ability—Restoration Holy
Attach to your hero. <p> Ongoing: Attached hero has **Mend 1** for each Druid and Priest you control.

Strength of Battle, 1, ShWa (Wrathgate-101U)
Ability—Enhancement Fury
This turn, weapons you control have **Assault 1** for each Shaman and Warrior you control.

Landro's Gift, 2 (Wrathgate-102U, Wrathgate Loot-1L)
Ability
Search your deck for a Loot card, reveal it, and put it on top of your deck. Then, if an opponent controls more resources than you, draw a card.

"Tubs" Klankbopple, 7, Alliance (Wrathgate-103C)
Ally—Gnome Rogue, 4 [Melee] / 6 Health
When this ally enters play, he may deal 4 melee damage to target ally with cost 4 or less.

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

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

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

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

Bantham, Jadefist Apprentice, 2, Alliance (Wrathgate-108C)
Ally—Human Warrior, 3 [Melee] / 3 Health
Protector <p> This ally has -2 / -2 while attacking.

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

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

Bronthea the Resolute, 6, Alliance (Wrathgate-111U)
Ally—Dwarf Paladin, 5 [Holy] / 5 Health
You can strike with [Paladin] weapons you control while this ally is in combat. <p> [Paladin] armor you control can prevent damage that would be dealt to this ally.

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

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

Grumdur Bladebane, 1, Alliance (Wrathgate-114C)
Ally—Dwarf Death Knight, 1 [Frost] / 2 Health
Protector <p> Each opposing ally has -1 ATK during its controller's turn.

High Commander Halford Wyrmbane, 4, Alliance (Wrathgate-115E)
Ally—Human Paladin, Unique, 4 [Holy] / 4 Health
Protector <p> This ally has **Assault 1** and **Mend 1** for each other ally you control.

Hurdan the Everlasting, 2, Alliance (Wrathgate-116U)
Ally—Dwarf Priest, 3 [Holy] / 2 Health
When you play a non-Ongoing [Priest] ability, if this ally is in your graveyard, you may pay (2). If you do, put him into play.

Ixiya the Attuned, 3, Alliance (Wrathgate-117C)
Ally—Draenei Shaman, 3 [Nature] / 2 Health
Protector, **Mend 1**

Justicar Drathnea, 5, Alliance (Wrathgate-118U)
Ally—Draenei Priest, 1 [Shadow] / 8 Health
When this ally deals damage to a Paladin, that Paladin's controller discards a card.

Justicar Nimzi Banedrizzle, 2, Alliance (Wrathgate-119U)
Ally—Gnome Warlock, 2 [Shadow] / 3 Health
When this ally leaves play, you may remove target Druid ally, [Druid] ability, or [Druid] equipment from the game.

Justicar Ularu, 5, Alliance (Wrathgate-120U)
Ally—Draenei Shaman, 5 [Frost] / 5 Health
When this ally enters combat for the first time on each of your turns, ready him if a Priest is defending.

Kaelyn Vineminder, 4, Alliance (Wrathgate-121C)
Ally—Night Elf Druid, 3 [Nature] / 5 Health
When this ally enters play, target opposing ally can't ready during its controller's ready step while this ally remains under your control.

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

Lyshala Ravenshot, 4, Alliance (Wrathgate-123C)
Ally—Night Elf Hunter, 3 [Ranged] / 4 Health
This ally has **Long-Range** while an opponent controls an ally with cost 4 or more.

Mithran the Sniper, 3, Alliance (Wrathgate-124C)
Ally—Dwarf Hunter, 2 [Ranged] / 4 Health
When an opposing ability, ally, or equipment enters play, destroy this ally. If you do, destroy that opposing card.

Nethermaven Donna Chastain, 5, Alliance (Wrathgate-125C)
Ally—Human Warlock, 3 [Shadow] / 6 Health
Assault 3

Nurgle Tinkfrost, 3, Alliance (Wrathgate-126C)
Ally—Gnome Mage, 3 [Frost] / 3 Health
Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

Swift Mechanostrider, 2, Alliance (Wrathgate-127R)
Ally—Mechanostrider, Mount (1), 0 [Melee] / 4 Health
Gnome Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up, you may ready an equipment you control. <p> *(Mounts can't attack or be attacked.)*

Wyndarr Shadefist, 4, Alliance (Wrathgate-128C)
Ally—Night Elf Rogue, 4 [Melee] / 3 Health
This ally has **Stealth** while an opponent controls an ally with cost 4 or less.

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

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

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

Cedric Darwin, 7, Horde (Wrathgate-132C)
Ally—Undead Warlock, 5 [Shadow] / 4 Health
When this ally enters play, you may search target player's deck for a card and remove it from the game.

Conqueror Hashkon, 3, Horde (Wrathgate-133U)
Ally—Tauren Shaman, 4 [Nature] / 2 Health
When this ally enters play, he deals 3 nature damage divided as you choose to any number of target opposing Priests.

Conqueror Vun'jin, 6, Horde (Wrathgate-134U)
Ally—Troll Priest, 4 [Shadow] / 6 Health
When this ally enters play, target an opposing Paladin ally. You control it and it has **Protector** while this ally remains under your control.

Conqueror Zaala, 4, Horde (Wrathgate-135U)
Ally—Orc Warlock, 3 [Shadow] / 5 Health
At the start of your turn, you may remove another ally you control from the game. If you do, remove target Druid ally, [Druid] ability, or [Druid] equipment from the game.

Daralis the Sanctifier, 4, Horde (Wrathgate-136U)
Ally—Undead Priest, 3 [Holy] / 5 Health
When you play an Ongoing [Priest] ability, this ally may deal 3 unpreventable holy damage to target hero or ally.

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

Dorzok Shadowhand, 4, Horde (Wrathgate-138C)
Ally—Orc Rogue, 5 [Melee] / 1 Health
When this ally deals combat damage, if you have no cards in your hand, draw a card.

Goru Thornmane, 2, Horde (Wrathgate-139C)
Ally—Tauren Druid, 1 [Nature] / 2 Health
Assault 2 <p> When this ally deals damage while attacking, you may destroy target equipment.

Hanthal Lightward, 1, Horde (Wrathgate-140C)
Ally—Blood Elf Paladin, 1 [Holy] / 2 Health
Protector <p> Prevent all combat damage that would be dealt to this ally by attackers with **Assault**.

Katoka Dreadblade, 5, Horde (Wrathgate-141R)
Instant Ally—Orc Warrior, 4 [Melee] / 3 Health
When this ally enters play, you may exhaust target hero or ally. If it's not your turn, this ally deals 1 melee damage to that character. If it's your turn, draw a card.

Murphy Watson, 4, Horde (Wrathgate-142C)
Ally—Undead Mage, 2 [Fire] / 4 Health
This ally has **Assault 3** while an ally is in your graveyard.

Muruna the Savage, 5, Horde (Wrathgate-143U)
Ally—Tauren Druid, 5 [Melee] / 3 Health
Protector <p> Allies you control have +2 [Health] while you control a Form.

Roanauk Icemist, 4, Horde (Wrathgate-144E)
Ally—Taunka High Chieftain, Unique, 3 [Frost] / 5 Health
At the end of your turn, put a 1 [Frost] / 1 [Health] Taunka ally token into play. <p> Taunka you control have **Assault 1**.

Roshen the Oathsworn, 3, Horde (Wrathgate-145U)
Ally—Blood Elf Paladin, 1 [Holy] / 5 Health
Protector <p> You pay (1) less to play Auras, Blessings, and Seals.

Saurfang the Younger, Kor'kron Warlord, 5, Horde (Wrathgate-146E)
Ally—Orc Warrior, Unique, 4 [Melee] / 4 Health
Ferocity <p> When this ally enters play, you may search your deck for a card named Kor'kron Vanguard, reveal it, and put it into your hand. <p> **Death Rattle**: Turn all locations you control face down.

Soram Wildbark, 1, Horde (Wrathgate-147C)
Ally—Tauren Druid, 1 [Nature] / 2 Health
Mend 1 <p> When this ally heals damage from a hero or ally, that character has **Assault 1** this turn.

Sullivan Holmes, 2, Horde (Wrathgate-148C)
Ally—Undead Priest, 1 [Holy] / 3 Health
This ally has **Mend 3** while an ally is in your graveyard.

Sunguard Cersie, 5, Horde (Wrathgate-149C)
Ally—Blood Elf Paladin, 5 [Holy] / 4 Health
Protector <p> Once per turn: (1) >>> Prevent the next 1 damage that would be dealt to target hero or ally this turn.

Swift Hawkstrider, 2, Horde (Wrathgate-150R)
Ally—Hawkstrider, Mount (1), 0 [Melee] / 4 Health
Blood Elf Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up, target opposing card in play loses and can't have powers this turn. <p> *(Mounts can't attack or be attacked.)*

Swift Timber Wolf, 2, Horde (Wrathgate-151R)
Ally—Timber Wolf, Mount (1), 0 [Melee] / 4 Health
Orc Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up, your hero has **Assault 2** this turn. <p> *(Mounts can't attack or be attacked.)*

Tuskmender Jan'zu, 1, Horde (Wrathgate-152C)
Ally—Troll Priest, 1 [Holy] / 3 Health
This ally has **Mend 2** while she's damaged.

Uruka the Cutthroat, 3, Horde (Wrathgate-153R)
Ally—Troll Rogue, 4 [Melee] / 3 Health
When this ally is dealt damage, target opponent reveals his hand. <p> **Death Rattle**: You may choose "ability," "ally," or "equipment." If you do, target opponent reveals his hand, and this ally deals 1 melee damage to his hero for each revealed card of that kind.

Vuz'din, 3, Horde (Wrathgate-154C)
Ally—Troll Mage, 2 [Arcane] / 4 Health
Opposing abilities lose and can't have powers.

Zugna, Windseer Apprentice, 2, Horde (Wrathgate-155C)
Ally—Orc Shaman, 2 [Nature] / 2 Health
Assault 1 <p> When this ally exhausts for the first time each turn, you may pay (1). If you do, ready her.

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

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

Commander Falstaav, 4 (Wrathgate-158C)
Ally—Draenei Paladin, Unique, 2 [Melee] / 5 Health
Argent Crusade Reputation <p> **Protector** <p> Once per turn: (2) >>> Target Unique ally has + X ATK this turn, where X is its ATK.

Crusade Commander Entari, 6 (Wrathgate-159R)
Ally—Human Paladin, Unique, 4 [Holy] / 4 Health
Argent Crusade Reputation <p> At the end of your turn, this ally deals 1 unpreventable holy damage to each opposing hero and ally for each Unique ally you control.

Crusade Engineer Spitzpatrick, 4 (Wrathgate-160C)
Ally—Gnome Engineer, Unique, 3 [Melee] / 3 Health
Argent Crusade Reputation <p> **Protector** <p> When this or another Unique ally enters play under your control, you may draw a card.

Crusader Lord Dalfors, 5 (Wrathgate-161C)
Ally—Dwarf Paladin, Unique, 5 [Holy] / 3 Health
Argent Crusade Reputation <p> If a Unique ally you control would be dealt damage, prevent 1 of it.

Eitrigg, 7 (Wrathgate-162E)
Ally—Orc Warrior, Unique, 8 [Melee] / 7 Health
Argent Crusade Reputation <p> **Protector** <p> Cards everywhere are Unique.

Father Gustav, 3 (Wrathgate-163C)
Ally—Human Priest, Unique, 1 [Holy] / 5 Health
Argent Crusade Reputation <p> You pay (1) less to play Unique allies, to a minimum of (1).

Sister Colleen Tulley, 2 (Wrathgate-164C)
Ally—Human Priest, Unique, 2 [Holy] / 3 Health
Argent Crusade Reputation <p> This ally has **Mend 1** for each Unique ally you control.

Veteran Crusader Aliocha Segard, 1 (Wrathgate-165C)
Ally—Human Paladin, Unique, 1 [Holy] / 1 Health
Argent Crusade Reputation <p> **Protector** <p> This ally has +1 / +1 for each other Unique ally you control.

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

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

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

Keeper Remulos, 6 (Wrathgate-169E)
Ally—Keeper of the Grove Druid, Unique, 6 [Nature] / 6 Health
When a Druid you control deals combat damage to a hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Boots of the Renewed Flight, 1, HuSh (Wrathgate-170U)
Armor—Mail, Feet (1), 1 DEF
When this armor prevents damage, you may pay (4). If you do, draw a card.

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

Gloves of Token Respect, 3, MaPrLo (Wrathgate-172R)
Armor—Cloth, Hands (1), 1 DEF
On your turn: (2) >>> Put a 1 [Nature] / 1 [Health] Spider ally token into play. <p> [Activate], Destroy this armor >>> Put a copy of target ally token into play.

Helm of Vital Protection, 3, DkPaWa (Wrathgate-173R)
Armor—Plate, Head (1), 2 DEF
Weapons you control have +1 ATK. <p> Other armor you control have +1 [DEF].

Hood of the Exodus, 3, DrRo (Wrathgate-174R)
Armor—Leather, Head (1), 1 DEF
When an ally you control with **Assault** deals combat damage to an opponent's hero, he discards a card.

Leggings of the Honored, 2, DrRo (Wrathgate-175U)
Armor—Leather, Legs (1), 1 DEF
This armor has +4 [DEF] if an ally entered a graveyard this turn.

Protective Barricade of the Light, 4, PaSh (Wrathgate-176R)
Armor—Shield, Off-Hand (1), 4 DEF
[Paladin] Hero: This armor has +2 [DEF]. <p> [Shaman] Hero: You pay (2) less to play this armor.

Sun-Emblazoned Chestplate, 5, DkPaWa (Wrathgate-177R)
Armor—Plate, Chest (1), 3 DEF
When this armor prevents damage that would be dealt by an attacker, your hero deals that much unpreventable holy damage to that attacker.

Sympathy, 3, MaPrLo (Wrathgate-178U)
Armor—Cloth, Chest (1), 1 DEF
If an ally you control would be dealt damage, 1 of it is dealt to your hero instead.

Upstanding Spaulders, 3, HuSh (Wrathgate-179R)
Armor—Mail, Shoulder (1), 1 DEF
Each player can't ready more than three resources during his ready step.

"Gigantique" Bag, 4, DkDrHuMaPaPrRoShLoWa (Wrathgate-180R)
Item, Bag (5)
You have no maximum hand size. <p> [Activate], Pay (1) for each card in your hand >>> Draw a card.

Idol of the Shooting Star, 1, Druid (Wrathgate-181R)
Item, Relic (1)
(2), [Activate] >>> Your hero heals 2 damage from target hero or ally. <p> When you play an ally, ready this item.

Libram of Radiance, 2, Paladin (Wrathgate-182R)
Item, Relic (1)
(1), [Activate] >>> Your hero deals 1 unpreventable holy damage to target hero or ally. <p> When you play a [Paladin] armor, ready this item.

Life-Binder's Locket, 2, PaPr (Wrathgate-183R)
Item, Neck (1)
[Paladin] Hero: [Activate], Discard a card >>> If a friendly hero or ally would be dealt damage this turn, prevent 1 of it. <p> [Priest] Hero: [Activate], Discard a card >>> The next time target hero or ally would be dealt damage this turn, prevent it.

Platinum Disks of Swiftness, 1, DkDrHuMaPaPrRoShLoWa (Wrathgate-184R)
Item, Trinket (2)
[Activate] >>> You pay (1) less to play your next ally that shares a class with your hero this turn.

Statue Generator, 3, DkDrHuMaPaPrRoShLoWa (Wrathgate-185R, Wrathgate Loot-2L)
Item
When this item enters play, remove target ally from the game. If you do, add three marble counters, and that ally's owner puts it into play under his control when this item leaves play. <p> At the start of your turn, remove a marble counter. If none remain, destroy this item.

Angry Dread, 3, DkPaRoShWa (Wrathgate-186C)
Weapon—Mace, Melee (1), 2 ATK / 2 Strike
When this weapon enters play, you may draw a card.

Colossal Skull-Clad Cleaver, 5, DkShWa (Wrathgate-187U)
Two-Handed Weapon—Axe, Melee (1), 4 ATK / 2 Strike
When an opposing ally is destroyed, add a skull counter. <p> This weapon has **Assault 1** for each skull counter.

Fading Glow, 3, MaPrLo (Wrathgate-188C)
Weapon—Wand, Ranged (1), 1 [Holy] / 1 Strike
When combat damage is dealt with this weapon, your hero heals 2 damage from itself.

Final Voyage, 2, Hunter (Wrathgate-189R)
Weapon—Crossbow, Ranged (1), 0 ATK / 2 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. <p> This weapon has **Assault 1** for each card in opposing hands.

Fist of the Deity, 4, RoSh (Wrathgate-190R)
Instant Weapon—Fist, Melee (1), 2 ATK / 0 Strike
Your hero has **Dual Wield**. <p> When this weapon enters play, it has +2 ATK this turn.

Haunting Call, 2, DrMaPrShLo (Wrathgate-191R)
Weapon—Dagger, Melee (1), 1 ATK / 3 Strike
(2), Exhaust your hero >>> Remove three target cards in one opposing graveyard from the game. Add a spirit counter for each ally removed this way. <p> At the start of your turn, your hero deals 1 shadow damage to each opposing hero for each spirit counter.

Life and Death, 5, MaPaLo (Wrathgate-192R)
Weapon—Sword, Melee (1), 1 ATK / 4 Strike
When you play an ally, you may draw a card. <p> When an ally you control leaves play, discard a card.

Lifeblade of Belgaristrasz, 2, Rogue (Wrathgate-193R)
Weapon—Dagger, Melee (1), 1 ATK / 1 Strike
Finishing Move: Rogue *(To play, remove X Rogues in your graveyard from the game, where X is 5 or less.)* <p> When this weapon enters play, your hero deals X melee damage to target hero or ally and heals X damage from itself.

Nerubian Conqueror, 3, Hunter (Wrathgate-194R)
Weapon—Gun, Ranged (1), 3 ATK / 2 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. <p> If a card would enter an opposing graveyard, remove it from the game instead.

Silent Crusader, 3, DkPaRoWa (Wrathgate-195R)
Weapon—Sword, Melee (1), 3 ATK / 1 Strike
When an opponent's hero is dealt combat damage with this weapon, exhaust all cards he controls.

Spire of Sunset, 2, DrMaPrShLo (Wrathgate-196R)
Two-Handed Weapon—Staff, Melee (1), 1 ATK / 3 Strike
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Staff of Trickery, 3, DrHu (Wrathgate-197C)
Two-Handed Weapon—Staff, Melee (1), 1 ATK / 3 Strike
Exhaust your hero, discard a card >>> Ready or exhaust target card if it shares a card type with the card you discarded.

Sword of Justice, 4, DkPaWa (Wrathgate-198R)
Two-Handed Weapon—Sword, Melee (1), 0 [Holy] / 2 Strike
This weapon enters play with a +1 ATK counter for each card in your hand. <p> Remove a +1 ATK counter >>> Exhaust target ally.

Torch of Holy Fire, 2, DrPaPrSh (Wrathgate-199R)
Weapon—Mace, Melee (1), 1 [Holy] / 3 Strike
(1), Exhaust your hero >>> Reveal a random card from your hand. If it's a [Holy] card, your hero deals 2 unpreventable holy damage to target hero or ally and heals 2 damage from itself.

Wraith Spear, 4, DkHuPa (Wrathgate-200R)
Two-Handed Weapon—Polearm, Melee (1), 4 ATK / 2 Strike
When you strike with this weapon while your hero is defending, it heals 4 damage from itself.

No Mere Dream, Druid (Wrathgate-201U)
Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Reveal the top card of your deck and put it into your resource row face down and exhausted. If it was a location or quest, you may turn it face up.

Paladin Training – WRG, Paladin (Wrathgate-202U)
Quest
Pay (2) to complete this quest. <p> Reward: Target hero or ally you control has **Protector** this turn. Prevent all damage that it would be dealt while protecting this turn.

The Ichor of Undeath, Priest (Wrathgate-203U)
Quest
Pay (2) to complete this quest. <p> Reward: Put target ally from your graveyard into your hand.

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

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

Conversing With the Depths (Wrathgate-206C)
Quest
Pay (3) to complete this quest. <p> Reward: Draw a card for each five cards in your graveyard.

Cycle of Life (Wrathgate-207C)
Quest
If an ally entered play and an ally left play this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

I'm Not Dead Yet! (Wrathgate-208R)
Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Holy] / 1 [Health] Unique Priest ally token named Father Kamaros into play with **Mend 4**.

Light Within the Darkness (Wrathgate-209C)
Quest
If a hero or ally you controlled dealt holy ([Holy]) damage this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

No One to Save You (Wrathgate-210C)
Quest
If your hero was dealt 5 or more damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

On Ruby Wings (Wrathgate-211R)
Quest
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 0 [Fire] / 3 [Health] Wyrmrest Vanquisher ally token into play with Mount (1) and "When you place a resource face up, you may draw a card."

Planning for the Future (Wrathgate-212C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Target opponent chooses one. Put that card into your hand and the other into your graveyard.

Really Big Worm (Wrathgate-213C)
Quest
Exhaust ten cards you control to complete this quest. <p> Reward: Draw three cards.

Return to Angrathar (Wrathgate-214C)
Quest
You pay (1) less to complete this quest for each Scourge ally you control. <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

Seeds of the Lashers (Wrathgate-215C)
Quest
Exhaust seven cards you control to complete this quest. <p> Reward: Draw two cards.

A Tale of Valor (Wrathgate-216C)
Quest
Pay (4) to complete this quest. <p> Reward: Reveal the top card of your deck and put it into your hand. Your hero heals damage from itself equal to that card's cost.

Wanton Warlord (Wrathgate-217C)
Quest
Exhaust four cards you control to complete this quest. <p> Reward: Draw a card.

Fordragon Hold, Alliance (Wrathgate-218R)
Location
[Activate] >>> Target [Alliance] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Bolvar in its name: [Activate] >>> [Alliance] heroes and allies you control have **Assault 1** this turn.

Kor'kron Vanguard, Horde (Wrathgate-219R)
Location
[Activate] >>> Target [Horde] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Saurfang in its name: [Activate] >>> Target [Horde] hero or ally you control has **Assault 3** this turn.

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

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

Deathchill Cloak, 3, DrMaPrShLo (Wrathgate Crafted-2E)
Armor—Cloth, Back (1), 1 DEF
When this armor prevents damage that would be dealt by an attacking ally, that ally can't ready while this armor remains under your control.

Magnificent Flying Carpet, 2, DkDrHuMaPaPrRoShLoWa (Wrathgate Crafted-3E)
Item, Mount (1)
Tailoring Hero Required <p> You can control any number of locations. <p> When you place a resource face up, you may ready all locations you control.