

# World of Warcraft Trading Card Game Official Card Reference

Updated April 9, 2012

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Adenda Lighthaven, 5, Horde (Icecrown-123C)  
Ally—Blood Elf Priest, 5 [Holy] / 4 Health

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

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

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

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

Adyen the Lightwarden, 3 (Legion-212E)  
Ally—Draenei Paladin, Unique, 3 [Holy] / 3 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> Cards can't leave opposing graveyards.

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

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

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

Aesadonna Al'mere, 4, Horde (Betrayal-157R)  
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health  
**Stealth** <p> When this ally attacks, destroy target exhausted ally.

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

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

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

Aftermath, 2, Warlock (Illidan-95R)

Instant Ability—Destruction

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

<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 controls more resources than you: Pay (1) to complete this quest. <p> Reward: Draw a card.

Aggressive Exploitation, 2, Rogue (Horde Rogue-3C, Worldbreaker-83C)

Ability—Assassination

Your hero deals 4 melee damage to target exhausted hero or ally.

Aggressive Infiltration, 4, Rogue (Alliance Rogue-2C, Scourgewar-77C)

Ability—Combat Combo

Your hero deals 3 melee damage to each exhausted opposing hero and ally.

Agonizing Poison, 1, Rogue (Elements-71U)

Instant Ability—Assassination Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character if its controller has four or fewer cards in his hand.

Ahkara, 5, Alliance (Knight-13C)

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

When this ally enters play, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Aileen the Thunderblessed, 4, Alliance (Worldbreaker-128R)

Ally—Dwarf Shaman, 1 [Nature] / 6 Health (1), Exhaust a [Nature] card you control >>> This ally deals nature damage to target hero or ally equal to that [Nature] card's ATK.

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

Instant Ability—Marksmanship

Your hero deals 1 ranged damage to target hero or ally. Ready a resource you control for each damage dealt this way.

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

Ability—Marksmanship

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

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

Akama, 8 (Illidan-195E)

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

Loyal Hero Required <p> **Protector, Stealth** <p> Other allies you control have **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)

Equipment—Armor—Cloth, Waist (1), 0 DEF

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

Akasi, Herald of Nature, 4, Horde (Throne-137U)

Ally—Troll Druid, 3 [Arcane] / 5 Health

**Empower Druid:** When this ally enters play, if you control another Druid hero or ally, reveal the top five cards of your deck. Put all revealed attachments into your hand and the rest on the bottom of your deck.

Akiko the Alert, 5, Alliance (Icecrown-98U)

Ally—Draenei Hunter, 4 [Ranged] / 6 Health [Hunter] Pets you control have +2 / +2.

Akirus the Worm-Breaker, 4, DkPaWa (Twilight-188R)

Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 1 Strike

When a Dragonkin ally is destroyed, you may put X +1 ATK counters on this weapon, where X was the ATK of that Dragonkin.

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

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

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

Akumo of Thunder Bluff, Horde (Horde Shaman-1)

Hero—Tauren Shaman, 29 Health

On your turn: (3), Flip Akumo >>> Ready target ally.

Alador Stonebrew, 4, Alliance (Alliance Paladin-9C, Alliance Rogue-12C, Worldbreaker-129C)

Ally—Dwarf Paladin, 3 [Melee] / 5 Health

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

Al'Akir the Windlord, 7 (Elements-168E)

Ally—Air Elemental Lord, Al'Akir (1), 7 [Nature] / 5 Health

Air Elementals you control have **Untargetable**.

<p> At the start of your turn, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

<p> Exhaust an Air Elemental you control >>> Exhaust target ally.

Alamira Grovetender, 1, Alliance (Class-124C, Illidan-118C)

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

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

ALAMO, 3, Horde (Drums-156R)

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

Other friendly Druids have +1 / +1.

Alana the Woebringer, 5, Horde (Throne-138R)

Ally—Undead Priest, 2 [Shadow] / 8 Health

At the start of your turn, remove the top half of target opponent's deck from the game, rounded up.

Alard Schmied, 4 (Scourgewar-200R)

Ally—Human Blacksmithing Master, Unique, 5 [Fire] / 3 Health

This ally has +X [Health], where X is the combined [DEF] of Plate armor you control.

Alas, Andorhal (Dark Portal-311U)

Quest

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

Alchemist Finklestein, 2 (Icecrown-164U)

Ally—Undead Alchemist, Unique, 3 [Fire] / 2 Health

Argent Crusade Reputation (*You can't put cards with other reputations in your deck.*) <p> (1), Discard a Unique card >>> Draw a card.

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

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

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

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

Equipment—Item, Trinket (2)

Alchemy Hero Required <p> [Activate] >>> Reveal the top card of your deck. You may discard a card with a different type. If you do, put that revealed card into your hand.

Aldana, 2, Alliance (Legion-132U)

Ally—Night Elf Warrior, 2 [Melee] / 3 Health Weapons you control have +2 ATK while your hero is defending.

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

Equipment—Armor—Shield, Off-Hand (1), 2 DEF [Activate] >>> Target hero or ally has -2 ATK this turn.

Alecia Hall, 2, Horde (Class-165C, Horde DK-12C, Horde Priest-11C, Illidan-145C)

Ally—Undead Priest, 2 [Holy] / 3 Health When this ally enters play, she heals 3 damage from target hero or ally.

Aleksei Brandal, 2, Alliance (Crown-74U)

Ally—Worgen Druid, 2 [Arcane] / 2 Health While an ability is attached to this ally, he has **Elusive** and **Stealth**.

Alethia Brightsong, 1, Horde (Throne-139C)

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

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

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

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

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

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

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

All Aboard for Undercity!, 1, Horde (Scourgewar-124C)  
Instant Ability  
Each player puts a [Horde] ally from his graveyard into his hand.

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

All Things in Good Time (Icecrown-207U)  
Quest  
Nerubian Reputation (*You can't put cards with other reputations in your deck.*) <p> Pay (8) or discard an ability, ally, and equipment to complete this quest. <p> Reward: Draw three cards.

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

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

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

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 from your graveyard into play if its cost is less than or equal to the number of resources you control.

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

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

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

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

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

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

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

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

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

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

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

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

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

Anachronos, 5 (Twilight-169R)  
Ally—Bronze Dragonkin, Anachronos (1), 6 [Melee] / 5 Health  
At the end of your turn, for each Bronze Dragonkin you control, you may ready a resource you control.

Anaka the Light's Bulwark, Alliance (Throne-1)  
Hero—Draenei Paladin, 29 Health  
On your turn: (4), Flip Anaka >>> Target hero or ally you control has **Invincible** this turn. (*It can't leave play, be targeted, or be dealt damage.*)

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

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

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

Anathema, 5, Priest (Dark Portal-270R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
When your hero deals shadow damage with an ability to a hero or ally, that character's controller discards a card. <p> Exhaust your hero >>> Put a card named Benediction from your graveyard into play.

Ancestral Awakening, 4, Shaman (Wrathgate-72R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*) <p> Search your deck for an ally with cost less than or equal to the number of resources you control. Put it into play with damage equal to its [Health] -1.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Anders Blankheart, 2, Alliance (Legion-134U)  
Ally—Human Warlock, 2 [Fire] / 1 Health  
**Elusive** <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 (Alliance Paladin-10U, Outland-110U)  
Ally—Human Warrior, 1 [Melee] / 2 Health  
You pay (1) less to strike with weapons.

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

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

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

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

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

Angelista, 2, Alliance (Betrayal-129C)  
Ally—Human Rogue, 2 [Melee] / 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  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <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.

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.

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

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

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

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

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

Annihilator, 2, HuPaShWa (Azeroth-312U, Class-213U)  
Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike  
Combat damage that your hero would deal with this weapon is unpreventable.

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


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

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

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.

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

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

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

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

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

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

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

Araelun, 2, Horde (Class-166C, Dark Portal-198C)  
Ally—Blood Elf Paladin, 1 [Melee] / 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] / 4 Health  
When this ally attacks, each player destroys an ally he controls.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Arcane Tactics, 4, Mage (Scourgewar-51C)  
Ability—Arcane  
Ongoing: When you draw a card, your hero may deal 1 arcane damage to target ally.

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

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

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

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

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

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

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

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

Arcanist Raith, 5 (Legion-231C)  
Ally—Blood Elf Mage, 5 [Fire] / 4 Health  
Scrier Reputation (*You can't put cards with other reputations 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] / 2 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> If you would draw a card, you may draw it from the bottom of your deck instead.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Arena Master (Drums-245C)

Arena Quest

Pay (4) to complete this quest. <p> Reward:  
Each player chooses an ally he controls. If you chose the ally with the highest ATK, draw two cards.

Aresha Thorncaller, 4, Alliance (Worldbreaker-132U)

Ally—Night Elf Druid, 4 [Nature] / 2 Health

**Protector** <p> This ally has **Nature Resistance** while you control another ally.

Argent Confessor Paletress, Priest (Icycrown-2)

Hero—Human Priest (Discipline), 26 Health

[Front]: Argent Crusade Reputation <p> Flip Paletress, remove a Priest in your graveyard from the game >>> The next time target hero or ally would be dealt damage this turn, prevent it. [Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Priest] cards, [Priest] Discipline Talents, neutral cards, and Argent Crusade cards. You can't include cards with other reputations or other text restrictions.

Argent Crusader, 3, DrMaPrShLo (Azeroth-314R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike

At the start of your turn, you and target opponent each draw a card.

Argent Defender, 3, PaShWa (Dark Portal-248U)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF

When this armor exhausts, you may remove target card in a graveyard from the game.

Aric Stonejack, Alliance (Elements-2)

Hero—Dwarf Death Knight, 29 Health

[Front]: (7) >>> Flip Aric face down.

[Back]: At the end of your turn, if you do not control a Ghoul, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Arion, 6 (Twilight-172R)

Ally—Air Elemental Ascendant, Arion (1), 6 [Nature] / 5 Health

When this or another [Nature] card you control is destroyed, your hero may deal 1 nature damage to target hero. <p> [Nature] allies you own everywhere have "**Stash**: Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play."

Arisa Sarum, 4, Alliance (Worldbreaker-133U)

Ally—Human Death Knight, 5 [Melee] / 2 Health

**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> Opponents can't place quests face up.

Arisella, Daughter of Cenarius (Crown-1)

Monster Hero—Dryad Druid, 27 Health

[Front]: (8) >>> Flip Arisella face down. <p> You pay (8) less to flip Arisella if allies you control have 10 or more combined remaining health. [Back]: **Harmonize** (You pay (1) less to play allies with printed cost 4 or more.)

Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Arktos, Alliance (Legion-1)

Hero—Night Elf Druid (Feral),

Mining/Jewelcrafting, 27 Health

(1), Flip Arktos >>> While you control a Bear Form, prevent all damage that would be dealt to Arktos while defending this turn.

Arlek Stonehilt, 1, Alliance (Legion-136U)

Ally—Dwarf Warrior, 1 [Melee] / 1 Health

**Elusive** <p> Armor you control have +5 [DEF] while your hero is defending.

Arlen the Untamed, 3, Alliance (Wrathgate-105U)

Ally—Night Elf Druid, 3 [Melee] / 3 Health

Allies you control have **Assault 1** while you control a Form.

Arm Blade of Augelmir, 2, RoSh (Scourgewar-231U)

Instant Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike

When this weapon enters play, you may put target ability into its owner's hand.

Armed to the Teeth, 3, Warrior (Alliance)

Warrior-2C, Betrayer-117C, Horde Warrior-2C)

Instant Ability—Fury

Your hero deals melee damage to target ally equal to 3 plus the number of equipment you control.

Armored Blue Wind Rider, 2, Horde (Wrathgate-129R)

Ally—Wind Rider, Mount (1), 0 [Melee] / 4 Health

[Activate] >>> Ready a location you control. <p> When you place a resource face up into your resource row, you may remove a counter from target location. <p> (Mounts can't attack or be attacked.)

Armored Snowy Gryphon, 2, Alliance

(Wrathgate-106R)

Ally—Gryphon, Mount (1), 0 [Melee] / 4 Health

[Activate] >>> Ready a location you control. <p> When you place a resource face up into your resource row, you may choose a counter on target location and add another of those counters to it. <p> (Mounts can't attack or be attacked.)

Armsman, 3, Warrior (Throne-82U)

Ability—Arms

Ongoing: Your hero has **Assault 1** for each armor and item you control.

Armwraps of Disdain, 1, DrRo (Betrayer-218U)

Equipment—Armor—Leather, Wrist (1), 1 DEF

Destroy an ability you control >>> Your hero has +1 ATK while attacking this turn.

Army of the Damned (Icycrown-206C)

Quest

Scourge Hero Required <p> Name a Scourge ally.

For each ally you control with that name, you may pay (2) to complete this quest. <p> Reward: Draw a card for each (2) paid this way.

Army of the Dead, 6, Death Knight (Scourgewar-22R)

Ability—Unholy

Destroy all allies. For each ally destroyed this way, you put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Arnerus Brightsteppe, 1, Horde (Legion-173U)

Ally—Tauren Shaman, 1 [Nature] / 1 Health

Armor you control has +5 [DEF] while your hero is attacking.

Arnold Flem, 4, Horde (Azeroth-225U)

Ally—Undead Mage, 4 [Fire] / 2 Health

When this ally is destroyed, he deals 1 fire damage to each opposing hero and ally.

Arrowsong, 3, Hunter (Naxxramas-28R)

Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 3 Strike

When you strike with this weapon, your hero has **Long-Range** this combat. <p> When you draw a card, add a verse counter. <p> Remove three verse counters >>> You pay (3) less the next time you strike with this weapon this turn.

Ar'tor's Mainstay, 4, HuSh (Illidan-205R)

Equipment—Armor—Mail, Hands (1), 2 DEF

When your hero deals damage with an ability, you may ready a resource you control.

The Art of War, 6, Paladin (Crown-26R)

Ability—Retribution

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

Arturius Hathrow, Alliance (Worldbreaker-2)

Hero—Worgen Druid (Balance), 27 Health

[Front]: (3) >>> Flip Arturius face down. [Back]: When Arturius heals damage for the first time each turn, he may deal 1 nature damage to target hero or ally.

Arvos Jadestone, 1, Alliance (Alliance Shaman-12C, Elements-108C)

Ally—Dwarf Shaman, 2 [Nature] / 1 Health

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

Arygos, 4 (Twilight-168R)

Ally—Blue Dragonkin, Arygos (1), 2 [Arcane] / 7 Health

You pay (1) less to play abilities for each Blue Dragonkin you control, to a minimum of (1).

As the Crow Flies (Dark Portal-312C)

Quest

Pay (1) to complete this quest. <p> Reward: Look at target player's hand.

As Hyjal Burns (Crown-192C)

Quest

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

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

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

Ashroot, Ancient of Lore, 7 (Crown-158U, Elderlimb-11U)  
Monster Ally—Ancient Druid, 2 [Nature] / 9 Health  
**Protector** <p> When this ally is dealt combat damage while defending, put a 1 [Melee] / 1 [Health] Treant ally token into play.

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

Ashtongue Blade, 2, RoSh (Illidan-223U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 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] / 1 Health  
Traitor Hero: **Elusive, Ferocity** <p> Loyal Hero: **Long-Range, Stealth**

Askalti Darksteel (Icecrown-12)  
Scourge Hero—Val'kyr, 27 Health  
[Front]: Flip Askalti, remove a Scourge ally in your graveyard from the game >>> Target ally has +1 / -1 this turn.  
[Back]: Deckbuilding: You can only include [Warlock] abilities and Pets, [Warrior] equipment, allies with ally type Death Knight, neutral quests and locations, and Scourge cards. You can't include cards with reputations or other text restrictions (*like Demonology Hero Required*).

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

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

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

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

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

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

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

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

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

Astral Denial, 3, Mage (Scourgewar-52U)  
Instant Ability—Arcane  
Interrupt target quest reward effect. <p> Ongoing: When an opponent completes a quest, destroy this ability. If you do, interrupt that quest's reward effect.

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

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

Atani of the Watch, 1 (Betrayal-187C)  
Ally—Draenei Paladin, 0 [Melee] / 4 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> If your hero would be dealt damage, it's dealt to this ally instead.

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.

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

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

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

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

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

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

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

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

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

Avalanche, 5, Hunter (Icecrown-189R)  
Equipment—Weapon—Bow, Ranged (1), 4 [Frost], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> When your hero deals combat damage with this weapon to a hero, your hero deals that much frost damage to target ally in that hero's party.

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

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

Avenger's Shield, 4, Paladin (Outland-46R)  
Ability—Protection  
**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <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.

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

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

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

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

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

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

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

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

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

Azarak 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.

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

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

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

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

Azjol-anak Acidslinger, 2 (Scourgewar-201C)  
Ally—Nerubian, 2 [Nature] / 2 Health  
Nerubian Reputation (*You can't put cards with other reputations in your deck.*) <p> This ally has +1 / +1 while an equipment is in your graveyard.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Backlash, 2, Warlock (Honor-68R)

Instant Ability—Destruction

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

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

Backstab, 3, Rogue (Azeroth-91R, Class-81R)

Instant Ability—Combat Combo

Your hero deals melee damage to target exhausted hero or ally equal to 3 plus the ATK of a Dagger you control.

"Backstab" Bindo Gearbomb, 2 (Honor-150E)

Arena Ally—Goblin Battlemaster, Unique, 0 [Melee] / 5 Health

(1), [Activate] >>> Exhaust target card. If you exhausted an Arena card this way, it can't ready during its controller's next ready step.

Bad Mojo Mask, 4, PrLo (Azeroth-281R)

Equipment—Armor—Cloth, Head (1), 0 DEF

At the start of each player's turn, that player discards a card.

Baelgond Soulgrace, 3, Alliance (Honor-93U)

Ally—Dwarf Priest, 1 [Holy] / 1 Health

When this ally enters play, reveal the top three cards of your deck. Put a revealed ability into your hand and the rest on the bottom of your deck.

Baeltor of the Undercity, Horde (Horde DK-1)

Hero—Undead Death Knight, 29 Health

On your turn: (2), Flip Baeltor >>> Opposing allies have -1 ATK this turn.

Bait the Trap, 2, Hunter (Illidan-35U)

Instant Ability—Survival

Ongoing: **Trap** cards in your hand also have "You may exhaust a defending ally you control rather than pay this card's cost."

Bakaar, 1, Alliance (Legion-137U)

Ally—Draenei Hunter, 2 [Ranged] / 1 Health

Your hero has **Long-Range**. *(Defenders deal no combat damage to it.)*

Bala Silentblade, 3, Horde (Azeroth-226C)

Ally—Orc Rogue, 1 [Melee] / 4 Health

This ally has +3 ATK while attacking an exhausted hero or ally.

Balanced Heartseeker, 2, Rogue (Worldbreaker-235R)

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

While your hero is attacking a hero, this equipment has +2 ATK for each heirloom counter on it. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.):* Add an heirloom counter to target equipment you control.

Balrak Stoutstone, 2, Alliance (Throne-98C)

Ally—Dwarf Paladin, 0 [Melee] / 7 Health

This ally can protect other allies.

Band of Bees, 3, DkPaWa (Worldbreaker Badge-5E)

Equipment—Item, Ring (2)

Your hero has **Protector**. <p> When your hero protects, you may put a 1 [Nature] / 1 [Health] Bee ally token into play.

Band of Channeled Magic, 2, DrMaPrShLo

(Scourgewar Badge-1E)

Equipment—Item, Ring (2)

At the start of your turn, you may pay (2). If you do, draw a card. Otherwise, destroy this item.

Band of Crimson Fury, 3, MaPrShLo

(Magtheridon-9R)

Equipment—Item, Ring (2)

(3), Discard a card >>> The next time damage would be dealt with an ability you control this turn, that much +3 is dealt instead.

Band of Secret Names, 1, DrMaPrShLo

(Worldbreaker Badge-6E)

Equipment—Item, Ring (2)

When this item enters play, remove the top card of target opponent's deck from the game. Then, search his deck for cards with that name and remove them from the game. <p> When this item leaves play, shuffle each card removed this way into its owner's deck.

Band of Sulfuras, 3, DrMaPaPrShLo (Molten Core-11R)

Equipment—Item, Ring (2)

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

Band of the Inevitable, 2, DrPaSh (Illidan-218R)

Equipment—Item, Ring (2)

On your turn: (X), Destroy this item >>> Destroy each equipment with cost X or less.

Band of the Ranger-General, 3, DrHuPaRoShWa (Outland-209R)

Equipment—Item, Ring (2)

You pay (1) less to strike with weapons for each weapon you control.

Band of Vile Aggression, 2, DrHuRo (Gladiators-168R)

Equipment—Item, Ring (2)

(5), [Activate] >>> Destroy target resource.

Bandit's Insignia, 4, DrRo (Naxxramas-22R)

Equipment—Item, Trinket (2)

On your turn: [Activate] >>> Target opponent puts a card from his hand into his resource row face down and exhausted.

Bane of the Illidari (Class-224C, Illidan-237C)

Quest

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

Bangle of Endless Blessings, 12, DrMaPaPrShLo (Honor-165R)

Equipment—Item, Trinket (2)

When this item enters play, 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 Soul, 3, Warlock (Crown-46U)

Instant Ability—Demonology

Remove target non-Demon 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 this ability leaves play, the owner of that removed card puts that card into play.

Banok Sunrock, 4, Horde (Twilight-131C)

Ally—Tauren Paladin, 4 [Holy] / 4 Health

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

Banshee Soulclaimer, 4 (Icercrown-148C)

Scourge Ally—Banshee, Unlimited, 4 [Shadow] / 3 Health

Scourge Hero Required <p> [Alliance] and [Horde] allies have -1 / -1.

Bantham, Jadedfist Apprentice, 2, Alliance (Wrathgate-108C)

Ally—Human Warrior, 3 [Melee] / 3 Health

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

Banzai, 1, Hunter (Wrathgate-37U)

Ally—Hyena, Pet (1), 0 [Melee] / 3 Health

This ally has +1 ATK for each card in opposing graveyards.

Barak the Shamed, 3, Horde (Azeroth-227R)

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

When this ally enters play, each player secretly chooses a number. The player who chooses the highest number gains control of this ally, and you put that much damage on that player's hero. If there's a tie, you choose the outcome.

Barathex, Undeath's Hand, Alliance (Throne-2)

Hero—Night Elf Death Knight, 29 Health

(6), Flip Barathex >>> Put target ally from an opposing graveyard into play under your control. If you do, that ally also has **Ferocity**, "This ally can attack only heroes.", and "At end of turn, destroy this ally."

Barbaric Legstraps, 3, HuSh (Betrayal-220U)

Equipment—Armor—Mail, Legs (1), 1 DEF

If an opposing ally was destroyed this turn: [Activate] >>> Your hero deals 2 melee damage to target hero or ally.

Bark and Bite, 3 (Crown-68R)

Ability

**Empower Death Knight:** If you control a Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> **Empower Druid:** If you control a Druid hero or ally, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Barkskin, 1, Druid (Legion-19R)

Instant Ability—Balance

Ongoing: Your abilities, allies, and equipment can't be interrupted.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Behead, 2, Warrior (Drums-85C)

Instant Ability—Fury

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

Bella Wilder, 3, Alliance (Alliance Shaman-13C, Worldbreaker-135C)

Ally—Worgen Druid, 3 [Nature] / 3 Health

This ally has **Ferocity** while you control another [Nature] card.

Belligerence, 2, Rogue (Scourgewar-78U)

Ability—Combat

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

Belt of Absolute Zero, 3, DkPaWa (Crown-170C, Hogger-21C)

Equipment—Armor—Plate, Waist (1), 2 DEF  
Weapons you control have +1 ATK.

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

Equipment—Armor—Cloth, Waist (1), 1 DEF (X), Exhaust your hero >>> Your hero deals X arcane damage to target hero or ally.

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

Equipment—Armor—Leather, Waist (1), 0 DEF  
Your hero has **Stealth**. <p> If your hero would deal combat damage, it deals that much +2 instead.

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

Equipment—Armor—Cloth, Waist (1), 1 DEF  
When this armor enters play, reveal the top three cards of your deck. Put all revealed abilities into your hand and the rest on the bottom of your deck.

Belt of the Black Eagle, 2, HuSh (Wrathgate Crafted-1E)

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

Belt of the Singing Blade, 2, DkPaWa (Iccrown Badge-1R)

Equipment—Armor—Plate, Waist (1), 1 DEF  
When you draw a card, add a verse counter. <p> [Activate], Remove three verse counters >>> Target weapon has **Assault 3** this turn.

Belt of the Twilight Assassin, 2, DrRo (Wrathgate Badge-1E)

Equipment—Armor—Leather, Waist (1), 1 DEF (1), Discard an equipment >>> Add a murder counter. <p> Your hero has **Assault 1** for each murder counter.

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

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

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

Instant Ability—Arms

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

Benethor Draigo, 3, Horde (Azeroth-228C, Class-168C, Horde DK-13C, Horde Hunter-15C, Horde Warlock-13C, Horde Warrior-10C)

Ally—Undead Mage, 4 [Fire] / 2 Health

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

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

Berserk, 2, Druid (Scourgewar-32R)

Instant Ability—Feral

**Feral Talent** (*You can't put Balance Talents or Restoration Talents in your deck.*) <p> Ongoing: While you control a Bear Form, when your hero is dealt combat damage, you may draw a card. <p> While you control a Cat Form, when your hero deals combat damage to a hero, its controller discards a card.

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

Equipment—Armor—Plate, Wrist (1), 4 DEF  
When your hero is dealt damage, ready this armor.

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

Ability—Fury

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

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

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

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

Destroy an ally you control >>> Destroy target ability.

Besora Galefeather, 3, Horde (Class-169C, Horde Druid-13C, Scourgewar-164C)

Ally—Tauren Druid, 1 [Arcane] / 5 Health  
**Assault 2** (+2 ATK on your turn)

Bestial Instinct, 2 (Dungeon Treasure-1C)

Ability

Ongoing: When a Hunter ally enters play under your control or a friendly player's control, target ally has **Ferocity** this turn.

Bestial Rage, 3, HuWa (Wrathgate-93U)

Ability—Beast Mastery Fury

Ongoing: Your hero has **Assault 1** for each Hunter and Warrior you control.

Bestial Resurgence, 4, Hunter (Iccrown-32U)

Ability—Beast Mastery

Put up to three target Pets with different names from your graveyard into your hand.

Bestial Revival, 3, Hunter (Throne-39R)

Ability—Beast Mastery

Ongoing: When this ability enters play, put target Pet from your graveyard into play if its cost is less than or equal to the number of resources you control. <p> You can control an additional Pet.

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

Ability—Beast Mastery

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

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

Instant Ability—Beast Mastery

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

Betrayal (Knight-24C)

Quest

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

Betrayer of Humanity, 6, DkShWa (Naxxramas-29R)

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

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

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

When this ally enters play, you may exhaust target ally.

Big Cauldron of Battle, 6,

DkDrHuMaPaPrRoShLoWa (Throne-227R)

Equipment—Item

At the start of your turn, choose one at random: Pain; Mind; Cunning; Power; or Time. <p> Pain: Your hero deals 1 arcane damage to itself.<lb> Mind: Draw a card.<lb>Cunning: Each opponent discards a card.<lb>Power: Your hero deals 3 melee damage to each opposing hero and ally.<lb>Time: Repeat this process two more times.

Big Game Hunter (Azeroth-348C)

Quest

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Bladebreaker Gauntlets, 6, DkPaWa (Wrathgate Badge-2E)  
Equipment—Armor—Plate, Hands (1), 3 DEF  
When this armor enters play, you may destroy target armor or weapon. <p> Opposing weapons have -1 ATK. <p> Opposing armor have -1 [DEF].

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

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

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

Bladesinger Alyssa, Alliance (Twilight-2)  
Hero—Worgen Rogue, 27 Health  
[Front]: (5) >>> Flip Alyssa face down.  
[Back]: When Alyssa deals combat damage to an ally, she also deals that much melee damage to target hero in that ally's party.

Bladestorm, 6, Warrior (Crown-52R)  
Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK. <p> When this ability enters play, your hero deals melee damage to each opposing ally equal to attached weapon's ATK.

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

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

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

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

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

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

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

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

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

Blazing 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 into your resource row, your hero may heal all damage from target Unique ally you control. <p> (*Mounts can't attack or be attacked.*)

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

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

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

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

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

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

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

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

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

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

Blessing of Freedom, 1, Paladin (Dark Portal-55C)  
Instant Ability—Protection Blessing  
Attach to target hero or ally you control. <p> Ongoing: Attached character has **Untargetable**. <p> At end of turn, destroy this ability.

Blessing of Kings, 5, Paladin (Honor-41R)  
Ability—Protection Blessing  
**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <p> Ongoing: Each ally you control has +X / +X, where X is its cost.

Blessing of Liberty, 3, Paladin (Scourgewar-59U)  
Instant Ability—Protection Blessing  
Attach to target friendly non-hero card. <p> Ongoing: Attached card has **Untargetable**. <p> **Death Rattle** (*When this ability enters your graveyard from anywhere*): Target friendly non-hero card has **Untargetable** this turn.

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

Blessing of Protection, 2, Paladin (Azeroth-63U, Class-58U)  
Instant Ability—Protection Blessing  
Attach to target hero or ally you control. <p>  
Ongoing: Prevent all damage that would be dealt to and dealt by attached character. <p> At end of turn, destroy this ability.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Blood Frenzy, 1, Warrior (Honor-76R)  
Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <p> Ongoing: Heroes and allies you control have +1 ATK while in combat with heroes and allies with an attachment.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Bloodrage, 5, Warrior (Dark Portal-116R)  
Ability—Protection  
As an additional cost to play, put 2 damage on  
your hero. <p> 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)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
(2), Destroy this armor >>> Put the top two  
cards of your deck into your resource row face  
down and exhausted.

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

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

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

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

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

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

Bloodtusk, Horde (Betrayal-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)  
Equipment—Weapon—Gun, Ranged (1), 3  
[Ranged], 2 Strike  
Your hero has **Long-Range**.

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

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

Bloody Mary, Horde (Legion-10)  
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 Slaughter, 1, DrRo (Icc crown-88U)

Ability—Feral Assassination Combo

Your hero deals X melee damage to target exhausted hero or ally, where X is the cost of a non-hero Druid or Rogue you control.

Bloody Welcome, 2, Hunter (Legion-34C)

Instant Ability—Marksmanship

Your hero deals 3 ranged damage to target ally. If that ally entered play this turn, ready up to two resources you control.

Blue Diamond Witchwand, 1, MaPrLo (Drums-223U)

Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike

When an opponent discards a card, add a +1 ATK counter. <p> When damage is dealt with this weapon, remove all +1 ATK counters from it.

Blue Suede Shoes, 2, MaPrLo (Drums-204U)

Instant Equipment—Armor—Cloth, Feet (1), 1 DEF

When this armor enters play, target card in play you control is **Untargetable** this turn.

Blueleaf Tubers (Alliance Druid-23C, Alliance

Hunter-24C, Alliance Mage-24C, Alliance Paladin-25C, Alliance Rogue-26C, Alliance Shaman-30C, Alliance Warlock-25C, Alliance Warrior-24C, Azeroth-349C, Elderlimb-25C, Hogger-24C, Horde DK-29C, Horde Druid-28C, Horde Hunter-27C, Horde Mage-27C, Horde Paladin-26C, Horde Rogue-27C, Horde Warlock-24C, Horde Warrior-27C, Jaina-24C, Murkdeep-23C, Sylvanas-25C)

Quest

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

Bluffstalker Honovi, 6, Horde (Wrathgate-131C)

Ally—Tauren Hunter, 5 [Ranged] / 5 Health  
**Assault 2** <p> Allies have -2 ATK while defending against this ally.

Bluffwatchers, 3, Horde (Dark Portal-200C)

Ally—Tauren Warrior, Unlimited, 2 [Melee] / 2 Health

This ally has +1 / +1 for each other ally named Bluffwatchers you control.

Blustering Winds, 2, Druid (Wrathgate-30C)

Instant Ability—Balance

Target up to three heroes and/or allies. They can't attack or protect this turn.

Blythe the Pyromaniac, Horde (Scourgewar-11)

Hero—Undead Mage (Fire),

Tailoring/Inscription, 25 Health

If you control another Mage: Flip Blythe >>> Blythe deals 3 fire damage to target hero or ally that was dealt damage this turn.

Boarguts the Impaler, Horde (Drums-10, Naxxramas-7)

Hero—Orc Warrior (Fury),

Blacksmithing/Engineering, 30 Health

(3), Flip Boarguts >>> Boarguts has +1 ATK this turn for each weapon you control.

Boat to Booty Bay, 4 (Dark Portal-138E)

Ability, Unique

Ongoing: On your turn: [Activate] >>> Remove an ally you control from the game. <p> On your turn: [Activate], Destroy this ability >>> Put all allies removed by this ability into play under your control.

Bobbler, 4 (Murkdeep-8U, Throne-182U)

Monster Ally—Murloc Shaman, 1 [Nature] / 4 Health

This and other Murloc allies you control have **Assault 2**. (*They have +2 ATK on your turn.*)

Boggspine Knuckles, 6, RoShWa (Gladiators-173U)

Instant Equipment—1H Weapon—Fist, Melee (1), 3 [Melee], 1 Strike

Your hero has **Dual Wield**. <p> This weapon has +3 ATK while your hero has more damage than an opposing hero.

Bogspike, 1, Hunter (Betrayal-47C, Horde Hunter-3C)

Ally—Spore Bat, Pet (1), 2 [Melee] / 1 Health

When this ally enters play, he may deal 1 melee damage to target ally.

Bo'ja, Arcanist Absolute, Horde (Legion-11)

Hero—Troll Mage (Arcane),

Alchemy/Jewelcrafting, 25 Health

(5), Flip Bo'ja >>> Target player readies all of his resources.

Boki Earthgaze, 6, Horde (Horde Shaman-12C, Worldbreaker-165C)

Ally—Orc Shaman, 6 [Nature] / 2 Health

**Ferocity** (*This ally can attack immediately.*)

Bolan Earthmend, 3, Horde (Legion-178C)

Ally—Tauren Druid, 1 [Nature] / 4 Health

**Protector** <p> When this ally readies, he heals all damage from target ally.

Bolstering Our Defenses, Horde (Citadel Raid-85C, Drums-242C)

Quest

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

Bolton, 1, Hunter (Gladiators-27U)

Ally—Wind Serpent, Pet (1), 2 [Nature] / 1 Health

**Long-Range** (*Defenders deal no combat damage to this ally.*)

Bolvar, Highlord of Fordragon Hold, 5, Alliance (Class Promo-1E, 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.

Bombard, 3, Hunter (Scourgewar-41R)

Instant Ability—Marksmanship

Destroy all abilities, allies, and equipment that entered play this turn.

Bonechewer Behemoth, 5 (Black Temple Raid-31C)

Ally—Fel Orc Warrior Traitor, 4 [Melee] / 3 Health

Traitor Hero Required <p> When this ally enters play, he deals 4 fire damage to target hero.

Bonechewer Shield Disciple, 4 (Black Temple Raid-32C)

Ally—Fel Orc Warrior Traitor, 2 [Melee] / 6 Health

Traitor Hero Required <p> **Protector**

Bonefist Gauntlets, 2, DkPaWa (Class-205U, Honor-154U)

Equipment—Armor—Plate, Hands (1), 2 DEF [Activate] >>> You pay (2) less the next time you strike with a weapon this turn.

Bonereaver's Edge, 6, PaWa (Molten Core-18R)

Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 2 Strike

When this weapon enters play, you may destroy target armor.

Bones of Transformation, 4,

DkDrHuMaPaPrRoShLoWa (Worldbreaker Crafted-8E)

Equipment—Item

Naga allies you control have **Assault 3**. <p> On your turn: [Activate] >>> Target ally you control is also a Naga this turn, and if it would deal any type of damage this turn, it deals frost damage instead.

Boneshanks, 3, Horde (Dark Portal-201C)

Ally—Undead Warrior, 3 [Melee] / 2 Health

When this ally is destroyed, destroy target ally.

“Bonewall” Simms, Horde (Class-18, Gladiators-11)

Hero—Undead Warrior (Protection),

Alchemy/Blacksmithing, 30 Health

(2), Flip Bonewall >>> Target hero or ally has **Protector** this turn.

Boomer, 2, Hunter (Worldbreaker-45R)

Ally—Bat, Pet (1), 3 [Nature] / 3 Health

Once on each of your turns: Emit a sonic blast

>>> Exhaust target hero or ally. This ally deals 1 nature damage to it.

The Boon of A'dal (Icc crown-209C)

Quest

On an opponent's turn: Pay (7) to complete this quest. <p> Reward: Draw three cards.

The Boon of Alexstrasza (Icc crown-210C)

Quest

On an opponent's turn: Pay (4) to complete this quest. <p> Reward: Draw two cards.

Boon of Light, 5, Paladin (Scourgewar-60C)

Ability—Holy

Your hero heals 12 damage from target hero or ally. Draw a card.

The Boon of Remulos (Icc crown-211C)

Quest

On an opponent's turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

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

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

Boots of the Whirling Mist, 2, DrRo (Scourgewar-217R)  
Equipment—Armor—Leather, Feet (1), 1 DEF  
[Druid] Hero: [Activate] >>> Remove your hero from combat. <p> [Rogue] Hero: [Activate] >>> Interrupt target ability that's targeting your hero.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Boundless Life, 1, Shaman (Throne-70R)

Ability—Restoration

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

Boundless Might, 3, Paladin (Throne-55R)

Instant Ability—Retribution

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

Boundless Rage, 1, Warrior (Crown-53R)

Ability—Fury

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

Boundless Shadows, 4, Priest (Throne-59R)

Ability—Shadow

**Eternal** (*When this enters your graveyard from anywhere, you may shuffle it back into your deck.*) <p> Target player removes a card from the top of his deck from the game for each resource you control.

Boundless Thievery, 1, Rogue (Crown-37R)

Ability—Subtlety

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

Boundless Wild, 6, Druid (Throne-33R)

Ability—Balance

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

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 / +1.

Bracers of the Eclipse, 2, DrRo (Dark Portal-250R)

Equipment—Armor—Leather, Wrist (1), 1 DEF (1), Remove this armor from the game >>> Remove your deck from the game. Shuffle your graveyard face down. It is now your deck.

Bracers of the Green Fortress, 3, PaWa (Crafted-6E)

Equipment—Armor—Plate, Wrist (1), 0 DEF Each face-down resource you control is also an armor with 1 [DEF].

Bradford the Frozen, 3, Horde (Ic crown-124U)

Ally—Undead Mage, 4 [Frost] / 2 Health

(1), Discard a [Mage] card with cost X >>> This ally deals X frost damage to target ally.

Braeden Nightblade, 5, Alliance (Drums-114C)

Ally—Night Elf Warrior, 5 [Melee] / 4 Health

**Protector** <p> **Shadowmeld** (*Elusive and Untargetable while ready.*)

Braeo Darkpaw, 3, Alliance (Throne-99C)

Ally—Worgen Druid, 3 [Nature] / 3 Health

This ally has +2 / +2 for each attachment attached to him.

Bragvi Stormstein, Alliance (Worldbreaker-3)

Hero—Dwarf Shaman (Elemental), 28 Health

[Front]: (4) >>> Flip Bragvi face down.

[Back]: When an opposing hero is dealt nature ([Nature]) damage, Bragvi may deal 1 nature damage to target ally.

Brahu Starsear, Horde (Gladiators-12)

Hero—Tauren Druid (Balance),

Alchemy/Jewelcrafting, 28 Health

On your turn: (4), Flip Brahu >>> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Brain Freeze, 3, Mage (Azeroth-49R)

Instant Ability—Frost

Players can't draw cards this turn.

Brain Hacker, 4, HuPaWa (Azeroth-316U)

Equipment—2H Weapon—Axe, Melee (1), 3

[Melee], 2 Strike

When your hero deals combat damage with this weapon to a hero, that hero's controller discards a card.

Brain Lock, 4, Mage (Illidan-48C)

Ability—Frost

Ongoing: This ability enters play with two frost counters. <p> If an opponent would draw a card, remove a frost counter. If you do, he skips drawing that card instead. Then, if none remain, destroy this ability.

Brainsplinter, 4, Rogue (Crown-178U)

Equipment—Weapon—Dagger, Melee (1), 2

[Melee] / 0 Strike

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

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

Instant Ability—Shadow

Gain control of target attacking ally.

Branch of Nordrassil, 6, DrMaPrShLo (Crown-

179R, Elderlimb-24R)

Equipment—2H Weapon—Staff, Melee (1), 1

[Nature] / 5 Strike

When you draw a card, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Branu Wildbloom, 5, Horde (Dark Portal-202C)

Ally—Tauren Druid, 2 [Nature] / 3 Health

When this ally enters play, put the top card of your deck into your resource row face down and exhausted.

Braxiss the Sleeper, 6, Alliance (Alliance Druid-

11U, Azeroth-179U, Class-129U)

Ally—Night Elf Druid, 6 [Melee] / 4 Health

**Elusive** (*This ally can't be attacked.*)

Braxxis' Staff of Slumber, 4, Druid (Legion-276R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike

While you control a Form, your hero has +2 ATK while attacking and armor you control have +2 [DEF].

A Break in the Action, 3 (Outland-101U)

Ability

Exhaust any number of ready heroes and allies you control. Each of those characters heals 2 damage from itself.

Break Steel, 1, Rogue (Twilight-70C)

Ability—Assassination

Destroy target exhausted equipment. If you do, your hero deals 2 melee damage to its controller's hero.

Breaking the Bonds (Elements-205C)

Quest

You pay (1) less to complete this quest for each ally you control. <p> Pay (7) to complete this quest. <p> Reward: Draw a card.

Breanna Greenmother, 6, Alliance (Outland-112R)

Ally—Night Elf Druid, 4 [Nature] / 5 Health

Allies you control can use [Activate] powers from the turn they enter your party.

Breastplate of Undeath, 2, DkPaWa

(Scourgewar-218U)

Equipment—Armor—Plate, Chest (1), 0 DEF

This armor enters play with five +1 [DEF] counters. <p> At the start of your turn, remove a +1 [DEF] counter. If none remain, destroy this armor.

Breath of the Elements, 5, Shaman (Alliance

Shaman-3R, Worldbreaker-94R)

Instant Ability—Enhancement

Ready each ally you control.

Breathstone-Infused Longbow, 3, Hunter

(Throne-244U)

Equipment—Weapon—Bow, Ranged (1), 1

[Ranged], 1 Strike

Long-Range (When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.) <p> You pay (2) less to play allies with cost 6 or more.

Breen Toestubber, 5, Alliance (Betrayer-133C)

Ally—Gnome Warrior, 4 [Melee] / 5 Health

Opposing allies have -1 ATK.

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

Ally—Dwarf Mage, 2 [Fire] / 4 Health

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

Brelnor Mindbender, 6, Alliance (Drums-115U)

Ally—Dwarf Priest, 4 [Shadow] / 3 Health

When this ally enters play, gain control of target ally while this ally remains under your control.

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

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

**Protector, Stealth**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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 Keltan, 3 (Citadel Raid-76U, 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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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.

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

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

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

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

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

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

Butcher, 3, Rogue (Icc crown-60U)  
Ability—Assassination  
**Finishing Move** (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Choose X from among "ability," "ally," "equipment," "location," and "quest." Target player reveals his hand and discards a card of each of the chosen kinds.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Call of the Grove, 4, Druid (Scourgewar-34U)  
Ability—Restoration  
Ongoing: Each turn, you can place an additional resource if you've placed a quest that turn. <p> **Death Rattle** (*When this ability enters your graveyard from anywhere*): Reveal the top three cards of your deck. Put a revealed quest into your hand and the rest on the bottom of your deck.

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

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

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

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

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

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

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

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

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

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

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

Capture a Mine (Honor-191C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed location or quest into your hand and the rest on the bottom of your deck.

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

Caretaker Heartwing, 2, Alliance (Legion-141C)  
Ally—Night Elf Priest, 4 [Shadow] / 1 Health  
This ally has **Untargetable** while ready.

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

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

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

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

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

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

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

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

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

Celerity, 3, RoSh (Honor-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 you control. Draw a card.

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

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

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

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

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

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

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

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

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.

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

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

Chaigon Steelsight, Alliance (Class-9, Legion-4)  
Hero—Dwarf Hunter (Survival),  
Mining/Skinning, 28 Health  
(1), Flip Chaigon >>> Target ally has -3 ATK this  
turn.

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

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

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

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.

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

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

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

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

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

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

Champion Stance, 5, Warrior (Betrayal-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—Draenei Paladin, 2 [Holy] / 5 Health  
When a [Holy] ally you control is dealt damage,  
it deals 2 holy damage to the source of that  
damage.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Chastise, 2, Priest (Azeroth-76U, Class-69U)  
Ability—Holy  
Your hero deals 2 unpreventable holy damage to target hero or ally.

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

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

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

Chew Toy, 2, Druid (Betrayal-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] / 1 Health  
When this ally deals combat damage to a hero, destroy that hero.

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

Chief Researcher Kartos, 6, Alliance (Drums-117R)  
Ally—Human Researcher, Unique, 5 [Melee] / 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] / 3 Health  
If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, target ally can't attack this turn.

Chilly Slobberknocker, 3, DrMaPrShLo (Icecrown-191R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Frost], 5 Strike  
As this weapon enters play, name two damage types. <p> If the first type of damage would be dealt, that much +1 is dealt instead. <p> If the second type of damage would be dealt, that much -1 is dealt instead.

Chimera Shot, 3, Hunter (Scourgewar-43R)  
Ability—Marksmanship  
**Marksmanship Talent** (*You can't put Beast Mastery Talents or Survival Talents in your deck.*) <p> You may choose a different one for each different name among Stings you control: Destroy target ally; destroy target equipment; or destroy target resource.

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

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

Cho'gall, 9 (Twilight-174E)  
Ally—Ogre Magi Warlock, Cho'gall (1), 6 [Shadow] / 8 Health  
At the start of your turn, destroy an ability, ally, or equipment you control. <p> At the end of your turn, destroy target opposing ability, ally, or equipment.

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

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

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

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

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

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

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

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

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

Cincture of Polarity, 1, MaPrLo (Naxxramas-11R)  
Equipment—Armor—Cloth, Waist (1), 1 DEF  
Heroes and allies you control have +2 [Health] while you control an even number of heroes and allies.

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

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 your hand. Otherwise, put both on the bottom of your deck.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Clinging Curse, 1, Warlock (Illidan-96C)  
Instant Ability—Affliction Curse  
Attach to target hero or ally. <p> Ongoing: **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)  
Equipment—Armor—Cloth, Back (1), 0 DEF  
[Activate] >>> Add a +1 [DEF] counter. <p> [Activate], Remove all +1 [DEF] counters >>> Your hero deals 1 shadow damage to target hero or ally for each counter removed this way.

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

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

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

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

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

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

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

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.

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

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

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

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

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

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

Coilskar Wrangler, 3 (Black Temple Raid-35C)  
Ally—Naga Traitor, 2 [Nature] / 2 Health  
Traitor Hero Required <p> (2), Destroy an ally you control >>> Each opponent destroys an ally he controls.

Cold Blood, 1, Rogue (Azeroth-92R)  
Instant Ability—Assassination  
**Assassination Talent** *(You can't put Combat Talents or Subtlety Talents in your deck.)* <p> Draw a card. When your hero deals damage to an ally this turn, destroy that ally.

Cold Bones, 4, Hunter (Icecrown-33C)  
Ally—Polar Bear, Pet (1), 4 [Frost] / 5 Health  
**Frost Resistance** *(Prevent all frost ([Frost]) damage that would be dealt to this ally.)* <p> Your hero has **Frost Resistance**.

Cold Forged Hammer, 3, DrPaSh (Drums-224R)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 1 Strike  
You pay (1) less to play this weapon for each [Frost] ally you control.

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

Cold Hearted (Ic crown-212C)

Quest

Pay (3) to complete this quest. <p> Reward: Draw a card. Target ally's damage type becomes [Frost] this turn.

Cold Snap, 2+X, Mage (Azeroth-50R)

Instant Ability—Frost

**Frost Talent** (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> Remove this ability from the game. <p> Put up to X Frost abilities with different names from your graveyard into your hand.

Collateral Damage, 4, Warrior (Honor-77U)

Ability—Arms

Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to each ally in attached hero's party.

Collidus the Warp-Watcher, 7 (Illidan-198E)

Ally—Demon, Unique, 6 [Shadow] / 4 Health

When this ally enters play, put each other ally into its owner's hand.

Colossal Skull-Clad Cleaver, 5, DkShWa (Alliance DK-25U, Wrathgate-187U)

Equipment—2H Weapon—Axe, Melee (1), 4 [Melee], 2 Strike

When an opposing ally is destroyed, add a skull counter. <p> This weapon has **Assault 1** for each skull counter.

Colossal Totem, 5, Shaman (Ic crown-67U)

Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 10 Health

Ongoing: If a friendly hero or ally would be dealt damage, that damage is dealt to this Totem instead. <p> (*Totems can't attack.*)

Colossus Smash, 5, Warrior (Twilight-94R)

Ability—Arms

Put a 5 [Melee] / 5 [Health] Colossus Warrior ally token into play. <p> Ongoing: When an ally you control with 5 or more ATK is destroyed, you may destroy target equipment.

Combustion, 4, Mage (Gladiators-34R)

Ability—Fire

**Fire Talent** (*You can't put Arcane Talents or Frost Talents in your deck.*) <p> Your hero deals X fire damage to each hero and ally, where X is target ally's [Health].

Command Decision, 3, Warrior (Ic crown-81C)

Ability—Protection

Ongoing: (1), [Activate] >>> Target ally you control has **Protector** this turn.

Command of Undeath, 4, Death Knight (Elements-24C)

Ability—Unholy

Put target opposing equipment on the bottom of its owner's deck. If you do, your hero deals 4 shadow damage to its controller's hero.

Commander Falstaav, 4 (Citadel Raid-77C, Wrathgate-158C)

Ally—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.

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.

Commander Molotov, 6, Horde (Twilight-133R)

Ally—Goblin Warrior, Molotov (1), 3 [Melee] / 8 Health

**Time is Money** <p> [Activate], Destroy another ally you control >>> This ally deals fire damage to target hero or ally equal to that destroyed ally's cost.

Commander Ulthok, 5 (Throne-199E)

Monster Ally—Faceless One Warlock, Ulthok (1), 5 [Shadow] / 4 Health

**Monster Hero Required** <p> When Ulthok enters play, name an ability, ally, or equipment. Then search target opponent's deck, graveyard, and hand for all cards with that name and remove them from the game.

Commanding Shout, 3, Warrior (Dark Portal-118C)

Instant Ability—Fury Shout

Ongoing: Allies you control have +1 [Health].

Concentration Aura, 2, Paladin (Honor-42U)

Instant Ability—Holy, Aura (1)

Ongoing: Your abilities are instant and can't be interrupted.

Concerted Efforts, Alliance (Honor-200C)

Quest

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

Concussive Barrage, 1, Hunter (Throne-42R)

Instant Ability—Marksmanship

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

Cone of Cold, 3, Mage (Ic crown-41C)

Instant Ability—Frost

Your hero deals 1 frost damage to each of up to three target heroes and/or allies. A character dealt damage this way can't attack this turn.

Confessor Mildred, 2, Horde (Azeroth-232C, Class-174C)

Ally—Undead Priest, 2 [Shadow] / 2 Health

(2), Destroy this ally >>> Destroy target ability.

Conflagration Trap, 2, Hunter (Scourgewar-44C)

Instant Ability—Survival

**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Attach to target attacker. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to each other hero and ally in attached character's party.

Conjured Cinnamon Roll, 2, Mage (Drums-35U)

Ability—Arcane

Ongoing: (1), Destroy this ability >>> Your hero heals 1 damage from itself for each resources you control. <p> (1) >>> Target player gains control of this ability.

Conjured Sparkling Water, 3, Mage (Dark Portal-47U)

Ability—Arcane

Ongoing: (4), Destroy this ability >>> Ready all resources you control. <p> On your turn: (1) >>> Target player gains control of this ability.

Conquering Shout, 4, Warrior (Ic crown-82C)

Ability—Fury Shout

Ongoing: Allies you control have **Assault 2**. (*They have +2 ATK on your turn.*)

Conqueror Edge, 4, Horde (Ic crown-126U)

Ally—Tauren Death Knight, 3 [Frost] / 5 Health

When this ally enters play, you may put target [Hunter] equipment on the bottom of its owner's deck.

Conqueror Gurmzom, 4, Horde (Scourgewar-167U)

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

Prevent all damage that Rogues would deal to this ally.

Conqueror Hashkon, 3, Horde (Wrathgate-133U)

Ally—Tauren Shaman, 4 [Nature] / 2 Health

When this ally enters play, he deals 3 nature damage divided as you choose to any number of target opposing Priests.

Conqueror Jarano, 6, Horde (Scourgewar-168U)

Ally—Tauren Druid, 6 [Melee] / 6 Health

When this ally enters play, you may destroy target [Death Knight] ability or equipment.

Conqueror Kagon Blackskull, 6, Horde (WOTLK Promo-1R)

Ally—Orc Death Knight, 5 [Frost] / 4 Health

**Protector** <p> (3) >>> Remove target ally in a graveyard from the game, and this ally deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Conqueror Nairi, 6, Horde (Ic crown-127U)

Ally—Blood Elf Paladin, 5 [Holy] / 6 Health

If an opposing Shaman would deal damage, prevent 2 of it.

Conqueror Neusuada, 2, Horde (Scourgewar-169U)

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

When this ally attacks, you may destroy target non-hero Warlock or [Warlock] equipment.

Conqueror Tristos, 3, Horde (Ic crown-128U)

Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health

This ally has **Assault 2** and **Long-Range** while attacking Mages.

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 Yun'zon, 5, Horde (Scourgewar-170U)  
Ally—Troll Mage, 5 [Fire] / 5 Health  
Opposing Warriors and [Warrior] cards in play lose and can't have powers.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Corpse Explosion, 3, Death Knight (Scourgewar-23R)  
Ability—Unholy  
**Unholy Talent** (*You can't put Blood Talents or Frost Talents in your deck.*) <p> Remove target ally in a graveyard from the game. If you do, your hero deals 4 shadow damage to each opposing hero and ally.

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

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

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

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

Corruption, 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 you control. <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

Corruptor Mimi Whippleshade, 5, Alliance (Scourgewar-128U)  
Ally—Gnome Death Knight, 5 [Melee] / 5 Health  
At the start of your turn, this ally deals 3 shadow damage to each opposing hero for each Disease attached to that hero.

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

Council of Three Hammers, 9, Alliance (Twilight-103E)  
Ability  
Put a 5 [Melee] / 5 [Health] Dwarf Warrior ally token named Muradin Bronzebeard with **Protector** and Muradin (1), a 5 [Holy] / 5 [Health] Dwarf Priest ally token named Moira Thaurissan with **Mend 5** and Moira (1), and a 5 [Nature] / 5 [Health] Dwarf High Thane ally token named Falstad Wildhammer with **Ferocity** and Falstad (1) into play.

Counterattack!, Horde (Azeroth-343U)  
Quest  
If an opponent controls more allies than you: Pay (3) to complete this quest. <p> Reward: Draw two cards.

Counterspell, 2, Mage (Alliance Mage-4R, Azeroth-51R, Citadel Raid-43R, Class-48R)  
Instant Ability—Arcane  
Interrupt target ability.

Counting Out Time (Worldbreaker-256C)

Quest

Pay (4) to complete this quest. <p> Reward:  
Draw a card. If you control ten or more  
resources, draw another two cards.

Coup de Grâce, 2, Rogue (Azeroth-93C, Class-  
82C)

Ability—Assassination

Destroy target exhausted ally.

Courageous Defense, 1, PaWa (Drums-93C)

Ability—Protection

Draw a card. <p> Ongoing: Your hero has  
**Protector**.

Cover of the Light, 1 (Dungeon Treasure-2C)

Ability

Ongoing: When a Paladin ally enters play under  
your control or a friendly player's control, it  
heals 3 damage from target hero or ally.

Cover of Silence, 2, DrRo (Naxxramas-12R)

Equipment—Armor—Leather, Head (1), 1 DEF  
Your hero has **Stealth**. <p> Opponents can't play  
cards on your turn.

Cower, 2, Druid (Drums-21U)

Instant Ability—Feral Cat Form, Form (1)

If your hero is in combat, remove it from combat  
and ready it. <p> Ongoing: Your hero has **Cat  
Form**. (+1 ATK while attacking. Destroy this card  
when you strike with a weapon or play a non-  
Feral ability.)

Cowering Shout, 2, Warrior (Gladiators-76C)

Instant Ability—Fury Shout

Target ally has -3 / -3 this turn.

Cowl of the Guiltless, 1, DrRo (Gladiators-160U)

Equipment—Armor—Leather, Head (1), 1 DEF  
When you play an ability, target hero or ally has  
**Stealth** this turn.

Crabbyfin, 2 (Murkdeep-12U, Throne-186U)

Monster Ally—Murloc Hunter, 1 [Frost] / 1  
Health

When this or another Murloc ally enters play  
under your control, you may put a 1 [Melee] / 1  
[Health] Crab Monster ally token into play.

"Cracklehands" Spigotgulp, 1, Alliance

(Gladiators-95C)

Ally—Gnome Warlock, 2 [Arcane] / 1 Health

If you would draw a card, you may skip drawing  
it instead. <p> When you skip drawing a card  
this way, this ally deals 2 arcane damage to  
target ally.

Crackling Purge, 1, Shaman (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)

Equipment—2H Weapon—Staff, Melee (1), 1  
[Nature], 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.

Crawling Claw, 3 (Worldbreaker Crafted-1E)

Ally—Crawling Claw, Claw (1), 5 [Melee] / 1  
Health

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

Crazy Igvand, 2, Alliance (Alliance Hunter-13C,  
Azeroth-180C)

Ally—Dwarf Warrior, 0 [Melee] / 6 Health

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

Creeping Shadow, 3, PrLo (Drums-94C)

Ability—Shadow Affliction

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

Cremate, 1, Warlock (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.

Crime Scene Alarm-o-Bot, 1, Alliance (Dungeon  
Treasure-12C)

Ally—Mechanical Sentry, 0 [Melee] / 4 Health

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

Crimson Cranium Crusher, 4, PaRoSh

(Scourgewar-233R)

Equipment—1H Weapon—Mace, Melee (1), 4  
[Melee], 2 Strike

When an opposing resource turns face down,  
you may draw a card.

Crimson Felt Hat, 2, MaPrLo (Dark Portal-251U)

Equipment—Armor—Cloth, Head (1), 1 DEF

When you play an ability, you may exhaust  
target armor.

Crimson Guard, 1, Death Knight (Crown-6C)

Instant Ability—Blood

Your hero has **Protector** this turn. <p> Allies  
you control with 6 or more ATK have **Protector**  
this turn. (*They may exhaust to become the  
defender when an opposing hero or ally attacks.*)

Crimson Shocker, 3, MaPrLo (Alliance Warlock-  
23U, Class-216U, Horde Priest-24U, Horde

Warlock-22U, Legion-278U)

Equipment—Weapon—Wand, Ranged (1), 1  
[Fire], 1 Strike

When this weapon enters play, your hero may  
deal 2 fire damage to target hero or ally.

Crippling Poison, 1, Rogue (Azeroth-94U)

Instant Ability—Poison

Attach to target hero or ally that was dealt  
combat damage by your hero this turn. <p>  
Ongoing: At the start of each turn, exhaust  
attached character unless its controller pays (3).

Crippling Shot, 2, Hunter (Alliance Hunter-6C,

Horde Hunter-5C, Legion-35C)

Instant Ability—Survival

Target hero or ally has -5 ATK this turn.

Crippling Strike, 3, DkHu (Scourgewar-115U)

Ability—Unholy Survival

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

Cromarius Blackfist, 3, Horde (Drums-162C)

Ally—Orc Shaman, 2 [Nature] / 3 Health

When this ally enters play, destroy target  
opposing ability if its controller has more  
abilities than you.

Crown of Chelonian Freedom, 4, DkPaWa

(Elements-180U)

Equipment—Armor—Plate, Head (1), 1 DEF

When this armor enters play, put X +1 [DEF]  
counters on it, where X is the cost of a non-  
[Horde], non-[Alliance] ally you control. <p>  
This armor can prevent damage to non-[Horde],  
non-[Alliance] allies you control.

Crown of Destruction, 5, HuPaShWa (Dark  
Portal-252R)

Equipment—Armor—Mail, Head (1), 1 DEF

At the end of each player's turn, that player  
destroys an ability, ally, or equipment he  
controls.

Crown of the Earth, Alliance (Dark Portal-289C)

Quest

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

Crown of the Ogre King, 3,

DkDrHuMaPaPrRoShLoWa (Crown-171R)

Equipment—Armor—Cloth, Head (1), 2 DEF  
Heroes and allies you control with **Smash** have

**Assault 3**.

The Crucible of Carnage: The Twilight Terror

(Twilight-207C)

Quest

On your turn, if an ability, ally, or equipment  
was destroyed this turn: Pay (2) to complete  
this quest. <p> Reward: Draw a card.

The Cruel Hand of Timmy, 5, PaRoShWa

(Azeroth-317R)

Equipment—1H Weapon—Mace, Melee (1), 2  
[Melee], 3 Strike

When your hero deals combat damage with this  
weapon to a hero, that hero's controller  
destroys a resource he controls.

Cruelty, 3, Warrior (Dark Portal-119R)

Ability—Fury

**Fury Talent** (*You can't put Arms Talents or  
Protection Talents in your deck.*) <p> Ongoing:  
Your hero has +1 ATK while you control a  
weapon.

Crul'korak, the Lightning's Arc, 2, RoSh (Alliance  
Shaman-28R, Twilight-195R)

Equipment—1H Weapon—Axe, Melee (1), 1  
[Nature], 0 Strike

[Nature] allies you control have **Assault X**,  
where X is the ATK of this weapon.

Crusade, 3, Paladin (Betrayal-71R)

Ability—Retribution

**Retribution Talent** (*You can't put Holy Talents or Protection Talents in your deck.*) <p> Ongoing: Your hero has +2 ATK while attacking. <p> When your hero deals combat damage to a Demon ally, destroy it.

Crusade Commander Entari, 6 (Citadel Raid-78R, Wrathgate-159R)

Ally—Human Paladin, Unique, 4 [Holy] / 4 Health

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

Crusade Engineer Spitzpatrick, 4 (Citadel Raid-79C, Wrathgate-160C)

Ally—Gnome Engineer, Unique, 3 [Melee] / 3 Health

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

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.

Crusader Lord Dalfors, 5 (Citadel Raid-80C, Wrathgate-161C)

Ally—Dwarf Paladin, Unique, 5 [Holy] / 3 Health  
Argent Crusade Reputation <p> If a Unique ally you control would be dealt damage, prevent 1 of it.

Crusader Michael Goodchilde, Alliance (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

**Retribution Talent** (*You can't put Holy Talents or Protection Talents in your deck.*) <p> Your hero deals melee damage to target hero or ally equal to 3 plus the ATK of a Melee weapon you control. <p> You may put an Ongoing Judgement or Seal from your graveyard into play.

Crusader's Sweep, 3, Paladin (Illidan-57C)

Instant Ability—Holy

Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Crush Soul, 2, Warlock (Illidan-97C)

Instant Ability—Destruction

Interrupt target ally. If you do, remove it from the game and put damage on your hero equal to that card's ATK.

Crusher of Bonds, 1, DkPaRoShWa (Elements-193C)

Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 5 Strike

Crushing Blow, 4, Warrior (Dark Portal-120C)

Ability—Fury

Choose one or both: Destroy target armor; or destroy target weapon.

Crushing Shadows, 2, Priest (Black Temple Raid-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.

Crushing Strike, 3, Warrior (Hogger-3C, Horde Warrior-4C, Worldbreaker-114C)

Ability—Arms

Destroy target opposing equipment. If you do, your hero may deal 3 melee damage to its controller's hero.

Crusty, 5, Hunter (Honor-26C, Horde Hunter-6C)

Ally—Crab, Pet (1), 2 [Melee] / 6 Health

**Protector** <p> When this ally deals combat damage to an ally, he may also deal that much melee damage to a second target hero or ally.

Crypt Fiend, 6 (Icercrown-149C)

Scourge Ally—Crypt Fiend, Unlimited, 5

[Shadow] / 3 Health

Scourge Hero Required <p> Prevent all damage that [Alliance] and [Horde] allies would deal to this ally.

Cryptfiend's Bite, 3, DkHuPa (Naxxramas-31R)

Equipment—2H Weapon—Polearm, Melee (1), 2 [Melee], 1 Strike

When you strike with this weapon on an opponent's turn, put two 1 [Melee] / 1 [Health] Scarab ally tokens into play.

Crystalline Staff, 6, DrMaPrShLo (Legion-279U)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike

Exhaust your hero >>> Target player draws a card.

Crystalheart Pulse-Staff, 4, DrPr (Magtheridon-18R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike

On your turn: (2), [Activate] >>> Remove a friendly ally from the game. If you do, its owner puts it into play at the end of your turn.

Crystals of Power (Worldbreaker-257C)

Quest

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

Cuffs of Devastation, 3, MaPrLo (Gladiators-161U)

Equipment—Armor—Cloth, Wrist (1), 1 DEF

When this armor enters play, your hero deals 4 arcane damage to target opposing ally.

Cul Rendhoof, Horde (Outland-10)

Hero—Tauren Druid (Restoration),

Herbalism/Alchemy, 28 Health

(3), Flip Cul >>> When target ally you control is destroyed this turn, its owner puts it from his graveyard into his resource row face down and exhausted.

Cull the Weak, 3, Warlock (Onyxia-3U)

Instant Ability—Demonology

Each friendly player may destroy an ally he controls. Your hero deals shadow damage to target hero equal to the combined ATK of the destroyed allies.

Culling the Damned (Scourgewar-252C)

Quest

Reveal any number of cards from your hand and pay (5) to complete this quest. <p> Reward: If you revealed an ability, draw a card. If you revealed an ally, draw a card. If you revealed an equipment, draw a card.

The Culmination of Our Efforts (Hogger-26C, Murkdeep-24C, Sylvanas-26C, Throne-254C)

Quest

Pay (4) to complete this quest. <p> Reward: Choose "ability," "ally," "equipment," or "quest" and reveal the top five cards of your deck. Put a revealed card of the chosen type into your hand and the rest on the bottom of your deck.

Curse of Agony, 5, Warlock (Azeroth-121R, Class-103R)

Instant Ability—Affliction Curse

Attach to target hero or ally. <p> Ongoing: At the start of your turn, add an agony counter, and then your hero deals 1 shadow damage to attached character for each agony counter.

Curse of Contagion, 2, Warlock (Legion-104C)

Instant Ability—Affliction Curse

Attach to target ally. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached ally. <p> When attached ally is destroyed, you may put this ability from its owner's graveyard into play attached to target ally.

Curse of Doom, 3, Warlock (Wrathgate-79U)

Ability—Affliction Curse

Attach to target opposing ally. <p> Ongoing: At the start of your turn, destroy attached ally. If you do, reveal the top X cards of your deck, where X is the number of resources you control. Put a revealed Demon with cost X or less into play and shuffle the rest into your deck.

Curse of Endless Suffering, 3, Warlock

(Gladiators-68C)

Ability—Affliction Curse

Attach to target 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 Curse

**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Target player skips his next turn.

Curse of Fatigue, 1, Warlock (Drums-75U)

Instant Ability—Affliction Curse

Attach to target hero or ally. <p> Ongoing: At the start of your turn, add a fatigue counter. <p> Attached character has -1 [Health] for each fatigue counter.

Curse of Frenzy, 1, Warlock (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)  
Equipment—Armor—Leather, Head (1), 2 DEF  
[Activate] >>> If you completed a quest this turn, turn target resource face down.

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

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

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

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

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

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

Dagger of Betrayal, 2, Rogue (Scourgewar-234R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
On your turn: [Activate] >>> Target opponent chooses an ally he controls. Exchange control of that ally and this weapon.

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

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

Dalronn the Controller, Warlock (Icecrown-5)  
Scourge Hero—Human Warlock (Demonology), 28 Health  
[Front]: Flip Dalronn, remove a Warlock in your graveyard from the game >>> Target Demon has +3 ATK this turn.  
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Warlock] cards, [Warlock] Demonology Talents, neutral cards, and Scourge cards. You can't include cards with reputations or other text restrictions.

Damnation, 4, MaPrLo (Naxxramas-32R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
Opposing cards everywhere have "**Death Rattle**: Your hero deals 1 shadow damage to itself."

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

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

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

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

Danyssa Stillheart, 2, Alliance (Scourgewar-129C)  
Ally—Night Elf Death Knight, 2 [Shadow] / 2 Health  
(1), Discard a card >>> Target hero or ally has -1 [Health] this turn.

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

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

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

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

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

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

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

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

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

Dark Horizon (Scourgewar-253C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card. If a hero or ally you controlled dealt shadow ([Shadow]) damage this turn, draw another card.

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

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

Dark Pact, 2, Warlock (Azeroth-122R)  
Ability—Affliction  
**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> As an additional cost to play, destroy a Pet you control. <p> Draw X cards, where X is the cost of the Pet you destroyed.

Dark Penance, 4, Priest (Scourgewar-68C)  
Ability—Shadow  
Target opponent discards a random card and destroys a random ally he controls.

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

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

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

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

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

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

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

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

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

The Darkmoon Faire (Darkmoon Faire-5R)  
Location—Faire  
(1), [Activate], Discard a card >>> Draw a card. <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 (Betrayal-78R)  
Ability—Shadow  
**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <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.

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

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C, Icecrown-102C)  
Ally—Human Priest, 6 [Shadow] / 2 Health

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

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

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

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

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

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

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

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 Melee weapons you control.

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

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

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

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

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

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

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

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

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

Daze, 3, Rogue (Worldbreaker-86U)

Ability—Combat

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

Deacon Johanna, 2, Horde (Azeroth-234U)

Ally—Undead Priest, 2 [Holy] / 2 Health

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

Deacon Markus Hallow, Alliance (Outland-1)

Hero—Human Priest (Shadow),

Herbalism/Alchemy, 26 Health

On your turn: (6), Flip Markus >>> Gain control of target opposing ally if its controller has no cards in his hand.

Dead Weight, 2, Rogue (Class-83C, Scourgewar-79C)

Ability—Assassination Combo

Attach to target ally or equipment. <p> Ongoing: When attached card exhausts, destroy it.

Deadliness, 4, Rogue (Gladiators-54R)

Ability—Subtlety

**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p>

Choose one or more: Destroy target exhausted ally; destroy target exhausted equipment; or destroy target exhausted resource.

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

Ability—Assassination

Choose a Poison attached to a hero or ally.

Search your deck for a card with the same name and attach it to that character.

Deadly Poison, 1, Rogue (Azeroth-95U, Horde Rogue-5U)

Instant Ability—Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p>

Ongoing: At the start of your turn, your hero deals 2 nature damage to attached character.

Deadly Throw, 3, Rogue (Scourgewar-80R)

Ability—Assassination

**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Daggers you control have **Thrown** and +X ATK this turn.

Deadman's Hand, 2, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-42C)

Equipment—Item, Ring (2)

Allies you control have **Assault 1** while an opponent controls more allies than you.

The Deadmines (Dungeon Treasure-58R)

Location

If an ally you controlled was destroyed this turn: [Activate] >>> Draw a card, then discard a card.

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

Ability—Fury Shout

Ongoing: Opposing allies have -3 / -3.

Death and Decay, 4, Death Knight (Scourgewar-24U)

Ability—Unholy

Ongoing: When your hero enters combat with a hero or ally, it deals 1 shadow damage to that character. <p> **Death Rattle** (*When this ability enters your graveyard from anywhere*): When your hero enters combat with a hero or ally this turn, it deals 1 shadow damage to that character.

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

Ability—Affliction

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

Death Coil, 3, Death Knight (Horde DK-4U, Knight-6U)

Ability—Unholy

Your hero deals 3 shadow damage to target hero or ally. <p> Ready a Ghoul you control.

Death Gate, 2, Death Knight (Icecrown-19R)

Ability—Unholy

Destroy a resource you control. If you do, search your deck for a location and put it into play face up and exhausted.

Death Grip, 2, Death Knight (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 Pact, 2, Death Knight (Scourgewar-26U)

Ability—Blood

As an additional cost to play, destroy an ally you control. <p> Your hero heals damage from itself equal to that ally's [Health] and has +X ATK this turn, where X was that ally's ATK.

Death Shock, 2, Shaman (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 Strike, 2, Death Knight (Elements-25U)

Instant Ability—Blood

Your hero deals 2 melee damage to target ally, plus an additional 2 if you control a weapon, plus an additional 2 if you control a Disease. Then, your hero heals 1 damage from itself for each damage dealt this way.

Death to the Traitor King (Scourgewar-249C)

Quest

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

Death Trap, 5, Hunter (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.

Death Wish, 2, Warrior (Scourgewar-104R)

Ability—Fury

**Fury Talent** (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Ongoing: [Activate] >>> All heroes have +3 ATK this turn.

Death's Duo, 4, Death Knight (Throne-28C)

Ability—Unholy

Remove two target allies in an opposing graveyard from the game. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Death's Gaze (Citadel Raid-88C, Scourgewar-254C)

Quest

Pay (2) to complete this quest. <p> Reward: If you have fewer cards in your hand than in your graveyard, draw a card.

Deathblow, 1, Rogue (Drums-59U)

Instant Ability—Assassination Combo

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

Deathbringer, 3, HuPaShWa (Onyxia-29R)

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

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

Deathbringer Kor'ush (Throne-21)

Monster Hero—Ogre Death Knight, 32 Health

[Front]: (8) >>> Flip Kor'ush face down. <p>

You pay (8) less to flip Kor'ush if an ally you controlled with 6 or more ATK was destroyed this turn.

[Back]: At the start of your turn, you may pay (3) and remove target ally in an opposing graveyard from the game. If you do, put a 3

[Melee] / 3 [Health] Ghoul ally token into play under your control.

Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Deathbringer's Will, 2, DkDrHuPaRoShWa (Citadel-16R)

Equipment—Item, Trinket (2)

When your hero deals combat damage to an opposing hero, you may put a 1 [Melee] / 1 [Health] Spirit of Northrend token into play with **Ferocity**, **Stealth**, and "At end of turn, destroy this ally."

Deathcharger, 2, Death Knight (Scourgewar-25R)

Ally—Deathcharger, Mount (1), 0 [Melee] / 5 Health

You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, target opposing hero or ally has -3 [Health] this turn. <p> (*Mounts can't attack or be attacked.*)

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

Deathdealer Breastplate, 5, HuPaShWa (Azeroth-283R)  
Equipment—Armor—Mail, Chest (1), 1 DEF  
Weapons you control have +2 ATK.

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

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

"Deathgrip" Jones, 4, Horde (Illidan-151C)  
Ally—Undead Warrior, 3 [Melee] / 4 Health  
**Protector** <p> Weapons you control can't be targeted by opponents.

Deathlord Jones, 4, Horde (Class Promo-6R, Icecrown-129R)  
Ally—Undead Death Knight, 4 [Frost] / 4 Health  
When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Ghoul ally token named Brode into play exhausted with "This ally can't ready during its controller's ready step." <p> Once per turn, on your turn: (3) >>> This ally deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Deathseer Zuk'raj (Icecrown-14)  
Scourge Hero—Risen Drakkari, 27 Health [Front]: Flip Zuk'raj, remove a Scourge ally in your graveyard from the game >>> The next time Zuk'raj would deal nature damage this turn, he deals that much +1 instead.  
[Back]: Deckbuilding: You can only include [Druid] abilities, [Shaman] equipment, allies with ally type Death Knight, neutral quests and locations, and Scourge cards. You can't include cards with reputations or other text restrictions (*like Balance Hero Required*).

Deathsmasher Mogdar, 5 (Crown-130C, Elderlimb-12C, Hogger-10C)  
Monster Ally—Ogre Death Knight, 6 [Frost] / 4 [Health]

Deathstalker Commander Belmont, 3, Horde (Dungeon Treasure-17U)  
Ally—Undead Rogue, Belmont (1), 2 [Melee] / 4 Health  
On your turn: [Activate] >>> Allies you control with cost 4 or less have +2 ATK this turn.

Deathstalker Leanna, 6, Horde (Honor-126C)  
Ally—Undead Rogue, 5 [Melee] / 4 Health  
**Will of the Forsaken** (*This ally can't leave play unless it has fatal damage or 0 [Health].*) <p> This ally has +3 ATK while attacking an exhausted hero or ally.

Deathwing the Destroyer, 60 (Twilight-21E)  
Master Hero—Black Dragonkin Aspect, 0 [Fire] / 40 Health  
As an additional cost to play, destroy any number of cards you control. You pay (5) less to play Deathwing for each card destroyed this way. <p> **Assault 5** <p> At the start of your turn, target opponent destroys two cards he controls.

Debilitating Shout, 6, Warrior (Scourgewar-105U)  
Ability—Fury Shout  
Ongoing: Opposing allies and weapons have -2 ATK. <p> **Death Rattle** (*When this ability enters your graveyard from anywhere*): Target opposing ally or weapon has -4 ATK this turn.

Debros Cousin-to-Moon, 2, Horde (Dark Portal-206C)  
Ally—Tauren Druid, 0 [Melee] / 1 Health  
This ally has +1 ATK for each resource you control.

The Decapitator, 2, PaShWa (Gladiators-175R)  
Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike  
(0) >>> This weapon has **Thrown** this turn. (*When you strike with this weapon, your hero has **Long-Range** this combat. At the end of this turn, put this weapon from play into its owner's hand.*)

Deep Freeze, 2, Mage (Dark Portal-49C, Jaina-2C)  
Ability—Frost  
Attach to target ally, and your hero deals 2 frost damage to it. <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.

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

Deepholm (Elements-218R)  
Location  
On your turn, if a hero or ally you controlled dealt melee ([Melee]) damage this turn: (2), [Activate] >>> Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play. <p> When an Earth Elemental enters play under your control, target ally has **Assault 1** this turn.

Defender Kaniya, 4, Horde (Drums-164C)  
Ally—Tauren Warrior, 4 [Melee] / 3 Health  
**Protector** <p> **Nature Resistance** (*Prevent all nature ([Nature]) damage that this ally would be dealt*)

Defender Nagalaas, 1, Alliance (Illidan-122C)  
Ally—Draenei Warrior, 0 [Melee] / 3 Health  
**Protector** <p> This ally has +2 ATK on each opponent's turn.

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

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

The Defense of Grom'gol, Horde (Class-3C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put all revealed allies into your hand and the rest on the bottom of your deck.

Defensive Breach, 5 (Outland-103C)  
Instant Ability  
Destroy target equipment.

Defensive Stance, 3, Warrior (Azeroth-139R)  
Ability—Protection, Stance (1)  
Ongoing: Your hero has **Protector**. <p> If your hero would deal damage, prevent 1 of that damage. <p> If your hero would be dealt damage, prevent 1 of that damage.

Defiance, 3, Warrior (Gladiators-77R)  
Ability—Protection  
**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Ongoing: Only one character can attack on each opponent's turn.

The Defias Brotherhood, Alliance (Azeroth-340C)  
Quest  
If you control four or more allies: Pay (1) to complete this quest. <p> Reward: Draw two cards.

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

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

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

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

Deliberate Heal, 2, Paladin (Icecrown-47C)  
Ability—Holy  
Ongoing: At the start of your turn, destroy this ability. If you do, your hero heals 5 damage from target hero or ally, and draw a card.

Deliberate Vengeance, 4, Paladin (Icecrown-48C)  
Ability—Holy  
Ongoing: At the start of your turn, destroy this ability. If you do, your hero deals 2 unpreventable holy damage to each opposing hero and ally.

Delrach the Vile, 7, Horde (Betrayal-161C)  
Ally—Undead Warlock, 7 [Shadow] / 6 Health  
When this ally attacks, destroy any number of allies with an attachment.

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

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

Demolish, 1, RoWa (Drums-95C)  
Ability—Combat Protection  
Destroy target equipment.

Demon Armor, 5, Warlock (Illidan-99U)  
Ability—Demonology  
Ongoing: (1), Remove an ability in your graveyard from the game >>> Your hero heals 2 damage from itself.

Demon Hide Spaulders, 3, DrRo (Legion-257U)  
Equipment—Armor—Leather, Shoulder (1), 1 DEF  
[Activate] >>> Weapons you control have +1 ATK this turn. <p> [Activate] >>> Armor you control have +1 [DEF] this turn.

Demonblood Eviscerator, 5, RoShWa (Legion-280R)  
Instant Equipment—1H Weapon—Fist, Melee (1), 4 [Melee], 1 Strike  
Your hero has **Dual Wield**. (*Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.*)

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

Demonic Accord, 3, Warlock (Icecrown-74C)  
Ability—Affliction  
Ongoing: On your turn: (1), [Activate] >>> Target ally has +1 / -1 this turn.

Demonic Contamination (Legion-297C)  
Quest  
On your turn: Put 1 damage on each of three different allies you control and pay (1) to complete this quest. <p> Reward: Draw two cards.

Demonic Corruption, 3, Warlock (Twilight-87R)  
Instant Ability—Demonology  
When the next opposing ally enters play this turn, put a token copy of that ally into play under your control. That copy is also a Demon.

Demonic Knowledge, 2, Warlock (Betrayal-110R)  
Ability—Demonology  
**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> Ongoing: [Activate], Destroy a Demon you control >>> Draw two cards.

Demonic Reclamation, 1, Warlock (Worldbreaker-103U)  
Ability—Demonology  
As an additional cost to play this ability, destroy an ally you control. <p> Draw two cards. <p> **Stash** (*If this enters your resource row, it enters face up. Immediately turn it face down.*): Shuffle target ally in your graveyard into your deck.

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

Demonologist's Pact, 2, Warlock (Grand Melee-10R)  
Arena Ability—Demonology  
**Preparation** (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: You pay (1) less to play Pets.

Demonslayer, 5, HuPaWa (Legion-281E)  
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 1 Strike  
When you strike with this weapon, you may destroy target Demon ally.

Demoralizing Roar, 6, Druid (Outland-20R)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: Opposing allies have -2 ATK. <p> Your hero has **Bear Form**. (*Has **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.

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

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

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

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

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

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

Desperate Condemnation, 1, Priest (Icecrown-53C)  
Instant Ability—Holy  
If your hero has 15 or more damage, it deals 5 unpreventable holy damage to target ally.

Desperate Plea, 2, Priest (Icecrown-54C)  
Instant Ability—Holy  
If your hero has 15 or more damage, it heals 10 damage from itself.

Destiny, 3, HuPaWa (Azeroth-318E)  
Equipment—2H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike  
When your hero deals combat damage with this weapon, add a strength counter. <p> This weapon has +1 ATK for each strength counter.

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

Detect Prey, 2, Hunter (Worldbreaker-46U)  
Ability—Survival  
Allies you control have **Long-Range** while in combat with target hero or ally this turn. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero has **Long-Range** this turn.

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

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

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

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

Devastate, 2, Warrior (Outland-92R)

Ability—Protection

**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Your hero deals melee damage to target hero or ally equal to the ATK of a Melee weapon you control. This turn, that character must attack if able and can attack only your hero if able.

Devastation, 7, Warlock (Wrathgate-80R)

Ability—Destruction

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

<p> As an additional cost to play, choose “ability,” “ally,” or “equipment” and destroy a card you control of that kind. <p> Destroy all opposing cards of that kind.

Devil-Stitched Leggings, 3, MaPrLo (Legion-259U)

Equipment—Armor—Cloth, Legs (1), 1 DEF (3), Exhaust your hero >>> Target hero or ally has -3 [Health] this turn.

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

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**.

Devotion Aura, 5, Paladin (Azeroth-66R)

Ability—Protection, Aura (1)

Ongoing: If a hero or ally you control would be dealt damage, prevent 1 of that damage.

Devoured (Twilight-208C)

Quest

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

Devouring Plague, 4, Priest (Scourgewar-70R)

Ability—Shadow

Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 3 shadow damage to attached hero. Attached hero's controller discards a card for each damage dealt this way.

Devout Aurastone Hammer, 2, DrPaPrSh

(Worldbreaker-239R)

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

Dhoros Ravestrike, 3, Horde (Horde Paladin-13C, Wrathgate-137C)

Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health (3) >>> This ally has **Assault 3** this turn.

Diane Cannings, 3 (Scourgewar-208R)

Ally—Human Leatherworking Master, Unique, 3 [Nature] / 4 Health

This ally has **Assault X**, where X is the combined [DEF] of Leather and Mail armor you control.

Dignified Headmaster's Charge, 5, MaPrLo (Worldbreaker-240R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike

(2), [Activate] >>> Draw a card, then draw another card for each heirloom counter on this equipment. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Dimzer the Prestidigitator, 5, Alliance (Honor-97R)

Ally—Gnome Warlock, 5 [Shadow] / 6 Health

Gnome Hero Required <p> **Escape Artist** <p> When you play this or another ally, you may put 1 damage on it as it enters play. If you do, draw a card.

Diplomacy, 3, Alliance (Dark Portal-128U)

Ability

Human Hero Required <p> Ongoing: You pay (1) less to play allies, to a minimum of (1).

Dire Bear Form, 3, Druid (Wrathgate-31U)

Instant Ability—Feral Bear Form, Form (1)

Ongoing: Your hero has **Bear Form**. (*Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.*) <p> Your hero has +5 [Health] for each ally you control.

Dirk's Command, 4, Warrior (Throne-247C)

Equipment—1H Weapon—Sword, Melee (1), 2 [Melee], 1 Strike

This weapon has +2 ATK while your hero is attacking a damaged hero or ally.

Dirty Work, 2, Rogue (Illidan-75R)

Ability—Combat

Ongoing: If your hero would deal non-combat damage, it deals combat damage instead.

Disappear, 2, MaPr (Gladiators-84C)

Instant Ability—Arcane Shadow

Your hero has **Elusive** this turn. (*It can't be attacked.*)

Disarm, 1, Warrior (Illidan-105C)

Ability—Protection

Destroy all of target player's weapons.

Disarm Trap, 1, Rogue (Scourgewar-81C)

Instant Ability—Subtlety

Interrupt target instant.

Disassemble, 1, Rogue (Illidan-76C)

Instant Ability—Combat Combo

Destroy target exhausted equipment.

Discerning Eye of the Beast, 3, DrMaPrShLo (Worldbreaker-229U)

Equipment—Item, Trinket (2)

(2), Put this equipment into its owner's hand >>> Draw a card. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Disco Inferno!, 5 (Illidan-115R, Illidan Loot-2L)

Ability

Ongoing: At the end of your turn, ready all exhausted heroes and allies you control, then exhaust all other heroes and allies you control.

Disengage, 1, Hunter (Twilight-40C)

Instant Ability—Survival

Remove target attacker from combat, and your hero deals 1 ranged damage to it.

Dismantle, 2, Rogue (Azeroth-96U, Class-84U, Horde Rogue-6U)

Ability—Combat

Destroy target equipment.

Disorienting Blow, 1, Rogue (Throne-65U)

Ability—Combat

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

Dispel Magic, 1, Priest (Alliance Priest-4U, Azeroth-77U, Class-70U)

Instant Ability—Discipline

Destroy target ability.

Disperse Magic, 1, Priest (Gladiators-48C)

Ability—Discipline

Ongoing: Destroy this ability >>> Destroy target ability.

Dispersion, 2, Priest (Scourgewar-71R)

Instant Ability—Shadow

**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <p> Ongoing: This ability enters play with two incorporeal counters. <p> Prevent all damage that would be dealt to your hero. <p> At the start of your turn, remove an incorporeal counter. If none remain, destroy this ability.

Distract, 3, Rogue (Class-85C, Dark Portal-81C, Horde Rogue-7C)

Ability—Subtlety

Exhaust all allies controlled by target player. They can't ready during his next ready step.

Distraction Technique, 2, Rogue (Throne-66U)

Ability—Combat

Ongoing: When an ally or equipment enters play under your control, your hero has **Assault 1** this turn, and you may exhaust target hero or ally.

Diversion, 3, Rogue (Betrayal-90C)

Ability—Subtlety

Ongoing: [Activate], Exhaust an ally you control >>> Your hero has +2 ATK and **Stealth** this turn.

Divert, 1, Rogue (Icercrown-62C)

Ability—Subtlety Combo

Attach to target ability, ally, or equipment you control. <p> Ongoing: Opposing cards and effects must target attached card if able.

Divine Bulwark, 4, Paladin (Crown-28R)

Ability—Protection

Attach to target ally. <p> Ongoing: Attached ally has +4 / +4. <p> If attached ally would be destroyed, destroy this ability instead. If you do, your hero heals all damage from that ally.

Divine Cleansing, 2, Paladin (Worldbreaker-67U)

Ability—Holy

Destroy any number of abilities attached to friendly cards.

Divine Favor, 5, Paladin (Gladiators-41R)

Ability—Holy

**Holy Talent** (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> Ongoing: [Activate], Remove the top X cards of your deck from the game >>> Your hero heals X damage from target hero or ally.

Divine Fury, 4, Priest (Worldbreaker-74R)

Ability—Holy

**Holy Talent** (*You can't put Discipline Talents or Shadow Talents in your deck.*) <p> Your hero deals 5 unpreventable holy damage to target hero or ally and heals 5 damage from target hero or ally.

Divine Hymn, 2, Priest (Worldbreaker-75U)

Ability—Holy

Ongoing: At the start of your turn, your hero heals 2 damage from each hero and ally you control. <p> At the end of your turn, destroy this ability if you don't control an ally.

Divine Illumination, 1, Paladin (Outland-48R)

Ability—Holy

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

Divine Justice, 2, Paladin (Gladiators-42C)

Instant Ability—Retribution

Exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

Divine Plea, 4, Paladin (Illidan-58R)

Ability—Holy

If you control an Aura, your hero deals 2 unpreventable holy damage to each opposing hero and ally. <p> If you control a Blessing, draw two cards. <p> If you control a Seal, ready your hero and all weapons you control.

Divine Riposte, 6, Paladin (Betrayer-72U)

Ability—Protection

Ongoing: When damage that would be dealt to a hero or ally you control 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

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

Divine Storm, 1, Paladin (Scourgewar-61R)

Instant Ability—Retribution

**Retribution Talent** (*You can't put Holy Talents or Protection Talents in your deck.*) <p> Your hero deals X unpreventable holy damage to each opposing hero and ally that dealt damage this turn, where X is the ATK of a weapon you control.

Divino-matic Rod (Dark Portal-313C)

Quest

If an opponent controls 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.

Dog Whistle, 4, DkDrHuMaPaPrRoShLoWa

(Dungeon Treasure-43C)

Equipment—Item, Trinket (2)

When this item enters play, put a 2 [Melee] / 2 [Health] Hound ally token into play with **Protector**. <p> On your turn: (4), [Activate] >>> Put a 2 [Melee] / 2 [Health] Hound ally token into play with **Protector**.

Dominate, 4, Warlock (Honor-72U)

Ability—Demonology

As an additional cost to play, destroy an ally you control. <p> Your hero deals shadow damage equal to that ally's ATK to each opposing hero and ally.

Dominic Kandor, 4, Alliance (Alliance Druid-14C, Alliance Mage-15C, Alliance Priest-12C, Elements-113C)

Ally—Worgen Death Knight, 2 [Shadow] / 4 Health

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

Domona the Ever-Watchful, 6, Alliance

(Betrayer-134U)

Ally—Draenei Shaman, 5 [Frost] / 4 Health

[Activate] >>> This ally deals 2 frost damage to target hero or ally. <p> When an opposing hero or ally attacks, ready this ally.

Don Alejandro's Money Belt, 3, DrRo (Honor-156R)

Equipment—Armor—Leather, Waist (1), 1 DEF [Activate] >>> You may reveal an equipment from your hand. If you do, put it into your resource row face down and exhausted.

Donatello, 2, Hunter (Elements-41C)

Ally—Turtle, Pet (1), 1 [Melee] / 5 Health

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

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] / 7 Health

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

Doom, 5, Horde (Horde Paladin-14C, Horde Warlock-14C, Icecrown-130C)

Ally—Undead Warlock, 2 [Shadow] / 6 Health **Assault 4** (*This ally has +4 ATK on your turn.*)

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

Instant Ability—Traitor

Traitor Hero Required <p> Attach to target hero or ally, and add three blossom counters. <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 this ability.

Doom Lord Kazzak, 13 (Legion-248E)

Ally—Demon, Unique, 13 [Melee] / 13 Health At the end of your turn, destroy all non-Demon allies.

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

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

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

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

Equipment—Armor—Plate, Chest (1), 1 DEF Your hero has **Protector** while you control five or more equipment.

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

Equipment—Armor—Plate, Legs (1), 2 DEF Weapons you control have +3 ATK while you control five or more equipment.

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

Equipment—Armor—Plate, Shoulder (1), 1 DEF Other equipment you control have **Untargetable** while you control five or more equipment.

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

Equipment—Armor—Plate, Head (1), 3 DEF Armor you control have +3 [DEF] while you control five or more equipment.

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

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

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

Doomwalker, 11 (Illidan-199E)

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

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

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

Dorn the Tranquil, Horde (Honor-12)  
Hero—Tauren Druid (Restoration),  
Mining/Engineering, 28 Health  
(2), Flip Dorn >>> Dorn heals 2 damage from  
each friendly hero and ally.

Dorric the Martyr, 1, Alliance (Azeroth-182C)  
Ally—Dwarf Paladin, 1 [Holy] / 2 Health  
(1), Destroy this ally >>> This ally heals all  
damage from target ally.

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

Doshura Risesrider, 4, Horde (Legion-181U)  
Ally—Tauren Druid, 2 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, you  
may destroy target exhausted ally.

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

Double Barrel, 1, Hunter (Legion-36U)  
Instant Ability—Marksmanship  
Ongoing: Your hero has **Ranked Dual Wield**.  
(*Can control 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 you control. Damage that  
character would deal is unpreventable this turn.

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

Dr. Boom! (Betrayal-250C, Class-225C)  
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, and put it into your  
hand.

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

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

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

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

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

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

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

Dragonkin Menace, Alliance (Azeroth-341U)  
Quest  
On an opponent's turn: Pay (3) to complete this  
quest. <p> Reward: Ready a hero or ally you  
control.

Dragon's Breath, 3, Mage (Outland-39R)  
Instant Ability—Fire  
**Fire Talent** (*You can't put Arcane Talents or  
Frost Talents in your deck.*) <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 and can't  
have powers this turn.

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

Dragonslayer's Signet, 3, DrMaPrShLo (Onyxia-21R)  
Equipment—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)  
Equipment—Armor—Mail, Head (1), 1 DEF  
[Activate] >>> Target Pet has +1 ATK this turn.  
<p> When you play a [Hunter] ability, ready this  
armor.

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

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

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

Drain Mana, 4, Warlock (Legion-105R)  
Ability—Affliction  
Ongoing: At the start of your turn, destroy this  
ability 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.

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

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

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. He discards  
that card.

Dramla Lifebender, 6, Horde (Dark Portal-207R)  
Ally—Undead Warlock, 4 [Fire] / 5 Health  
Undead Hero Required <p> You can play allies  
from your graveyard. <p> If an ally would be put  
into your graveyard from play, remove it from  
the game instead.

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

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

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

Dread 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.

Dread Infernal, 5, Warlock (Betrayal-111R, Horde Warlock-3R)

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

When this ally enters or leaves play, it deals 1 fire damage to each opposing hero and ally.

Dread Pirate Ring, 1, DkDrHuMaPaPrRoShLoWa (Worldbreaker-230U)

Equipment—Item, Ring (2)

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

Dread Touch, 3, Warlock (Alliance Warlock-2C, Elements-87C)

Ability—Affliction

Put target opposing ally into its owner's hand. Then, that player discards a card.

Dreadsteed, 2, Warlock (Scourgewar-96R)

Ally—Dreadsteed Demon, Mount (1), 0 [Melee] / 5 Health

You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero may deal 2 shadow damage to target hero or ally. <p> (*Mounts can't attack or be attacked.*)

Dreadsteed of Xoroth, Warlock (Scourgewar-256U)

Quest

On your turn: Pay (4) to complete this quest. <p> Reward: Put target Demon ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Dreamstate, 5, Druid (Legion-20R)

Ability—Balance

**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: When you play a Balance ability, draw a card.

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

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

**Protector** <p> You pay (1) less to play this ally for each honor counter on cards you control. <p> (1), Remove an honor counter from a card you control >>> Put a 1 [Melee] / 1 [Health] Wolf ally token into play with **Ferocity**.

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

Equipment—Armor—Shield, Off-Hand (1), 1 DEF

When this armor prevents damage, your hero deals 1 arcane damage to the source of that damage.

Drizzie Steelslam, 5, Horde (Horde Hunter-17C, Horde Rogue-15C, Worldbreaker-170C)

Ally—Goblin Warrior, 3 [Melee] / 5 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, you may put target equipment into its owner's hand.

Dro'gash, 8 (Crown-132R)

Monster Ally—Ogre Priest, 6 [Shadow] / 6 Health

When this ally enters play, if there are 30 or more opposing cards removed from the game, he heals all damage from your hero and deals shadow damage to target opposing hero equal to that hero's remaining health -1.

Drotara the Bloodpoint, 3, Horde (Crown-104C)

Ally—Orc Hunter, 2 [Melee] / 3 Health

**Ferocity** (*This ally can attack immediately.*)

Drugush the Crusher, 6 (Hogger-11C, Throne-194C)

Monster Ally—Ogre Warrior, 8 [Melee] / 4 Health

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

Ability—Balance

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

Drusenna the Vigilant, 6, Horde (Class-176U, Outland-155U)

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

**Protector**

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

Equipment—Armor—Cloth, Wrist (1), 1 DEF [Activate], Destroy a resource you control >>> Draw a card.

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

Instant Ability

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

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

Ally—Human Paladin, 5 [Melee] / 6 Health

Prevent all damage that attackers would deal to this ally. <p> When this ally deals damage to an oppsing hero, he heals that much damage from your hero.

Dundee, 3, Hunter (Honor-27R)

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

As each turn starts, the next time this ally would be dealt damage this turn, prevent it.

Durae Crystalshield, 2, Alliance (Legion-146C)

Ally—Draenei Warrior, 2 [Melee] / 3 Health

This ally can protect friendly allies.

Durbin Hammerhand, 3, Alliance (Dark Portal-162C)

Ally—Dwarf Paladin, 3 [Melee] / 3 Health

Destroy this ally >>> Exhaust target hero or ally.

Durga Gravestone, Alliance (Illidan-3)

Hero—Dwarf Rogue (Assassination),

Alchemy/Jewelcrafting, 27 Health

(1), Flip Durga, remove up to five Combos in your graveyard from the game >>> Destroy target ally if its cost is less than or equal to the number of cards removed this way.

Durgle Wizzledab, 6, Alliance (Honor-98C)

Ally—Gnome Warlock, 4 [Shadow] / 5 Health

Remove an ability in your graveyard from the game >>> This ally heals 2 damage from himself.

Durgrin Ironedge, 2, Alliance (Drums-121C)

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

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

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.

Duty Bound, 2, Warrior (Illidan-106U)

Ability—Protection

Ongoing: Your hero has **Protector**. <p> When your hero protects, ready it.

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

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

When you strike with this weapon, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*) <p> (2) >>> This weapon has +1 ATK this turn.

The Dying Balance (Dark Portal-315C)

Quest

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

Dying Curse, 1, DrPrLo (Naxxramas-23R)

Equipment—Item, Trinket (2)

(1), [Activate] >>> Destroy target attachment. If you do, its controller draws a card.

Eadric the Pure, Paladin (Icecrown-3)

Hero—Human Paladin (Protection), 29 Health

[Front]: Argent Crusade Reputation <p> Flip

Eadric, remove a Paladin in your graveyard

from the game >>> Target friendly ally has

**Untargetable** this turn.

[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Paladin] cards, [Paladin] Protection Talents, neutral cards, and Argent Crusade cards. You can't include cards with other reputations or other text restrictions.

Eagle Eye, 2, Hunter (Azeroth-37U)

Instant Ability—Beast Mastery

Look at the top four cards of your deck. Put one into your hand and the rest on the bottom of your deck.

Eagle Sight, 1, HuSh (Drums-96C)  
Instant Ability—Beast Mastery Enhancement  
Look at the top two cards of your deck. Put one into your hand and the other on the bottom of your deck.

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

Earth and Sky, 4, Druid (Legion-22C)  
Ability—Balance  
Choose one: Your hero deals 4 nature damage to target hero or ally; or your hero deals 2 arcane damage to target hero or ally and you draw a card.

Earth Elemental Totem, 2, Shaman (Dark Portal-92R)  
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health  
Ongoing: When this Totem enters play, put a 2 [Melee] / 2 [Health] Earth Elemental ally token into play with **Protector**. <p> (*Totems can't attack.*)

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

Earth Shield, 3, Shaman (Outland-75R)  
Instant Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*) <p> Ongoing: This ability 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 this ability.

Earth Shock, 4, Shaman (Class-94R, Outland-76R)  
Instant Ability—Elemental  
Your hero deals 4 nature damage to target hero or ally. If you targeted a hero, you may interrupt an ability played by its controller.

Earthbind Totem, 2, Shaman (Azeroth-107U)  
Instant Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 1 Health  
Ongoing: Opposing allies can't ready during their controllers' ready step. <p> (*Totems can't attack.*)

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

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

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.

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

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

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.

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

Earthrend Weapon, 7, Shaman (Legion-92R)  
Ability—Enhancement  
Attach to a Melee weapon you control. <p> Ongoing: Attached weapon has +7 ATK.

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

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

Earthshaper Javuun, 4, Alliance (Scourgewar-130C)  
Ally—Draenei Shaman, 2 [Nature] / 6 Health  
**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*) <p> **Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

Ebonweave Robe, 4, MaPrLo (Scourgewar Crafted-2E)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
Allies you control have **Shadow Resistance**. <p> If an opposing ally would deal any type of damage, it deals shadow damage instead.

Echo of the Elements, 3, Shaman (Legion-94R)  
Ability—Elemental  
Ongoing: When your hero heals damage, it also deals that much nature damage to target opposing ally.

Echo Totem, 4, Shaman (Gladiators-62R)  
Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing: At the start of your turn, you may remove a non-Ongoing ability in your graveyard from the game. If you do, you can play that card without paying its cost this turn. <p> (*Totems can't attack.*)

Echoes of the Shifting Sands, 15 (Dark Portal-140E)  
Ability  
Each player reveals his deck, puts all revealed allies into play, and then shuffles his deck.

Eclipse, 5, Priest (Betrayer-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.

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

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

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

Edward "Hack" Robinson, 4, Horde (Gladiators-122C)  
Ally—Undead Warrior, 4 [Melee] / 4 Health  
Remove an ally in your graveyard from the game >>> This ally has **Protector** this turn.

Edward the Odd, 5 (Illidan-200E)  
Ally—Human Paladin, 5 [Melee] / 5 Health  
Cards in opposing hands lose and can't have instant.

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

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

Eel Cutter, 3, DkPaRoWa (Throne-249C)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike  
(1), [Activate] >>> Allies you control have **Assault 1** this turn. *(They have +1 ATK on your turn.)*

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

El Pollo Grande, 2 (Honor-151R, Honor Loot-3L)  
Ally—Chicken, 3 [Melee] / 2 Health  
When this ally deals combat damage, you may put a 0 [Melee] / 1 [Health] Chicken ally token into play.

Elaar, 6, Alliance (Illidan-123R)  
Ally—Draenei Priest, 1 [Shadow] / 7 Health  
(2), [Activate] >>> Gain control of target ally.

Elder Achillia, 2, Alliance (Citadel Raid-59C, Gladiators-96C)  
Ally—Draenei Mage, 1 [Frost] / 3 Health  
**Inspiring Presence** *(If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)*

Elder Huntsman Swiftshot, 4, Horde (Illidan-152R)  
Ally—Tauren Hunter, 3 [Ranged] / 4 Health  
**Long-Range** <p> When this or another [Ranged] ally enters your party, it may deal 1 ranged damage to target hero or ally.

Elder Moorf, 1, Horde (Azeroth-235U)  
Ally—Tauren Druid, 1 [Nature] / 1 Health  
Once per turn: (1) >>> Target ally has +2 ATK this turn.

Elder Narando, 2, Horde (Honor-129C)  
Ally—Tauren Druid, 2 [Nature] / 2 Health  
When this ally readies, he has +2 ATK this turn.

Elder Tomas, 4, Alliance (Gladiators-97C)  
Ally—Draenei Shaman, 3 [Fire] / 4 Health  
**Inspiring Presence** *(If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)* <p> [Activate] >>> Ready another target ally.

Elder Valdar of the Exodar, 5, Alliance (Gladiators-98C)  
Ally—Draenei Warrior, 3 [Melee] / 6 Health  
**Protector** <p> **Inspiring Presence** *(If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)*

Elder Zeez, 7, Alliance (Gladiators-99C)  
Ally—Draenei Hunter, 7 [Ranged] / 4 Health  
**Elusive** *(This ally can't be attacked.)* <p>  
**Inspiring Presence** *(If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.)*

Elderguard Brennan, 5, Horde (Crown-105U)  
Ally—Undead Death Knight, 5 [Shadow] / 8 Health  
This ally enters play with 4 damage on him.

Elderlimb (Elderlimb-1)  
Monster Hero—Ancient Druid, 27 Health  
[Front]: (4) >>> Flip Elderlimb face down.  
[Back]: **Ancient's Lore**: At the start of your turn, Elderlimb heals 4 damage from himself if you control a Treant.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Electrified Dagger, 2, Alliance, RoSh (Drums-237U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Nature], 0 Strike  
Destroy this weapon >>> Your hero deals 2 nature damage divided as you choose to any number of target [Horde] heroes and/or allies.

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

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

Elemental Focus, 2, Shaman (Azeroth-108R)  
Ability—Elemental  
**Elemental Talent** *(You can't put Enhancement Talents or Restoration Talents in your deck.)* <p>  
Ongoing: You pay (1) less to play Elemental abilities, to a minimum of (1).

Elemental Focus Band, 4, DrMaPrShLo (Outland-212R)  
Equipment—Item, Ring (2)  
(1), [Activate], Discard an ability >>> Your hero deals 2 fire damage to target hero or ally.

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

Elemental Shield, 4, Shaman (Iccerown-68C)  
Ability—Restoration  
Ongoing: This ability enters play with three water counters. <p> [Activate] >>> Ready a resource you control for each water counter, then remove a water counter. If none remain, destroy this ability.

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

Elemental Weapons, 4, Shaman (Honor-63R)  
Ability—Enhancement  
**Enhancement Talent** *(You can't put Elemental Talents or Restoration Talents in your deck.)* <p>  
Ongoing: Each weapon you control becomes a [Nature] weapon and has +X ATK, where X is its cost.

Elementalist Psyrin, 2, Alliance (Drums-122C)  
Ally—Draenei Shaman, 3 [Nature] / 3 Health  
This ally can't attack. <p> [Activate] >>> Target ally has +3 ATK this turn.

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

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

Elendril, Alliance (Azeroth-3)  
Hero—Night Elf Hunter (Marksmanship), Engineering/Leatherworking, 28 Health  
(1), Flip Elendril >>> Ranged weapons you control have +3 ATK this turn.

Elithys Firestorm, 2, Horde (Dark Portal-208C)  
Ally—Blood Elf Warlock, 2 [Fire] / 2 Health  
When this ally attacks, she deals 1 fire damage to each other hero and ally.

Elizabeth Crowley, 2, Horde (Drums-166C)  
Ally—Undead Priest, 2 [Holy] / 3 Health  
(2), Discard a card >>> This ally heals 4 damage from target hero or ally.

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

Elumeria Wildershot, Alliance (Illidan-4)  
Hero—Night Elf Hunter (Beast Mastery), Alchemy/Jewelcrafting, 28 Health  
(1), Flip Elumeria >>> Elumeria heals all damage from all Pets you control.

Elven Chain Boots, 3, HuSh (Dark Portal-253U)  
Instant Equipment—Armor—Mail, Feet (1), 2 DEF

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

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

Embolism, 4, PrRo (Iccerown-90U)  
Ability—Shadow Subtlety  
Target player discards X cards, where X is the cost of a non-hero Priest or Rogue you control.

Embrace of the Nether, 3, Warlock (Icecrown-75C)  
Ability—Destruction  
As an additional cost to play, choose “ability,” “ally,” or “equipment” and discard a card of that kind. <p> Remove target card from the game if it shares that kind.

Emek the Equalizer, Horde (Honor-13)  
Hero—Undead Priest (Holy),  
Alchemy/Engineering, 26 Health  
On your turn: Flip Emek >>> You and target opponent each discard a card.

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

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

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

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

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

Emerald Ripper, 4, HuRo (Gladiators-176R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike  
Your hero has **Dual Wield**. <p> (3) >>> This weapon has +X ATK this turn, where X is its ATK.

Emerald-Scale Greaves, 4, HuSh (Outland-196R)  
Equipment—Armor—Mail, Legs (1), 2 DEF (2), Destroy this armor >>> Ready target friendly ally.

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

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

Emerald Wanderer, 4 (Worldbreaker-209C)  
Ally—Green Dragonkin, 3 [Nature] / 5 Health  
When a resource you control is turned face down, this ally has **Assault 3** this turn.

Emerson Zantides, Horde (Scourgewar-12)  
Hero—Undead Priest (Shadow),  
Tailoring/Jewelcrafting, 26 Health  
If you control another Priest: Flip Emerson >>> Emerson deals 2 shadow damage to target hero or ally and 2 shadow damage to himself.

Emmi Sprinklestrike, Alliance (Grand Melee-1)  
Hero—Gnome Warrior (Arms),  
Herbalism/Enchanting, [Back]: 1 [Melee], 30 Health  
(5) >>> You may flip Emmi face down.

Empty the Stables, 4, Hunter (Drums-27R)  
Ability—Beast Mastery  
Search your deck for up to three Pets with different names, reveal them, and put them into your hand.

Emree, 3, Alliance (Crown-80U)  
Ally—Draenei Shaman, 2 [Nature] / 4 Health (2), [Activate] >>> Ready another target ally.

Encrusted Zombie Finger, 3, MaPrLo (Scourgewar-236R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 0 Strike  
When your hero attacks, you may point and make a Zombie noise. If you do, this weapon has **Assault 1** this turn.

End of the Supply Line (Elements-209C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Arcane] card into your hand and the rest on the bottom of your deck. (*An [Arcane] card is a card with [Arcane] in its lower-left corner.*)

Endina the Hunted, 2, Alliance (Honor-99C)  
Ally—Night Elf Druid, 2 [Melee] / 2 Health  
**Protector** <p> While this ally is exhausted, opposing heroes and allies can attack only this ally if able.

Enduring Shout, 3, Warrior (Drums-86U)  
Ability—Fury Shout  
Ongoing: While you control exactly one ally, it has +2 / +2 and **Protector**.

Enduring Winter, 3, Mage (Worldbreaker-53R)  
Ability—Frost  
**Frost Talent** (*You can’t put Arcane Talents or Fire Talents in your deck.*) <p> Attach to target ability or equipment. <p> Ongoing: Attached card can’t be destroyed.

Enemies, Old and New, Horde (Citadel Raid-86C, Drums-243C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card. You may remove a counter from target card in play.

Energize, 3, Druid (Alliance Druid-2C, Class-27C, Illidan-26C)  
Instant Ability—Restoration  
Target player draws two cards.

Energized, 2, Shaman (Alliance Shaman-6C, Class-95C, Drums-67C)  
Instant Ability—Enhancement  
Ready target ally.

Enfea Contha, 5, Alliance (Outland-116R)  
Ally—Draenei Shaman, 4 [Nature] / 4 Health  
[Activate] >>> This ally heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

Engulfing Blaze, 3, MaLo (Drums-97C)  
Ability—Fire Destruction  
Your hero deals 3 fire damage to each hero and ally.

Enlightenment, 25, Priest (Betrayal-80R)  
Ability—Discipline  
**Discipline Talent** (*You can’t put Holy Talents or Shadow Talents in your deck.*) <p> You pay (1) less to play this ability for each ability in your graveyard. <p> Ongoing: At the start of your turn, you win the game.

Enraged Regeneration, 2, Warrior (Alliance Warrior-4R, Elements-97R)  
Ability—Fury  
Ongoing: When your hero deals combat damage with a weapon while attacking, it heals 3 damage from itself.

Enslave Demon, 2, Warlock (Illidan-100U)  
Ability—Demonology  
Attach to target Demon ally. <p> Ongoing: You control attached ally.

Enslaved Abyssal, 4, Warlock (Drums-77R)  
Ally—Abyssal Demon, Pet (1), 5 [Fire] / 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 this ally, and it loses this power.

Entangling Growth, 3, Druid (Worldbreaker-34C)  
Instant Ability—Balance  
Attach to target opposing ally and exhaust it. <p> Ongoing: Attached ally can’t ready during its controller’s ready step.

Entangling Roots, 2, Druid (Alliance Druid-3C, Azeroth-20C, Class-28C, Elderlimb-2C, Horde Druid-6C)  
Ability—Balance  
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can’t ready during its controller’s ready step.

Enter the Dragon Queen (Twilight-209C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card for each different color among Dragonkin you control. (*Dragonkin colors are Black, Blue, Bronze, Green, Red, and Twilight.*)

Entomb, 2, Death Knight (Icecrown-20C)  
Ability—Unholy  
Put target equipment on the bottom of its owner’s deck.

Entrenched (Alliance DK-28C, Alliance Druid-24C, Alliance Hunter-25C, Alliance Mage-25C, Alliance Paladin-26C, Alliance Priest-28C, Alliance Rogue-27C, Alliance Shaman-31C, Alliance Warlock-26C, Alliance Warrior-25C, Elderlimb-26C, Elements-210C, Horde DK-30C, Horde Druid-29C, Horde Hunter-28C, Horde Mage-28C, Horde Paladin-27C, Horde Priest-27C, Horde Rogue-28C, Horde Shaman-26C, Horde Warlock-25C, Horde Warrior-28C, Jaina-25C, Murkdeep-25C, Sylvanas-27C)

Quest

If you control an ally: Pay (3) to complete this quest. <p> Reward: Draw a card.

Entry into the Black Temple (Black Temple-11R)

Quest

Pay (5) to complete this quest. <p> Reward: Draw a card for each different class among allies you control.

Enveloping Shadows, 3, Rogue (Scourgewar-82R)

Ability—Subtlety

**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Ongoing: [Activate] >>> Target ally can't deal damage this turn.

Envenom, 3, Rogue (Outland-66R)

Instant Ability—Assassination

**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals X nature damage to target hero or ally, or double that much if the targeted character has a Poison attached to it.

Envoy Aiden LeNoir, 3, Alliance (Drums-123C)

Ally—Human Rogue, 3 [Melee] / 1 Health

**Diplomacy:** Gnomes (*You pay (1) less to play Gnome allies, to a minimum of (1).*) <p> (1), [Activate] >>> Draw a card.

Envoy of Mortality, 2, Hunter (Naxxramas-33R)

Equipment—Weapon—Gun, Ranged (1), 4 [Ranged], 1 Strike

When you strike with this weapon, your hero has **Long-Range** this combat. <p> When your hero deals damage with this weapon, it also deals that much ranged damage to target friendly hero or ally.

Envoy Samantha Dillon, 3, Alliance (Drums-124C)

Ally—Human Priest, 2 [Shadow] / 4 Health

**Diplomacy:** Night Elves (*You pay (1) less to play Night Elf allies, to a minimum of (1).*) <p> [Activate] >>> Ready another target ally you control. It can't attack this turn.

Equal Opportunity, 2, Priest (Illidan-67C)

Instant Ability—Discipline

Each player puts an ally he controls into its owner's hand.

Equalize, 5, Priest (Drums-52R)

Ability—Discipline

Each player with more cards in play than you destroys cards in play he controls until he controls the same number as you.

Eralysa Sunshot, 4, Horde (Throne-147C)

Ally—Blood Elf Hunter, 2 [Melee] / 3 Health  
When this ally enters play, she deals 2 ranged damage to target opposing Monster hero or ally.

Erama, 6, Alliance (Elements-115C)

Ally—Draenei Paladin, 6 [Holy] / 5 Health

Eranikus, 5 (Worldbreaker-210R)

Ally—Green Dragonkin Consort, Eranikus (1), 5 [Nature] / 6 Health

At the start of your turn, reveal the top card of your deck, then place it into your resource row ready as an additional resource.

Eredar Wand of Obliteration, 4, PrLo

(Magtheridon-19R)

Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike

When your hero deals shadow damage to an opponent's hero, you may destroy an ability, ally, or equipment you control. If you do, that opponent destroys an ability, ally, or equipment he controls.

Erindae Firestrider, 2, Horde (Drums-167C)

Ally—Blood Elf Mage, 2 [Arcane] / 1 Health

Once per turn: (1) >>> Interrupt target card unless its controller pays (1).

Eris Havenfire, 3 (Champ Promo-3E, Wrathgate-168E)

Ally—Human Spirit Priest, Unique, 2 [Holy] / 5 Health

When this or another Priest ally enters play under your control, the next time target hero or ally would be dealt damage this turn, prevent it.

Eriun Moonglow, Alliance (Illidan-5)

Hero—Night Elf Druid (Balance),

Mining/Alchemy, 27 Health

On your turn: (X), Flip Eriun, shuffle X Balance abilities from your graveyard into your deck >>> Eriun deals X nature damage to target ally.

Erondra Frostmoon, Alliance (Scourgewar-3)

Hero—Night Elf Death Knight (Unholy),

Blacksmithing/Inscription, 29 Health

If you control another Death Knight: Flip Erondra >>> Target ally has -2 [Health] this turn.

Errzig Cogflicker, 6, Alliance (Drums-125C)

Ally—Gnome Mage, 5 [Arcane] / 6 Health

**Arcane Resistance** (*Prevent all arcane ([Arcane]) damage that this ally would be dealt.*)

Erunak Stonespeaker, 5 (Throne-221R)

Ally—Broken Shaman, Erunak (1), 5 [Fire] / 5 Health

When Erunak enters play, put a 0 [Melee] / 2 [Health] Air, Earth, Fire, or Water Totem token into play. <p> Exhaust a Totem you control >>> <lb>Air: Ready Erunak.<lb>Earth: Erunak has **Protector** this turn.<lb>Fire: Erunak has +5 ATK this turn.<lb>Water: Erunak heals 5 damage from himself.

Erytheis, 1, Horde (Horde DK-17C, Outland-156C)

Ally—Undead Mage, 1 [Arcane] / 1 Health

When this ally is destroyed, she deals 1 arcane damage to target hero or ally.

E'sad, 1, Horde (Outland-157U)

Ally—Troll Hunter, 4 [Ranged] / 2 Health

When this ally enters play, target opponent puts the top card of his deck into his resource row face down.

Esala, 4, Alliance (Crown-81U)

Ally—Draenei Paladin, 2 [Melee] / 6 Health

While this ally is undamaged, she has **Assault 4**.

Escape Artist, 1, Alliance (Dark Portal-129U)

Instant Ability

Gnome Hero Required <p> Choose one:

Interrupt target ability that's targeting your hero; or if your hero is defending, remove all attackers from combat.

Eskhandar's Collar, 2, DrHuPaRoShWa (Onyxia-22R)

Equipment—Item, Neck (1)

Your hero has +1 ATK while in combat with an opposing hero. <p> Opposing heroes have -1 ATK while in combat with your hero.

Eskhandar's Right Claw, 3, HuRoShWa (Molten Core-21R)

Instant Equipment—1H Weapon—Fist, Melee

(1), 1 [Melee], 0 Strike

You may remove an equipment in your hand from the game rather than pay this weapon's cost.

Esonea, Alliance (Wrathgate-4)

Hero—Draenei Warrior (Arms),

Inscription/Tailoring, 30 Health

Flip Esonea, discard a Warrior >>> Weapons you control have +3 ATK this turn.

The Essence Focuser, 2, DrPaPrSh (Legion-282U)

Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike

If a hero or ally you control would heal damage, it heals that much +1 instead.

Essence Gatherer, 2, MaPrLo (Betrayal-236U)

Equipment—Weapon—Wand, Ranged (1), 1

[Arcane], 1 Strike

When an opposing ally is destroyed, you may pay (1). If you do, draw a card.

Essence of Aggression, 5 (Crown-62U)

Ability

You pay (2) less to play this ability if you control a Hunter hero or ally. <p> You pay (2) less to play this ability if you control a Warlock hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Ferocity**.

Essence of Defense, 5 (Crown-63U)

Ability

You pay (2) less to play this ability if you control a Death Knight hero or ally. <p> You pay (2) less to play this ability if you control a Druid hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Protector**.

The Essence of Enmity (Alliance DK-29C, Alliance Druid-25C, Alliance Hunter-26C, Alliance Mage-26C, Alliance Paladin-27C, Alliance Priest-29C, Alliance Rogue-28C, Alliance Shaman-32C, Alliance Warlock-27C, Horde DK-31C, Horde Druid-30C, Horde Hunter-29C, Horde Mage-29C, Horde Paladin-28C, Horde Priest-28C, Horde Rogue-29C, Horde Shaman-27C, Horde Warlock-26C, Horde Warrior-29C, Worldbreaker-258C)

#### Quest

Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed ally into your hand and the rest on the bottom of your deck.

Essence of Focus, 5 (Crown-64U)

#### Ability

You pay (2) less to play this ability if you control a Mage hero or ally. <p> You pay (2) less to play this ability if you control a Shaman hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Elusive**.

Essence of Light, 5 (Crown-65U)

#### Ability

You pay (2) less to play this ability if you control a Paladin hero or ally. <p> You pay (2) less to play this ability if you control a Priest hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and can't be targeted by opponents.

Essence of Mending, 4, PrSh (Honor-84C)

#### Instant Ability—Holy Restoration

Your hero heals 6 damage from each friendly hero and ally.

Essence of Rage, 5 (Crown-66U)

#### Ability

You pay (1) less to play this ability for each Monster hero and ally you control. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Smash**. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Essence of War, 5 (Crown-67U)

#### Ability

You pay (2) less to play this ability if you control a Rogue hero or ally. <p> You pay (2) less to play this ability if you control a Warrior hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Stealth**.

Essence of the Martyr, 3, DrPaPrSh (Badge-2E)

#### Equipment—Item, Trinket (2)

When an ally you control is destroyed, you may remove it from the game. If you do, this item becomes a copy of that ally with this power, and you remove all damage from it.

Establishing New Outposts, Alliance (Citadel Raid-84C, Drums-239C)

#### Quest

Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed [Alliance] card into your hand and the rest on the bottom of your deck.

Etched Dragonbone Girdle, 2, DkPaWa

#### (Worldbreaker-221U)

Equipment—Armor—Plate, Waist (1), 1 DEF [Activate], Destroy a Dragonkin you control >>> Draw two cards.

Eternium Runed Blade, 7, MaPrShLo (Crafted-8E)

#### Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 4 Strike

Players can't play allies. <p> Allies can't be destroyed.

Ethereal Plunderer, 5 (Illidan-201R, Illidan Loot-3L)

Ally—Ethereal, 4 [Arcane] / 4 Health

When this ally leaves play, you may gain control of target equipment.

Evaax, Herald of Death, 6, Alliance (Throne-106U)

Ally—Draenei Death Knight, 3 [Melee] / 3 Health

**Empower Death Knight:** When this ally enter play, if you control another Death Knight hero or ally, destroy target opposing ally.

Evasion, 6, Rogue (Betrayal-91R)

#### Ability—Combat

Ongoing: Prevent all combat damage that would be dealt to your hero.

Everfrost (Icycrown-213C)

#### Quest

Pay (6) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw two cards.

Everlasting Affliction, 3, Warlock (Elements-88R)

#### Ability—Affliction

**Affliction Talent** *(You can't put Demonology Talents or Destruction Talents in your deck.)* <p> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When damage is dealt this way, you may search your deck for a card named Everlasting Affliction and attach it to attached hero.

Everlasting Cold, 1, Mage (Honor-34C)

#### Ability—Frost

Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached character, or 2 if that character didn't attack on its controller's last turn.

Eviscerate, 2, Rogue (Azeroth-97R)

#### Instant Ability—Assassination

**Finishing Move** *(To play, remove X Combos in your graveyard from the game, where X is 5 or less.)* <p> 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 this ability.

Exarch Onaala, 8 (Illidan-175E)

Ally—Draenei Priest, Unique, 4 [Holy] / 8 Health

Aldor Reputation <p> On your turn: (5) >>> This ally deals 4 unpreventable holy damage to target hero or ally. <p> On your turn: (4) >>> This ally heals 14 damage from target hero or ally.

Exarch Orelis, 6 (Betrayal-189E)

Ally—Draenei Paladin, Unique, 5 [Holy] / 7 Health

Aldor Reputation <p> **Inspire:** Ability, ally, equipment, hero, and resource.

Exasperate, 2, Priest (Drums-53U)

#### Ability—Shadow

Target player discards a card for each [Shadow] ally you control.

Exaura the Cryptkeeper, Horde (Outland-11)

Hero—Undead Mage (Arcane),

Enchanting/Tailoring, 25 Health

On your turn: (2), Flip Exaura >>> Remove two target allies in one graveyard from the game. Draw a card.

Excessive Force, 2, Rogue (Worldbreaker-88C)

#### Ability—Combat

Target ally has +3 ATK this turn. <p> Target ally has -3 ATK this turn.

Execute, 1, Warrior (Alliance Warrior-5C,

Azeroth-141C, Class-117C, Hogger-4C, Horde

Warrior-5C, Worldbreaker-116C)

#### Instant Ability—Fury

Destroy target damaged ally.

Executioner's Mark, 1, Warrior (Twilight-96C)

#### Ability—Fury

Attach to target ally. <p> Ongoing: When attached ally is dealt damage, destroy it.

Executioner's Strikes, 3 (Dungeon Treasure-4C)

#### Ability

Ongoing: When a Warrior ally enters play under your control or a friendly player's control, you may destroy target damaged ally.

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 Melee weapons you control.

Exemplar's Shield, 1, Paladin (Illidan-59U)

#### Instant Ability—Protection

Attach to target ally. <p> Ongoing: Attached ally has +X [Health], where X is the highest [DEF] among armor you control.

Exhaustion, 2 (Azeroth-159C)

#### Instant Ability

Exhaust target ally.

The Exodar, Alliance (Gladiators-206R)

#### Location—City

Draenei Hero Required <p> (1), [Activate] >>> Draenei you control have +1 ATK this turn.

Exodar Peacekeepers, 2, Alliance (Outland-117C)  
Ally—Draenei Warrior, Unlimited, 2 [Melee] / 1 Health  
When this ally enters play, it heals 1 damage from target hero or ally for each ally named Exodar Peacekeepers you control.

Exorcism, 1, Paladin (Legion-57U)  
Instant Ability—Holy  
Destroy target Demon ally or Undead ally.

Expel, 1, Priest (Alliance Priest-5C, Elements-64C, Horde Priest-4C)  
Ability—Holy  
Your hero deals 1 unpreventable holy damage to target ally for each ally you control.

Expertise of Steel, 2, Warrior (Wrathgate-86R)  
Ability—Arms  
Ongoing: Your hero has **Dual Wield**. <p> Axes you control have +2 ATK. <p> You pay (2) less to strike with Swords.

Explosions!, 4 (Outland-104C)  
Ability  
Your hero deals 2 fire damage divided as you choose to any number of target allies.

Explosive Flames, 2, Mage (Wrathgate-44C)  
Ability—Fire  
Ongoing: If an opposing ally was destroyed this turn: (1), [Activate] >>> Your hero deals 1 fire damage to each opposing hero and ally.

Explosive Hunt, 3, Hunter (Twilight-41U)  
Instant Ability—Survival  
Your hero deals 8 fire damage to target Demon, Dragonkin, or Elemental ally.

Explosive Shot, 4, Hunter (Horde Hunter-7R, Wrathgate-38R)  
Instant Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Destroy target opposing ally. If you do, your hero deals fire damage equal to that ally's cost to a second target hero or ally.

Explosive Trap, 4, Hunter (Honor-28U)  
Instant Ability—Survival  
**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Destroy target attacking ally. If you do, exhaust all other heroes and allies in its party.

Expose Armor, 2, Rogue (Azeroth-98R)  
Ability—Assassination  
**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Destroy X target armor.

Extinguish, 4, Mage (Worldbreaker-54U)  
Instant Ability—Arcane  
Ongoing: When this ability enters play, you may interrupt target ability. <p> If your hero would be dealt magical damage (*Arcane* ([Arcane]), *Fire* ([Fire]), *Frost* ([Frost]), *Holy* ([Holy]), *Nature* ([Nature]), or *Shadow* ([Shadow])), prevent 1 of it.

Extract of Necromantic Power, 1, DkLo (Scourgewar-229R)  
Equipment—Item, Trinket (2)  
As each turn starts, <p> [Warlock] Hero: Prevent the next 3 melee ([Melee]) damage that would be dealt to your hero this turn. <p> [Death Knight] Hero: Prevent the next 3 non-melee damage that would be dealt to your hero this turn.

Exxi the Windshaper, 3, Horde (Worldbreaker-171R)  
Ally—Goblin Shaman, 3 [Nature] / 3 Health  
While you control another Goblin, this ally has **Time is Money** and “[Activate] >>> Ready another target ally.”

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)  
Equipment—Armor—Cloth, Head (1), 0 DEF (1), Exhaust your hero >>> If your hero dealt fire damage this turn, it deals 1 fire damage to target hero or ally.

Eye of Kilrogg, 2, Warlock (Dark Portal-105C)  
Ability—Demonology  
Look at target opponent's hand and choose a card. Remove that card from the game.

Eye of Magtheridon, 1, DrMaPaPrShLo (Magtheridon-10R)  
Equipment—Item, Trinket (2)  
If 1 would be rolled on a die, you may change it to any value on that die instead.

Eye of Rend, 1, DrHuRo (Azeroth-288U)  
Equipment—Armor—Leather, Head (1), 0 DEF  
Weapons you control have +1 ATK.

Eye of the Storm (Honor-204C)  
Location—Battleground (4)  
When you play a card, add an honor counter. <p> [Activate], Remove four honor counters >>> Exhaust up to four target heroes and/or allies.

“Eyeball” Jones, 1, Horde (Illidan-153U)  
Ally—Undead Rogue, 1 [Melee] / 2 Health  
When this ally deals combat damage to a hero or ally, exhaust that character, and it can't ready during its controller's next ready step.

Eyes of the Beast, 1, Hunter (Wrathgate-39U)  
Ability—Beast Mastery  
Ongoing: (1), Exhaust your hero >>> Ready target Pet you control.

Ezra Phoenix, 6, Horde (Legion-182C)  
Ally—Tauren Hunter, 1 [Ranged] / 8 Health  
**Ferocity** (*This ally can attack immediately.*) <p> When this ally readies, he deals 2 ranged damage to target hero or ally.

Ez'trin, 2, Horde (Outland-158U)  
Ally—Troll Warrior, 2 [Melee] / 3 Health  
When this ally enters play, you may exhaust target weapon.

Face of Fear, 3 (Elderlimb-3C, Hogger-5C, Throne-92C)  
Ability  
Put target ally into its owner's hand.

Face Smash, 4, Alliance (Azeroth-150C)  
Instant Ability  
Target ally has “[Activate] >>> Destroy target ally” this turn.

Faceless Sapper, 2 (Throne-200C)  
Monster Ally—Faceless One Priest, 2 [Shadow] / 2 Health  
**Enrage** (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Faceless Watcher, 3 (Throne-201R)  
Monster Ally—Faceless One Warlock, 6 [Shadow] / 6 Health  
Play this ally only if you control three or more Monster heroes and/or allies.

Faces from the Past, 7, Priest (Illidan-68R)  
Ability—Holy  
Put any number of target allies from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Fade, 1, Priest (Betrayer-81U)  
Instant Ability—Shadow  
Play only if you control an ally. <p> Your hero has **Elusive** and **Untargetable** this turn.

Fading Glow, 3, MaPrLo (Wrathgate-188C)  
Equipment—Weapon—Wand, Ranged (1), 1 [Holy], 1 Strike  
When combat damage is dealt with this weapon, your hero heals 2 damage from itself.

Faenis the Tranquil, 3, Alliance (Throne-107R)  
Ally—Night Elf Druid, 2 [Nature] / 6 Health  
At the end of your turn, this ally heals 1 damage from each hero and ally you control for each ally you control.

Faerie Fire, 3, Druid (Worldbreaker-35U)  
Instant Ability—Balance  
Attach to target hero or ally. <p> Ongoing: Attached character loses and can't have **Stealth**. <p> If attached character would be dealt damage, it's dealt that much +1 instead.

Faerlina's Madness, 1, MaPrLo (Naxxramas-13R)  
Equipment—Armor—Cloth, Head (1), 1 DEF  
On your turn: [Activate], Turn a resource you control face down >>> Turn target opposing resource face down.

Faeshia Firestalker, 1, Horde (Outland-159U)  
Ally—Blood Elf Hunter, 2 [Ranged] / 1 Health  
Destroy a resource you control >>> This ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Faith Healer's Boots, 4, DrPrSh (Outland-197E)  
Equipment—Armor—Cloth, Feet (1), 0 DEF  
If your hero healed damage this turn: [Activate] >>> Put an ally from your graveyard into your hand.

Faithful Heal, 2, Priest (Crown-32U)  
Instant Ability—Holy  
Target up to two allies you control. Your hero heals damage from itself equal to their combined ATK.

Faithful Prayer, 1 (Dungeon Treasure-5C)  
Ability  
Ongoing: When a Priest ally enters play under your control or a friendly player's control, it heals 1 damage from each friendly hero and ally.

Faithseer Jasmina, 2, Alliance (Throne-108R)  
Ally—Worgen Priest, 1 [Holy] / 1 Health  
If this ally would be dealt non-fatal damage, prevent it. <p> When you play an ability, ally, or equipment, you may put a +1 / +1 counter on this ally.

Falana of the Glen, 1, Alliance (Betrayal-135C)  
Ally—Night Elf Druid, 1 [Nature] / 2 Health  
When this ally is destroyed, if an opponent controls more resources than you, you may put this ally from the graveyard into her owner's resource row face down and exhausted.

Falcore, 4, Alliance (Drums-126C)  
Ally—Night Elf Hunter, 3 [Ranged] / 1 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*) <p> **Shadowmeld (Elusive and Untargetable while ready.)**

Falixia Frizzleblast, 5, Horde (Horde Priest-13C, Twilight-135C)  
Ally—Goblin Mage, 4 [Arcane] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Fall Back, 2 (Azeroth-160C)  
Instant Ability  
Put target ally you control into its owner's hand.

The Fall of the Betrayer (Black Temple-12R)  
Quest  
Pay (2) to complete this quest. <p> Reward: If target opposing hero's printed [Health] is more than your hero's, draw a card.

Fallenstar, Alliance (Betrayal-11)  
Hero—Night Elf Warrior (Traitor), Mining/Blacksmithing, 30 Health  
On your turn: (2), Flip Fallenstar >>> Fallenstar deals 2 melee damage to target undamaged hero or ally.

Falling to Corruption (Legion-299C)  
Quest  
Destroy two resources you control and pay (1) to complete this quest. <p> Reward: Draw two cards.

Fallingstar, Alliance (Betrayal-2)  
Hero—Night Elf Warrior (Fury), Mining/Blacksmithing, 30 Health  
(1), Flip Fallingstar >>> Damaged allies you control have +2 ATK this turn.

Fama'sin the Lifeseer, Horde (Throne-12)  
Hero—Troll Druid, 27 Health  
On your turn: (5), Flip Fama'sin >>> Put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Famish the Binder, Horde (Illidan-20)  
Hero—Dreadlord Demon, 28 Health  
[Front]: (3), Destroy three [Horde] allies you control >>> Flip Famish face down.  
[Back]: [Horde] allies you control have **Ferocity**.

Fan of Knives, 3, Rogue (Horde Rogue-8R, Icecrown-63R)  
Ability—Combat  
Your hero deals 2 ranged damage to each opposing hero and ally. <p> On your turn: Discard a weapon >>> Put this ability from your graveyard into your hand.

Fanblade Pauldrons, 2, PaWa (Betrayal-222U)  
Equipment—Armor—Plate, Shoulder (1), 0 DEF  
Exhaust your hero >>> This armor has +4 [DEF] this turn.

Fang, 2, Hunter (Scourgewar-45C)  
Ally—Wolf, Pet (1), 2 [Melee] / 4 Health  
**Protector** <p> Allies you control have **Assault 1**.

Fang of the Crystal Spider, 2, HuRoShWa (Azeroth-320R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike  
When your hero deals combat damage to a hero, that hero's controller can't play cards or strike with weapons this turn.

Far from the Nest (Twilight-210C)  
Quest  
On your turn: Pay (6) to complete this quest. <p> Reward: Put target ally with cost 3 or less from your graveyard into play.

Far Sight, 1, Shaman (Illidan-87C)  
Ability—Enhancement  
Look at the top five cards of your deck. Choose one, shuffle the rest into your deck, then put that card on top.

Farander Shadesurge, 5, Horde (Scourgewar-173C)  
Ally—Blood Elf Priest, 4 [Shadow] / 5 Health  
**Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

The Fare of Lar'korwi (Outland-233R)  
Quest  
Pay (3) to complete this quest. <p> Reward: Allies in your hand are instant this turn until you play an ally.

Farseer Nobundo, 5 (Crown-167R)  
Ally—Draenei Shaman, Nobundo (1), 3 [Nature] / 8 Health  
You may look at the top card of any opponent's deck at any time. <p> At the start of your turn, guess whether the top card of your deck has a higher or lower cost than the top card of target opponent's deck. Then, both players reveal the top card of their deck. If you guessed correctly, draw a card.

Fa'tafi, 6, Horde (Azeroth-236C)  
Ally—Troll Warrior, 3 [Melee] / 6 Health  
**Protector** <p> At the start of each turn, this ally heals 1 damage from herself.

Father Charles, 5, Alliance (Crown-82C)  
Ally—Human Priest, 5 [Holy] / 4 Health  
When this ally enters play, he heals all damage from target ally you control.

Father Gustav, 3 (Citadel Raid-81C, Wrathgate-163C)  
Ally—Human Priest, Unique, 1 [Holy] / 5 Health  
Argent Crusade Reputation <p> You pay (1) less to play Unique allies, to a minimum of (1).

Favor of Acherus, 2, Death Knight (Citadel-11U)  
Ability—Blood  
Ongoing: Allies and weapons you control have **Assault 1** for each Disease attached to opposing heroes.

Favor of Mischief, 1, Rogue (Alliance Rogue-4C, Twilight-71C)  
Ability—Subtlety  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, target opponent discards a card.

Favor of Nature, 2, Druid (Twilight-30C)  
Ability—Balance  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Favor of Spirit, 1, Priest (Horde Priest-5C, Twilight-62C)  
Ability—Discipline  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, you may destroy target ability.

Favor of Steel, 2, Warrior (Twilight-97C)  
Ability—Protection  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, you may destroy target equipment.

Favor of the Arcane, 1, Mage (Horde Mage-4C, Twilight-47C)  
Ability—Arcane  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, draw a card.

Favor of the Elements, 2, Shaman (Twilight-80C)  
Ability—Elemental  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero deals 3 fire damage to target hero.

Favor of the Hunt, 2, Hunter (Horde Hunter-8C, Twilight-42C)  
Ability—Survival  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero deals 2 fire damage to target hero or ally.

Favor of the Light, 1, Paladin (Twilight-56C)  
Ability—Holy Blessing  
Attach to target friendly ally. <p> Ongoing: Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero heals 5 damage from target hero or ally.

Favor of the Nether, 2, Warlock (Twilight-88C)  
Ability—Destruction  
Attach to target friendly ally. <p> Ongoing:  
Attached ally has **Assault 2**. <p> When attached ally is destroyed, your hero deals 1 fire damage to each opposing hero and ally.

Favor of Undeath, 1, Death Knight (Twilight-24C)  
Ability—Blood  
Attach to target friendly ally. <p> Ongoing:  
Attached ally has **Assault 2**. <p> When attached ally is destroyed, target opposing ally has -1 [Health] this turn.

Fear, 1, Warlock (Azeroth-123C, Class-104C, Horde Warlock-4C, Worldbreaker-105C)  
Ability—Affliction  
Put target opposing ally into its owner's hand.

Fear and Loathing, 3 (Crown-70R)  
Instant Ability  
**Empower Hunter:** If you control a Hunter hero or ally, destroy target opposing ally that entered play this turn. <p> **Empower Warlock:** If you control a Warlock hero or ally, put target opposing ally into its owner's hand.

Feast of Flame, 2, MaLo (Wrathgate-94U)  
Ability—Fire Destruction  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each Mage and Warlock you control.

Feeding Frenzy, 1, Hunter (Betrayal-49U)  
Ability—Traitor  
Traitor Hero Required <p> As an additional cost to play, destroy any number of allies you control. <p> Target Pet you control has +2 ATK this turn for each ally destroyed 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 (Betrayal-50R)  
Instant Ability—Survival  
Play only if your hero is defending or the target of an opposing card or effect. <p> Interrupt all cards and effects, then end the turn.

Feint, 0, Rogue (Illidan-77C)  
Instant Ability—Combat  
Remove target attacker from combat.

Fel-Acid Breath, 2, Shaman (Black Temple Raid-17U)  
Ability—Traitor  
Traitor Hero Required <p> Target opponent chooses three allies he controls, in order. Your hero deals 3, 2, and 1 nature damage to them, respectively.

The Fel and the Furious (Class-226C, Illidan-241C)  
Quest  
If your hero has more damage than an opposing hero: Pay (1) to complete this quest. <p> Reward: Draw a card.

Fel Armor, 8, Warlock (Dark Portal-106R)  
Ability—Demonology  
Ongoing: If your hero would deal damage with an ability, it deals that much +2 instead. <p> If a hero or ally would heal damage from your hero, it heals that much +2 instead.

Fel Blaze, 2, Warlock (Alliance Warlock-3U, Horde Warlock-5U, Worldbreaker-106U)  
Ability—Destruction  
Your hero deals 2 fire damage to each non-Demon hero and ally.

Fel Cannon, 3 (Legion-249U)  
Ally—Mechanical, 1 [Fire] / 4 Health  
When a player plays a card, this ally deals 2 fire damage to that player's hero.

Fel Covenant, 3, Warlock (Elements-89C)  
Instant Ability—Destruction  
Remove target ally from the game. If you do, your hero deals fire damage to itself equal to that ally's cost.

Fel Domination, 2, Warlock (Dark Portal-107R)  
Ability—Demonology  
**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> Ongoing: At the start of your turn, add a dominate counter. <p> Destroy this ability >>> You may put a Pet from your hand into play if its cost is less than or equal to the number of dominate counters.

Fel Fire, 2, Warlock (Betrayal-112C)  
Ability—Affliction  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character. <p> (3) >>> Your hero deals 1 fire damage to attached character.

Fel Flame, 2, Warlock (Elements-90R, Horde Warlock-6R)  
Ability—Destruction  
Ongoing: When this ability enters play, your hero deals 2 unpreventable shadowfire damage to target hero or ally. <p> (2) >>> [Shadow] and [Fire] cards you control have +1 ATK this turn.

Fel Fury, 3, Warlock (Iccerown-76U)  
Ability—Destruction  
Ongoing: At the start of your turn, your hero deals 1 fire damage to each non-Demon hero and ally. Then destroy this ability if you control no Demons.

Fel Geyser, 2, Druid (Black Temple Raid-11U)  
Ability—Traitor  
Traitor Hero Required <p> Ongoing: Opposing quests have "As an additional cost to complete, turn another quest you control face down."

Fel Immolation, 5, Warlock (Twilight-89C)  
Instant Ability—Destruction  
Attach to target hero, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached hero.

Fel Infernal, 4, Warlock (Iccerown-77U)  
Ally—Infernal Demon, Pet (1), 4 [Fire] / 4 Health  
When you discard a card, you may pay (1). If you do, this ally deals 1 fire damage to each opposing hero and ally.

Fel Iron Hatchet, 4, HuPaShWa (Alliance Warrior-21U, Class-217U, Dark Portal-272U, Horde Warrior-25U)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 0 Strike

Fel Leather Gloves, 3, DrRo (Legion-261U)  
Equipment—Armor—Leather, Hands (1), 0 DEF  
When a resource enters play, put 2 damage on its controller's hero.

Fel Pact, 6, Warlock (Legion-106R)  
Ability—Demonology  
Attach to target Demon ally. <p> Ongoing:  
Attached ally can't be destroyed.

Fel Steed Saddlebags, 2, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-44C)  
Equipment—Item, Bag (5)  
When you place a resource, if you control exactly four resources, draw a card. <p> When you place a resource, if you control exactly eight resources, destroy this item. If you do, draw a card.

Fel Summon, 2, Warlock (Throne-76U)  
Ability—Demonology  
**Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*) <p> Reveal the top two cards of your deck. Put all revealed allies into your hand and the rest on the bottom of your deck.

Fel Trade, 2, Warlock (Citadel-9U)  
Ability—Demonology  
Destroy any number of allies you control. Then, search your deck for an ally with cost less than or equal to the combined cost of cards destroyed this way and put it into play.

Felbender Lara, Alliance (Scourgewar-4)  
Hero—Human Warlock (Affliction), Tailoring/Alchemy, 28 Health  
If you control another Warlock: Flip Lara >>> Lara deals 3 shadow damage to target hero or ally with an attachment.

Felendren the Banished, Horde (Dark Portal-300R)  
Quest  
Blood Elf Hero Required <p> On your turn: Remove a non-token ally you control from the game and pay (2) to complete this quest. <p> Reward: Draw two cards.

Feline Grace, 2, Druid (Scourgewar-35C)  
Instant Ability—Feral Cat Form, Form (1)  
Ongoing: (2), [Activate] >>> Ready your hero. <p> Your hero has **Cat Form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Felsteel Reaper, 8, PaWa (Crafted-5E)  
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike  
This weapon has +1 ATK for each resource you control.

Felsteel Whisper Knives, 1, Rogue (Illidan-225R)

Equipment—Weapon—Knife, Ranged (1), 2 [Ranged], 1 Strike

**Thrown** (*When you strike with this weapon, your hero has **Long-Range** this combat. At the end of this turn, put this weapon from play into its owner's hand.*)

Felstriker, 2, RoWa (Dark Portal-273E)

Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike

(5), Destroy this weapon >>> Destroy target ally.

Feludius, 6 (Twilight-171R)

Ally—Water Elemental Ascendant, Feludius (1), 7 [Frost] / 4 Health

When this or another [Frost] card you control is destroyed, you may look at the top card of your deck. If you do, you may put it into your graveyard. <p> [Frost] allies you own everywhere have “**Stash:** Put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.”

Fenton Guardmont, 2, Alliance (Worldbreaker-136C)

Ally—Worgen Warrior, 1 [Melee] / 4 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

<p> **Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*)

Feral Charge, 2, Druid (Drums-22R)

Instant Ability—Feral

**Feral Talent** (*You can't put Balance Talents or Restoration Talents in your deck.*) <p> Play only if you control a Bear Form. <p> Interrupt target card.

Feral Dominance, 2, Druid (Icecrown-25U)

Ability—Feral

Ongoing: (1), [Activate] >>> Target Druid you control has **Assault 1** or **Protector** this turn.

Feral Energy, 2, Druid (Illidan-27R)

Ability—Feral

Ongoing: While you control a Cat Form, when your hero deals combat damage to a defending hero, you may pay (1). If you do, its controller discards a card.

Feral Instinct, 1, Druid (Legion-23R)

Instant Ability—Feral

**Feral Talent** (*You can't put Balance Talents or Restoration Talents in your deck.*) <p> Ongoing: While you control a Cat Form, your hero has +2 ATK while attacking an exhausted defender. <p> While you control a Bear Form, your hero has +4 ATK while protecting.

Feral Rage, 5, Druid (Azeroth-21R)

Ability—Feral

Ongoing: While you control a Bear Form, when your hero is dealt combat damage, you may pay (1). If you do, draw a card.

Feral Spirit, 4, Shaman (Scourgewar-86R)

Ability—Enhancement

**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Put two 4 [Melee] / 4 [Health] Spirit Wolf ally tokens into play with **Protector**.

Ferandus Duskfall, 4, Alliance (Scourgewar-131C)

Ally—Night Elf Death Knight, 3 [Shadow] / 4 Health

**Protector** <p> When this ally defends, you may ready target weapon.

Ferocious Cat Form, 3, Druid (Crown-11U)

Instant Ability—Feral Cat Form, Form (1)

Ongoing: Your hero has **Assault 1** for each Monster hero and ally you control.

Ferociousness, 1, Druid (Illidan-28C)

Instant Ability—Feral Bear Form, Form (1)

Ongoing: When your hero protects, draw a card. <p> Your hero has **Bear Form**. (*Has **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] / 2 Health

(1), Remove this ally from the game >>> Players can't draw cards this turn.

Field Commander Foggo, 6, Alliance

(Scourgewar-132C)

Ally—Gnome Warlock, 6 [Shadow] / 5 Health

(1), Discard a card >>> This turn, friendly heroes and allies can protect this ally.

Field Commander Olinnae, 7, Alliance (Dark Portal-163U)

Ally—Draenei Warrior, 6 [Melee] / 5 Health

**Protector** <p> All other allies you control have **Protector**.

Field Repair Bot 74A, 1 (Dark Portal-243U)

Ally—Repair Bot, Unique, 0 [Melee] / 2 Health

Friendly heroes have “(1), [Activate] >>> Put an equipment from your graveyard into your hand.”

Fierce Cat Form, 3, Druid (Twilight-31U)

Instant Ability—Feral Cat Form, Form (1)

Target ally has **Assault 2** this turn. <p>

Ongoing: Your hero has **Assault 1**.

A Fiery Reunion (Twilight-212C)

Quest

If a hero or ally you controlled dealt fire ([Fire]) damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

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

(Class-10, Outland-2)

Hero—Gnome Warrior (Fury),

Blacksmithing/Mining, 30 Health

(3), Flip Fillet >>> Allies you control have +1 ATK this turn.

Filthy Tricks, 6, Rogue (Outland-67R)

Ability—Assassination Combo

Ongoing: Cards in your graveyard are Combos.

A Final Blow (Legion-300C)

Quest

If you played an equipment this turn: Pay (1) to complete this quest. <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 you control has +3 / +3 this turn. At the start of the next turn, destroy it.

Final Voyage, 2, Hunter (Wrathgate-189R)

Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 2 Strike

When you strike with this weapon, your hero has **Long-Range** this combat. <p> This weapon has **Assault 1** for each card in opposing hands.

Find Weakness, 2, Rogue (Betrayal-92R)

Ability—Assassination

**Assassination Talent** (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p>

Ongoing: When you remove one or more Combos from your graveyard to play a **Finishing Move**, your hero deals that much melee damage to target hero or ally.

Finding the Source (Worldbreaker-259C)

Quest

Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed quest or location into your hand and the rest on the bottom of your deck.

Fingers of Frost, 5, Mage (Icecrown-42R)

Ability—Frost

**Frost Talent** (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> If you have ten or more cards in your hand, opposing cards can't attack or exhaust until the start of your next turn.

Finishing Shout, 5, Warrior (Illidan-107U)

Instant Ability—Fury Shout

Ongoing: Allies you control have +1 / +1. <p> Opposing allies have -1 / -1.

Finkle Einhorn, At Your Service! (Dark Portal-316C)

Quest

On your turn: Pay (3) to complete this quest. <p> Reward: Put an ally with cost 2 or less from your graveyard into play.

Finkle's Lava Dredger, 4, DrPa (Molten Core-22R)

Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike

At the end of your turn, if an opponent controls more resources than you, you may put the top card of your deck into your resource row face down and exhausted.

Fire and Brimstone, 4, Warlock (Crown-47R)  
Ability—Destruction

**Destruction Talent** (*You can't put Affliction Talents or Demonology Talents in your deck.*)  
<p> Destroy target ability, ally, or equipment.

Fire 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 (Alliance Mage-5C, Azeroth-52C, Citadel Raid-44C, Class-49C, Horde Mage-5C, Worldbreaker-55C)  
Instant Ability—Fire  
Your hero deals 2 fire damage to target hero or ally.

Fire Elemental Totem, 2, Shaman (Outland-77C)  
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health  
Ongoing: When this Totem enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play with **Ferocity**. <p> (*Totems can't attack.*)

Fire-Etched Dagger, 3, DrMaPrShLo (Elements-194U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike  
When this weapon enters play, you may put target Dragonkin ally from your graveyard into your hand. <p> (2), Exhaust your hero >>> Your hero deals 1 fire damage to target hero or ally for each Dragonkin you control.

Fire Nova Totem, 1, Shaman (Dark Portal-93U)  
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health  
Ongoing: At the start of your turn, destroy this Totem. If you do, it deals 3 fire damage to each opposing hero and ally. <p> (*Totems can't attack.*)

Fire Power, 3, Mage (Horde Mage-6R, Legion-46R)  
Ability—Fire  
**Fire Talent** (*You can't put Arcane Talents or Frost Talents in your deck.*) <p> Ongoing: When you play a Fire ability or [Fire] card, your hero may deal 1 fire damage to target hero or ally.

Fire the Cannon (Twilight-211C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top five cards of your deck. Put a revealed [Fire] card into your hand and the rest on the bottom of your deck. (*A [Fire] card is a card with [Fire] in its lower-left corner.*)

Fireball, 4, Mage (Alliance Mage-6U, Azeroth-53U, Citadel Raid-45U, Class-50U, Horde Mage-7U, Twilight-48U)  
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.

Firelands (Elements-219R)  
Location  
On your turn, if a hero or ally you controlled dealt fire ([Fire]) damage this turn: (2), [Activate] >>> Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> When a Fire Elemental enters play under your control, remove the top two cards of target player's deck from the game.

The Firelord's Gift, 3 (Elements-104U)  
Ability  
Ongoing: When this ability enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Ferocity** this turn.

Firemaul of Destruction, 6, DkPaShWa (Honor-172U)  
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 3 Strike  
You pay (3) less to strike with this weapon if an opposing card was destroyed this turn.

Firewarden Wyland Kaslinth, 1, Horde (Citadel Raid-68C, Class-177C, Horde Mage-13C, Horde Paladin-15C, Horde Rogue-16C, Scourgewar-174C)  
Ally—Blood Elf Mage, 1 [Fire] / 2 Health  
**Assault 1** (*This ally has +1 ATK on your turn.*)

Firewing Signets (Betrayal-247C)  
Quest  
Scryer Reputation (*You can't put cards with other reputations in your deck.*) <p> If you control an ally with **Sabotage**, pay (1) to complete this quest. <p> Reward: Draw a card.

First Responder Avaressa, 3, Alliance (Illidan-124C)  
Ally—Draenei Paladin, 1 [Holy] / 5 Health  
**Protector** <p> At the start of your turn, this ally heals 2 damage from target hero or ally.

First Responder Margan, 2, Alliance (Illidan-125C)  
Ally—Draenei Mage, 2 [Arcane] / 1 Health  
**Elusive** <p> At the start of your turn, this ally heals 2 damage from target hero or ally.

First to Fall, 2 (Dark Portal-141C)  
Instant Ability  
Destroy target protecting ally.

Fist of the Deity, 4, RoSh (Wrathgate-190R)  
Instant Equipment—1H Weapon—Fist, Melee (1), 2 [Melee], 0 Strike  
Your hero has **Dual Wield**. <p> When this weapon enters play, it has +2 ATK this turn.

Fists of Mukoa, 3, HuSh (Gladiators-162U)  
Equipment—Armor—Mail, Hands (1), 2 DEF  
While you control no weapons, your hero has +1 ATK while attacking.

Fit of Rage, 2, Warrior (Icecrown-83R)  
Ability—Fury  
Ongoing: (2), [Activate], Destroy an equipment you control >>> Your hero deals melee damage to target hero or ally equal to that equipment's cost.

Fizzle, 1, Mage (Outland-40U)  
Instant Ability—Arcane  
Interrupt target ability with cost 3 or less.

Flame Bender Ta'jin, 6, Horde (Illidan-154U)  
Ally—Troll Mage, 4 [Fire] / 3 Health  
When this ally enters play, gain control of target ability. If it's attached, you may reattach it.

Flame Burst, 4, Mage (Icecrown-43C)  
Ability—Fire  
Attach to target hero or ally, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

Flame Keeper Rizzli, Horde (Twilight-16)  
Hero—Goblin Mage, 25 Health  
[Front]: (5) >>> Flip Rizzli face down.  
[Back]: At the start of your turn, Rizzli may deal fire damage to target hero or ally equal to the ATK of a [Fire] ally you control.

Flame Lance, 1, Mage (Crown-21C)  
Instant Ability—Fire  
Your hero deals 3 fire damage to target ally.

Flame Orb, 2, Mage (Twilight-49R)  
Ability—Fire  
Attach to target opposing hero. <p> Ongoing: At the start of your turn, add an ember counter to this ability, and your hero deals 1 fire damage to attached hero. Then, you may destroy this ability. If you do, your hero deals 1 fire damage to target hero or ally for each ember counter that was on this ability.

Flame Pillar Leggings, 2, MaPrLo (Twilight-180C)  
Equipment—Armor—Cloth, Legs (1), 1 DEF  
At the start of your turn, your hero may deal 1 fire damage to target hero.

Flame Shock, 3, Shaman (Dark Portal-94C)  
Instant Ability—Elemental  
Attach to target hero or ally, and your hero deals 2 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Flame Wrath, 4, HuPaWa (Azeroth-321R)  
Equipment—2H Weapon—Polearm, Melee (1), 2 [Melee], 3 Strike  
When your hero deals combat damage with this weapon, your hero deals 1 fire damage to each opposing hero and ally.

Flamebringer Gaxix, 6, Horde (Twilight-136U)  
Ally—Goblin Mage, 6 [Fire] / 5 Health  
This ally has +2 / +2 while you control another [Fire] card.

Flamesinger Zara, 3, Alliance (Crown-83C)  
Ally—Draenei Mage, 2 [Fire] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Flamestrike, 7, Mage (Azeroth-54R)  
Ability—Fire  
Your hero deals 3 fire damage to each opposing hero and ally.

Flametongue Weapon, 2, Shaman (Dark Portal-95U, Twilight-81U)  
Instant Ability—Enhancement  
Attach to target Melee weapon you control. <p> Ongoing: When you strike with attached weapon, your hero deals 1 fire damage to target hero or ally.

Flare, 0, Hunter (Worldbreaker-47C)

Instant Ability—Marksmanship

Opposing heroes and allies lose and can't have **Elusive**, **Stealth**, and **Untargetable** this turn.

Flare of the Heavens, 2, HuMa (Icecrown-179R)  
Equipment—Item, Trinket (2)

[Hunter] Hero: At the start of your turn, you may look at the top card of an opponent's deck. You may put it into his graveyard. <p> [Mage] Hero: At the start of your turn, you may look at the top card of your deck. You may put it into your graveyard.

Flash Freeze, 3, Mage (Elements-52C)

Instant Ability—Frost

Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust.

Flash Heal, 1, Priest (Alliance Priest-6C, Azeroth-78C, Class-71C, Horde Priest-6C, Worldbreaker-76C)

Instant Ability—Holy

Your hero heals 4 damage from target hero or ally.

Flash of Brilliance, 3, Mage (Wrathgate-45R)

Ability—Arcane

Ongoing: At the start of your turn, you may destroy this ability. If you do, search your collection for an Ongoing [Mage] ability, reveal it, and put it into your hand.

Flash of Light, 1, Paladin (Betrayal-73C, Elements-56C)

Instant Ability—Holy

Your hero heals all damage from target ally. Draw a card.

Flash of Steel, 4 (Dark Portal-142C)

Ability

Your hero deals 3 melee damage to target hero or ally.

A Flawless Advance, 3, Warrior (Gladiators-79R)

Ability—Fury

Ongoing: When an ally with cost equal to the number of resources you control enters your party, add a strength counter. <p> Allies you control have +1 / +1 for each strength counter.

Flawless Defense, 4, Warrior (Wrathgate-87U)

Ability—Protection

Ongoing: Your hero has **Protector**. <p> Your hero has +1 ATK while defending.

The Flawless Flame (Outland-234C)

Quest

Pay (2) to complete this quest. <p> Reward: Target ally can't protect this turn.

Flesh Eating Poison, 4, Rogue (Alliance Rogue-5U, Wrathgate-66U)

Instant Ability—Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 5 nature damage to attached character.

Fleshwerk Throwing Glaive, 2, RoWa

(Scourgewar-237R)

Equipment—Weapon—Shuriken, Ranged (1), 2 [Ranged], 1 Strike

**Thrown** <p> [Rogue] Hero: This weapon has +1 ATK. <p> [Warrior] Hero: You pay (1) less to strike with this weapon.

Fletcher's Gloves of the Phoenix, 3, HuSh (Honor Crafted-1E)

Equipment—Armor—Mail, Hands (1), 2 DEF

You can play this armor from your graveyard. <p> [Activate] >>> Target ally has **Long-Range** and **Fire Resistance** this turn.

Flickers from the Past, 7, Mage (Illidan-49R)

Ability—Arcane

Put any number of target Ongoing abilities from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Flight Form, 3, Druid (Outland-21U)

Instant Ability—Feral, Form (1)

Ongoing: Your hero has **Untargetable**. <p> When you play an ability or your hero attacks, destroy this ability.

Flint Shadowmore, 3, Alliance (Scourgewar-133E)

Ally—Human Rogue, Unique, 5 [Melee] / 3 Health

If this ally would deal combat damage, he may deal that much divided as you choose among any number of opposing heroes and/or allies instead.

Floating Web, 5, DkPaWa (Aftermath Justice-5E)

Equipment—Armor—Cloth, Back (1), 1 DEF

When this armor enters or leaves play, add a +1 [DEF] counter to this and each other armor you control.

Flourish, 3, Druid (Worldbreaker-36U)

Ability—Balance

Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero heals 2 damage from itself.

Fluid Death, 4, HuRoSh (Worldbreaker Badge-11E)

Equipment—Item, Trinket (2)

When an ally you control deals combat damage to a hero, add a depth counter to this item. <p> Your hero has **Assault 1** for each depth counter on this item.

Foam Sword Rack, 4 (Gladiators-92R, Gladiators Loot-3L)

Ability

Ongoing: Each hero has "(1) >>> This hero deals ½ melee damage to target hero."

Focus Magic, 4, Mage (Throne-47R)

Ability—Arcane

**Arcane Talent** (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Reveal the top card of your deck and put it into your hand. Then, search your deck for up to three cards with the same name as the revealed card, reveal them, and put them into your hand.

Focused Dispel, 3, Priest (Elements-65C)

Instant Ability—Discipline

Destroy up to two target abilities.

Focused Flames, 3 (Dungeon Treasure-6C)

Ability

Ongoing: When a Mage ally enters play under your control or a friendly player's control, it deals 1 fire damage to each opposing ally.

Focused Will, 7, Priest (Gladiators-49R)

Ability—Discipline

**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: At the start of your turn, switch all damage on your hero with the damage on target opposing hero.

Fool's Gold, 3 (Twilight-104R, Twilight Loot-2L)

Ability

Ongoing: At the end of your turn, each opponent draws a card. <p> On your turn: Destroy another ability, ally, or equipment you control >>> Target player gains control of this ability.

The Footsteps of Illidan, 2 (Illidan-116U, Illidan Loot-1L)

Ability

Attach to target hero or ally. <p> Ongoing: Attached character is also a Demon.

Footwraps of Vile Deceit, 4, DrRo (Naxxramas-14R)

Equipment—Armor—Leather, Feet (1), 2 DEF

When this armor enters play, target an opposing equipment. You control it while this armor remains under your control.

For Great Honor, Horde (Honor-201C)

Quest

Pay (1) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with an odd cost of 1 or more into your hand and the rest on the bottom of your deck.

For the Horde!, Horde (Azeroth-344U)

Quest

Pay (1) to complete this quest. <p> Reward: Horde allies you control have +1 ATK while attacking this turn.

Forager Cloudbloom, 1, Horde (Horde Druid-15U, Illidan-155U)

Ally—Tauren Druid, 1 [Arcane] / 1 Health

When this ally readies, draw a card.

Forager Hoofbeat, 5, Horde (Illidan-156C)

Ally—Tauren Warrior, 3 [Melee] / 5 Health

**Protector** <p> When this ally readies, draw a card.

Forang Deathrattle, Horde (Class-19, Legion-13)

Hero—Orc Warlock (Affliction),

Enchanting/Herbalism, 28 Health

On your turn: (3), Flip Forang >>> Forang deals 2 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Forbidden Knowledge, 8, Warlock (Azeroth-124R)

Ability—Demonology

Remove your deck from the game. <p> Ongoing: If you would draw a card, choose a card you removed this way and put it into your hand instead.

Force Commander Danath Trollbane, 7, Alliance (Legion-147E)

Ally—Human Warrior, Unique, 6 [Melee] / 7 Health

**Protector** <p> When this ally enters play, destroy target [Horde] ally.

Force of Nature, 4, Druid (Outland-22R)

Ability—Balance

**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Put three 1 [Melee] / 1 [Health] Treant ally tokens into play with **Ferocity**.

Forces of Jaedenar (Legion-301C)

Quest

If you played an ability this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Fordragon Hold, Alliance (Class Promo-12R, Wrathgate-218R)

Location

[Activate] >>> Target [Alliance] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Bolvar in its name: [Activate] >>> [Alliance] heroes and allies you control have **Assault 1** this turn.

Forest Stalker's Bracers, 3, DrRo (Drums-207U)

Equipment—Armor—Leather, Wrist (1), 1 DEF (1) >>> Target hero or ally has **Stealth** this turn. (*It can't be protected against.*)

Forge Camp: Annihilated (Legion-302C)

Quest

Pay (3) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put one into your hand and the other on the bottom of your deck.

Forged of Shadow and Flame (Alliance Warrior-26C, Elements-211C)

Quest

If you control an equipment: Pay (3) to complete this quest. <p> Reward: Draw a card.

Fork Lightning, 5, Shaman (Gladiators-63C, Murkdeep-3C)

Ability—Elemental

Your hero deals 5 nature damage to target hero and 5 nature damage to target ally.

Form of the Serpent, 3, Druid (Betrayer-39R)

Instant Ability—Traitor, Form (1)

Traitor Hero Required <p> Ongoing: When your hero attacks, add a poison counter. Your hero has +1 ATK this combat for each poison counter. <p> Remove all poison counters >>> Your hero deals 1 nature damage to target ally for each counter removed this way.

The Formation of Felbane (Legion-303U)

Quest

Pay (7) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ability, ally, equipment, and quest into your hand and the rest on the bottom of your deck.

Forsaken Blightspreeder, 2, Horde (Dungeon Treasure-18C)

Ally—Undead Warlock, 1 [Shadow] / 1 Health When this ally deals damage to an opposing ally, destroy that ally.

Forsaken Royal Dreadguard, 2, Horde (Dungeon Treasure-19C)

Ally—Undead Rogue, 2 [Melee] / 3 Health At the start of your turn, this ally deals 1 melee damage to target hero for each Forsaken Royal Dreadguard you and other friendly players control (*including himself*).

Fortify, 1, PaWa (Icc crown-91U)

Instant Ability—Protection

Your hero has **Protector** this turn. <p> Your hero has +X ATK while protecting this turn, where X is the cost of target non-hero Paladin or Warrior you control.

Fortifying Shout, 5, PrWa (Honor-85C)

Ability—Discipline Fury Shout

Ongoing: Heroes and allies you control have +2 [Health].

Fortune Telling, 8 (Dark Portal-143R, Dark Portal Loot-3L)

Ability

Turn your deck over.

Fossilized Hatchling, 1 (Aftermath Crafted-1E)

Monster Ally—Fossil Hatchling, 3[Melee], 3 Health

Play only if you have four or more allies in your graveyard.

Fossilized Raptor, 4 (Aftermath Crafted-2E)

Monster Ally—Fossil Raptor, Mount (1), 0 [Melee], 4 Health

You pay (1) less to complete quests for each ally in your graveyard. (*Mounts can't attack or be attacked.*)

Fraznak the Furious, Horde (Elements-12)

Hero—Goblin Warrior, 30 Health

[Front]: (5) >>> Flip Fraznak face down.

[Back]: Allies you control have **Assault 1**. (*They have +1 ATK on your turn.*)

Freeze, 2, Mage (Scourgewar-53U)

Ability—Frost

Attach to target opposing ally or weapon. <p> Ongoing: Attached card can't attack or exhaust. <p> **Death Rattle** (*When this ability enters your graveyard from anywhere*): Target opposing ally or weapon can't attack or exhaust this turn.

Freezing Arrow, 3, Hunter (Icc crown-35C)

Instant Ability—Survival

**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Remove target opposing attacker from combat. It can't ready during its controller's next ready step.

Freezing Band, 3, MaPrLo (Legion-271E)

Equipment—Item, Ring (2)

Each opponent can't draw more than one card per turn.

Freezing Trap, 4, Hunter (Outland-29C)

Instant Ability—Survival

**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Attach to target attacking ally and remove it from combat. <p> Ongoing: Attached ally can't attack or protect, and loses and can't have powers.

Frek Snipelix, 3, Horde (Worldbreaker-172U)

Ally—Goblin Hunter, 1 [Ranged] / 3 Health

**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> Target ally has **Long-Range** this turn.

Frenzy, 2, Death Knight (Worldbreaker-27U)

Ability—Blood

Ongoing: [Activate] >>> Target ally you control has **Assault 1** this turn. (*It has +1 ATK on your turn.*)

Freya Lightsworn, 2, Alliance (Azeroth-183C)

Ally—Dwarf Priest, 2 [Holy] / 2 Health

[Activate] >>> This ally heals 3 damage from target hero or ally.

Friends in High Places, 3, Druid (Elderlimb-4C, Gladiators-19C)

Instant Ability—Balance

Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Fright, 1, Priest (Wrathgate-59C)

Instant Ability—Shadow

Target opponent puts an ally he controls into its owner's hand.

Frigid Winds, 2, DrMa (Honor-86C)

Instant Ability—Balance Frost

Target hero or ally can't attack this turn. Draw a card.

Frimzy Fuzzbum, 1, Alliance (Crown-84U)

Ally—Gnome Mage, 1 [Arcane] / 1 Health

**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> Target ally has **Elusive** this turn.

Frizlix of Kezan, Horde (Horde Rogue-1)

Hero—Goblin Rogue, 27 Health

On your turn: (2), Flip Frizlix >>> Exhaust target hero or ally.

Frizzle Stumblesshade, 3, Alliance (Twilight-109C)

Ally—Gnome Priest, 3 [Shadow] / 3 Health

**Untargetable**

From the Shadows, 5, Alliance (Azeroth-151R)

Ability

Ongoing: All allies have **Elusive**.

Frost Arc, 1, Shaman (Crown-41C)

Ability—Elemental

Your hero deals 2 frost damage divided as you choose to up to two target heroes and/or allies.

Frost Armor, 4, Mage (Betrayer-59U)

Ability—Frost

Ongoing: (1), Remove an ability in your graveyard from the game >>> Target ally can't attack this turn.

Frost Blast, X, Mage (Crown-22U)

Instant Ability—Frost

Your hero deals 1 frost damage to each of X target heroes and/or allies. Characters dealt damage this way can't attack or protect this turn.

Frost-bound Chain Bracers, 2, HuSh (Icecrown-171R)

Equipment—Armor—Mail, Wrist (1), 1 DEF

When you strike with a weapon, your hero may deal 1 frost damage to target hero or ally. <p>

**Death Rattle:** You pay (2) less to strike with weapons this turn.

Frost Burst, 1, DkSh (Scourgewar-116U)

Instant Ability—Frost Elemental

Target hero or ally has -4 ATK while attacking or protecting this turn.

Frost Fever, 2, Death Knight (Alliance DK-5C, Horde DK-5C, Wrathgate-25C)

Ability—Frost Disease

Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party lose and can't have **Assault** and **Mend**.

Frost Funnel, 3, Mage (Outland-41C)

Instant Ability—Frost

Your hero deals 1 frost damage to each of up to two target heroes and/or allies. A character dealt damage this way can't attack this turn.

Frost Nova, 4, Mage (Azeroth-55R, Citadel Raid-46R, Class-52R, Horde Mage-8R, Jaina-3R)

Instant Ability—Frost

Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Frost Presence, 5, Death Knight (Knight-8U)

Ability—Frost, Presence (1)

Ongoing: Opposing cards and effects must target your hero if able. <p> Your hero has +10 [Health] and **Protector**.

Frost Resistance Aura, 2, Paladin (Icecrown-49C)

Instant Ability—Protection, Aura (1)

Ongoing: Friendly allies have **Frost Resistance** while ready. (*Prevent all frost ([Frost]) damage that would be dealt to them.*)

Frost Resistance Totem, 1, Shaman (Icecrown-69U)

Instant Ability Ally—Enhancement, Fire Totem (1), 0 [Fire] / 1 Health

Ongoing: Friendly heroes and allies have **Frost Resistance**. <p> (*Totems can't attack.*)

Frost Rune, 2, Death Knight (Icecrown-21U)

Ability—Frost, Rune (6)

As an additional cost to play, remove an ability in your graveyard from the game. <p> Ongoing: [Activate] >>> You pay (1) less to play your next card this turn.

Frost Shock, 2, Shaman (Alliance Shaman-7C, Azeroth-109C, Class-96C, Horde Shaman-7C)

Instant Ability—Elemental

Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Frost Strike, 3, Death Knight (Icecrown-22R)

Instant Ability—Frost

**Frost Talent** (*You can't put Blood Talents or Unholy Talents in your deck.*) <p> Your hero deals frost damage to target hero or ally equal to the ATK of a weapon you control. <p> Up to X target opposing cards can't attack or exhaust this turn, where X is the ATK of a weapon you control.

Frost Surge, 2, MaSh (Icecrown-92U)

Instant Ability—Frost Elemental

Your hero deals X frost damage to target hero or ally, where X is the cost of a non-hero Mage or Shaman you control. A character dealt damage this way can't attack or exhaust this turn.

Frost Trap, 4, Hunter (Dark Portal-33R)

Instant Ability—Survival

**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Remove all attackers from combat, and opposing heroes and allies can't attack this turn.

Frost Ward, 1, Mage (Icecrown-44C)

Instant Ability—Frost

Your hero has **Frost Resistance** this turn.

(*Prevent all frost ([Frost]) damage that would be dealt to it.*) <p> When damage that an opposing hero or ally would deal is prevented this way, your hero may deal that much frost damage to target hero or ally.

Frost Wave, 3, Mage (Worldbreaker-56C)

Instant Ability—Frost

Up to two target allies can't attack or exhaust this turn. Draw a card.

Frostbite, 2, Mage (Betrayer-60R)

Ability—Frost

**Frost Talent** (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> Ongoing: (1), Discard a Frost or [Frost] card >>> Opponents pay (2) more to play cards this turn.

Frostbolt, 3, Mage (Alliance Mage-7U, Azeroth-56U, Citadel Raid-47U, Class-51U, Horde Mage-9U, Jaina-4U)

Instant Ability—Frost

Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Frostbridge Orb, 0, DrMa (Icecrown-180R)

Equipment—Item, Off-Hand (1)

[Druid] Hero: Cards you control with **Mend** have an additional **Mend 1**. <p> [Mage] Hero: Cards you control with **Assault** have an additional **Assault 1**.

Frostfire Bolt, 2, Mage (Worldbreaker-57U)

Instant Ability—Frost

Your hero deals 2 unpreventable frostfire damage to target ally. This turn, an ally dealt damage this way can't attack or exhaust, and loses and can't have powers. (*Frostfire damage counts as both frost and fire.*)

Frostguard, 4, PaRoWa (Drums-226U)

Equipment—1H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike

Allies you control have **Frost Resistance**.

(*Prevent all frost ([Frost]) damage that those allies would be dealt.*)

Frostweave Bandage, 1,

DkDrHuMaPaPrRoShLoWa (Icecrown-181U)

Equipment—Item—Bandage

(1), Destroy this item >>> Your hero heals 4 damage from target hero or ally. <p> **Death Rattle:** Target hero or ally has **Frost Resistance** this turn.

Frostweaver Dakar'sith, 3, Horde (Icecrown-131R)

Ally—Blood Elf Mage, 3 [Frost] / 2 Health  
Opposing heroes and allies can't attack unless their controller exhausts two other cards he controls for each attacker.

Frostwolf Insignia, 2, Horde,

DkDrHuMaPaPrRoShLoWa (Honor-168U)

Equipment—Item—Battleground, Trinket (2)

When you play a card, add an honor counter. If there are six or more on this item, destroy it. <p> When this item is destroyed this way, your hero heals 10 damage from target hero or ally.

Frozen Blight, 3, Death Knight (Elements-26U)

Ability—Frost Disease

Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. The controller of a hero dealt damage this way can't play abilities this turn.

Frozen Core, 1, Death Knight (Twilight-25C)

Ability—Frost

Attach to target ally. <p> Ongoing: Attached ally has -2 / -2.

Frozen Frenzy, 6, DkSh (Twilight-102E)

Ability—Frost Enhancement

Allies you control have **Assault 6** this turn.

Frozen Nerves, 5, Mage (Worldbreaker-58C)

Ability—Frost

Attach to target non-hero card. <p> Ongoing: Attached card can't attack or exhaust.

Frozen Solid, 3, Mage (Wrathgate-46U)

Instant Ability—Frost

The next time target opponent would draw a card this turn, you draw one instead.

Fuel for the Fire, 5, Mage (Legion-47R)

Ability—Fire

Ongoing: Destroy a resource you control >>> Your hero deals 3 fire damage to target ally.

Fugu, 5, Alliance (Outland-118R)

Ally—Night Elf Priest, 3 [Shadow] / 5 Health  
[Activate] >>> Gain control of target ally until end of turn.

Full Circle, 7, Paladin (Illidan-60R)

Ability—Holy

You may discard an ally. If you do, put a second target ally from your graveyard into play, then put a third target ally you control into its owner's hand.

Fumdol Mountainfrost, 5, Alliance (Jaina-13C, Throne-109C)

Ally—Dwarf Shaman, 6 [Frost] / 4 Health  
When this ally enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Fungal Growth, 4, Druid (Throne-34R)

Ability—Balance

**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: At the end of your turn, you may put a 5 [Melee] / 5 [Health] Fungal Behemoth ally token into play if you control five or more allies. Otherwise, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

"Fungus Face" McGillicutty, 3, Horde (Class-178C, Horde DK-18C, Legion-183C)

Ally—Undead Priest, 3 [Holy] / 3 Health

When this ally is destroyed, you may destroy target ability.

Funken Fusemissile, 3, Alliance (Throne-110C)

Instant Ally—Gnome Mage, 3 [Arcane] / 2 Health

When this ally enters play, you may put another ally you control into its owner's hand.

Furan Rookbane, 6, Alliance (Worldbreaker-137C)

Ally—Night Elf Druid, 6 [Arcane] / 5 Health

When this ally enters play, reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Furious Kalla, 3, Horde (Gladiators-123U)

Ally—Orc Shaman, 4 [Frost] / 2 Health

**Hardiness** (*If this ally would be dealt damage, prevent 1 of it.*) <p> When this ally attacks, you may put a Totem from your hand into play.

Furious Resolve, 2 (Dark Portal-144C)

Instant Ability

Attach to target ally. <p> Ongoing: Attached ally has +1 / +1.

Furious Strike, 1, Warrior (Throne-85U)

Instant Ability—Fury

Your hero has +3 ATK this combat. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Furor, 3, Druid (Illidan-29R)

Ability—Restoration

**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p>

Ongoing: When you play a Form, you may ready up to X resources you control, where X is its cost.

Fury, 5, Hunter (Azeroth-38R, Horde Hunter-9R)

Ally—Cat, Pet (1), 5 [Melee] / 3 Health

**Ferocity**

Fusion Totem, 2, Shaman (Wrathgate-74U)

Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health

Ongoing: (1), Exhaust an Air Totem you control >>> Exhaust target ally. <p> (1), Exhaust an Earth Totem you control >>> Target ally has **Assault 2** this turn. <p> (1), Exhaust a Fire Totem you control >>> It deals 2 fire damage to target ally. <p> (1), Exhaust a Water Totem you control >>> Target player draws a card.

Gabble, 7, Alliance (Alliance Mage-16C, Legion-148C)

Ally—Gnome Mage, 7 [Arcane] / 5 Health

**Elusive** (*This ally can't be attacked.*)

Gahrunt Foulfang, 3, Horde (Outland-160U)

Ally—Orc Warlock, 3 [Shadow] / 3 Health

Remove three allies in your graveyard from the game >>> Target ally you control has **Ferocity** this turn.

Gahz'ridian (Class-227C, 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] / 1 Health

**Elusive** (*This ally can't be attacked.*) <p> (X), [Activate] >>> This ally deals X fire damage to target ally and itself.

Gakuri, 3, Warlock (Crown-48U)

Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 4 Health

[Activate], Destroy another Monster or Demon ally you control >>> This ally deals 4 fire damage to target hero or ally.

Galahandra, Keeper of the Silent Grove, 2,

Alliance (Azeroth-184C)

Ally—Night Elf Druid, 0 [Nature] / 1 Health

**Elusive** <p> (1), [Activate] >>> Exhaust target ally.

Gale Winds, 5, Druid (Icecrown-26R)

Ability—Balance

**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: Abilities you control can be exhausted to pay costs as though they were resources.

Galvanize, 2, DkDr (Scourgewar-117U)

Ability—Unholy Balance

Ongoing: [Activate] >>> Choose one: Ally tokens you control have +1 ATK this turn; or target ally token you control has +3 ATK this turn.

Galway Steamwhistle, 1, Alliance (Azeroth-185U)

Ally—Gnome Warrior, 1 [Melee] / 1 Health

[Activate] >>> Ready your hero and a Weapon you control.

Gamon, 1, Horde (Dark Portal-209U)

Ally—Tauren Warrior, Unique, 1 [Melee] / 1 Health

Any hero or ally can attack this ally. (*Including characters you control.*)

Gang Up, 2, Rogue (Drums-61C)

Instant Ability—Subtlety Combo

As an additional cost to play, exhaust two heroes and/or allies you control. <p> Destroy target ally.

Gardos Gravefang, 1, Alliance (Twilight-110U)

Ally—Worgen Death Knight, 2 [Melee] / 1 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally is destroyed, you may put target card in a graveyard on the bottom of its owner's deck.

Garell Strout, 4, Horde (Horde Warlock-15U, Outland-161U)

Ally—Undead Warlock, 3 [Fire] / 4 Health

When this ally attacks, he deals 2 fire damage to target opposing hero.

Garet Vice, 1, Alliance (Worldbreaker-138C)

Ally—Worgen Rogue, 2 [Nature] / 1 Health

**Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*)

Gareth Ironshot, 5, Alliance (Class-131C, Legion-149C)

Ally—Dwarf Hunter, 2 [Ranged] / 6 Health

**Long-Range** (*Defenders deal no combat damage to this ally.*)

Gargoyle, 4, Death Knight (Elements-27R, Horde DK-6R)

Ally—Gargoyle, Pet (1), 5 [Nature] / 5 Health

**Unholy Talent** (*You can't put Blood Talents or Frost Talents in your deck.*) <p> **Ferocity** <p> At the end of your turn, if this ally is undamaged, put him into his owner's hand.

Garrosh Hellscream, 7, Horde (Class Promo-7E, Scourgewar-175E)

Ally—Orc Warrior, Unique, 7 [Melee] / 7 Health **Protector** <p> Each ally you control has **Assault X**, where X is its printed ATK.

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, Class-179C)

Ally—Orc Warrior, 2 [Melee] / 1 Health

When this ally attacks, you may exhaust target armor.

Gathering of Wits, 7, Priest (Scourgewar-72R)

Ability—Shadow

Gain control of any number of target opposing allies with combined cost less than or equal to the number of resources you control.

Gatlin Clouds-the-Sky, 4, Horde (Drums-168C)

Ally—Tauren Hunter, 3 [Ranged] / 2 Health

This ally has **Long-Range** while attacking exhausted heroes and allies. (*Defenders deal no combat damage to it.*)

Gauntlets of the Skullsplitter, 3, PaWa (Legion-262U)

Equipment—Armor—Plate, Hands (1), 2 DEF When an ally you control attacks, you may exhaust target armor.

Gauntlets of Vindication, 3, PaWa (Outland-198R)

Equipment—Armor—Plate, Hands (1), 1 DEF Melee weapons you control have +1 ATK. <p> If your hero would deal damage with an ability, it deals that much +1 instead.

Gavel of the Fleshcrafter, 5, DrPaPrSh (Scourgewar-238U)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Shadow], 1 Strike  
Your hero has **Mend 3**. *(At the start of your turn, it may heal 3 damage from target hero or ally.)*

Gavin Haverston, 1, Horde (Twilight-137C)  
Ally—Undead Hunter, 1 [Fire] / 2 Health  
This ally has **Ferocity** and **Long-Range** while an opponent controls more allies than you. *(This ally can attack immediately, and when he attacks, defenders deal no combat damage to him.)*

Gaxtro, Bilgewater Marksman, Horde (Throne-13)  
Hero—Goblin Hunter, 28 Health  
If Gaxtro is defending: (2), Flip Gaxtro >>>  
Remove target attacker from combat, and Gaxtro deals 1 random damage to it.

Gazriz of Gnomeregan, Alliance (Alliance Warlock-1)  
Hero—Gnome Warlock, 28 Health  
On your turn: (3), Flip Gazriz >>> Gazriz deals two shadow damage to target ally and heals 1 damage from himself for each damage dealt this way.

Gear Upgrade, 1, Warrior (Legion-115R)  
Instant Ability—Arms  
As an additional cost to play, destroy an equipment you control. <p> Search your deck for an equipment, reveal it, and put it into your hand.

Gellrin of the Gallows, 2, Horde (Azeroth-239R)  
Ally—Undead Warlock, 3 [Shadow] / 2 Health  
Remove this ally from the game >>> Target player turns a quest he controls face down.

General Lightsbane, Death Knight (Icecrown-6)  
Scourge Hero—Human Death Knight (Frost), 29 Health  
[Front]: On your turn: Flip Lightsbane, remove a Death Knight in your graveyard from the game >>> Target ally has -4 ATK this turn.  
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Death Knight] cards, [Death Knight] Frost Talents, neutral cards, and Scourge cards. You can't include cards with reputations or other text restrictions.

Geoffrey Kimble, 6, Horde (Drums-169C)  
Ally—Undead Warrior, 5 [Melee] / 5 Health  
**Protector** <p> (3), Discard a card >>> Destroy target ability or equipment.

Gerana Sparkfist, 5, Alliance (Alliance Druid-15C, Alliance Paladin-13C, Alliance Priest-13C, Worldbreaker-139C)  
Ally—Dwarf Mage, 3 [Arcane] / 4 Health  
When this ally enters play, she deals 1 arcane damage to each opposing hero and ally.

Gerrunge the Sadist, 3, Alliance (Crown-85R)  
Ally—Human Warlock, 4 [Shadow] / 4 Health  
When this ally enters play, he deals 4 shadow damage to your hero. <p> When another ally you control is destroyed, this ally heals 4 damage from your hero.

Gertha, The Old Crone, 3, Alliance (Dark Portal-164U)  
Ally—Gnome Warlock, 1 [Shadow] / 3 Health (1), [Activate], Destroy an ally you control >>> Destroy target ally.

Gerwixicks, 2, Horde (Twilight-138C)  
Ally—Goblin Shaman, 2 [Fire] / 2 Health  
When an ally you control deals fire ([Fire]) damage, your hero has **Assault 1** this turn.

Ghank, 4, Horde (Dark Portal-210C)  
Ally—Orc Rogue, 3 [Melee] / 3 Health  
**Stealth** *(This ally can't be protected against.)*  
<p> When this ally enters play, you may destroy target damaged exhausted ally.

Ghost Wolf, 2, Shaman (Azeroth-110U)  
Ability—Enhancement  
Ongoing: Exhaust your hero >>> If your hero is defending, remove all attacking allies from combat.

Ghoulmaster Kalisa, Horde (Throne-14)  
Hero—Undead Death Knight, 29 Health  
On your turn: (2), Discard an ally, flip Kalisa >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Gift of Nature, 3, Druid (Betrayal-40R)  
Ability—Restoration  
**Restoration Talent** *(You can't put Balance Talents or Feral Talents in your deck.)* <p>  
Ongoing: Allies you control can't be destroyed by fatal damage. <p> At the end of each turn, destroy all allies you control with fatal damage.

Gift of the Earthmother, 4, Druid (Alliance Druid-4R, Wrathgate-32R)  
Instant Ability—Restoration  
**Restoration Talent** *(You can't put Balance Talents or Feral Talents in your deck.)* <p> Attach to target ally. <p> Ongoing: Attached ally has +6 / +6. <p> When attached ally is destroyed, draw two cards.

Gift of the Elven Magi, 1, DrMaPrShLo (Azeroth-322R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 4 Strike  
(2), [Activate], Exhaust your hero >>> Look at the top card of your deck. If it's an ability, you may reveal it and put it into your hand.

Gift of the Pious, 6, DrPa (Wrathgate-95U)  
Ability—Restoration Protection Blessing  
Ongoing: Allies you control have +1 / +1 for each Druid and Paladin you control.

Gift of the Wild, 6, Druid (Alliance Druid-5R, Legion-24R)  
Instant Ability—Restoration  
Ongoing: Allies you control have +2 / +2.

Gifts from the Past, 7, Shaman (Illidan-88R)  
Ability—Enhancement  
Put any number of target equipment from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

"Gigantique" Bag, 4, DkDrHuMaPaPrRoShLoWa (Wrathgate-180R)  
Equipment—Item, Bag (5)  
You have no maximum hand size. <p> [Activate], Pay (1) for each card in your hand >>> Draw a card.

Gilblin Bully, 4 (Elderlimb-13C, Throne-177C)  
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Gilblin Deathscrounger, 2 (Throne-178R)  
Monster Ally—Goblin Death Knight, 4 [Frost] / 2 Health  
This ally can attack only heroes. <p> At the start of your turn, if this ally is in your graveyard, you may remove another Monster ally in your graveyard from the game. If you do, put this ally into play.

Gilblin Hoarder, 2 (Throne-179U)  
Monster Ally—Goblin Rogue, 2 [Nature] / 3 Health  
[Activate] >>> Put target equipment you control into its owner's hand.

Gilblin Plunderer, 5 (Elderlimb-14U, Murkdeep-13U, Throne-180U)  
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health  
**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, you may destroy target equipment.

Gilblin Trickster, 2 (Throne-181U)  
Monster Ally—Goblin Rogue, 1 [Frost] / 4 Health  
When an equipment enters play under your control, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Gilneas, Alliance (Worldbreaker-269R)  
Location  
(4) >>> Worgen you control have **Assault 2** this turn.

Gingerbread Cookie, 3, DrHuMaPaPrRoShLoWa (Winter Veil-7R)  
Equipment—Item—Cookie  
Destroy this item >>> Each hero heals 7 damage from itself.

Ginza Darktusk, 5, Horde (Scourgewar-176C)  
Ally—Troll Death Knight, 7 [Shadow] / 5 Health  
**Protector** <p> This ally can't attack unless an opponent controls more allies than you.

Girdle of Razuviov, 5, DkPaWa (Naxxramas-15R)  
Equipment—Armor—Plate, Waist (1), 2 DEF  
When this armor enters play, search your deck for a weapon with cost less than or equal to the number of resources you control, put damage on your hero equal to its cost, and put it into play.

Girdle of Ruination, 6, MaPrLo (Crafted-3E)  
Equipment—Armor—Cloth, Waist (1), 1 DEF  
At the start of your turn, destroy the ability, ally, or equipment with the lowest cost. If two or more are tied, destroy all with that cost.

Girdle of the Blasted Reaches, 2, HuSh (Drums-208U)  
Equipment—Armor—Mail, Waist (1), 2 DEF  
When this armor enters play, look at the top card of your deck. You may put it on the bottom.

Girdle of the Endless Pit, 1, PaWa (Magtheridon-3R)  
Equipment—Armor—Plate, Waist (1), 3 DEF  
At the start of your turn, put 1 damage on your hero.

Girdle of Uther, 4, PaWa (Azeroth-289R)  
Equipment—Armor—Plate, Waist (1), 2 DEF (4), [Activate] >>> Ready your hero and a Melee weapon you control.

Gispax the Mixologist, 4, Horde (Worldbreaker-173R)  
Ally—Goblin Rogue, 3 [Melee] / 5 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate], Discard a card >>> Search your deck for a [Nature] card, reveal it, and put it into your hand.

Givon, 6, Alliance (Legion-150U)  
Ally—Night Elf Druid, 5 [Melee] / 4 Health  
**Protector** <p> Opposing allies have -2 ATK while in combat with this ally.

Glacial Bag, 3, DkDrHuMaPaPrRoShLoWa (Icecrown-182R)  
Equipment—Item, Bag (5)  
Exhaust a Bag you control >>> Add a thaw counter. <p> [Activate], Remove four thaw counters >>> Draw three cards.

Glacial Blade, 2, Horde, RoSh (Drums-238U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Frost], 0 Strike  
Destroy this weapon >>> Your hero deals 1 frost damage to target [Alliance] hero or ally. If a hero is dealt damage this way, its controller skips drawing his next card this turn.

Glacial Strike, 3, Death Knight (Alliance DK-6C, Twilight-26C)  
Ability—Frost  
Your hero deals 5 frost damage to target ally.

Glacial Tomb, 1, Mage (Jaina-5C, Throne-48C)  
Ability—Frost  
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust.

Glaciate, 1, Mage (Twilight-50C)  
Instant Ability—Frost  
Target opposing ally can't attack this turn. Draw a card.

Gladiator Addisyn, 2, Horde (Gladiators-124C)  
Arena Ally—Blood Elf Paladin, 2 [Holy] / 2 Health  
As this ally enters play, choose arcane, fire, frost, nature, or shadow. <p> Arena allies you control have the chosen **Resistance**.

Gladiator Boum, 6, Horde (Gladiators-125C)  
Arena Ally—Orc Hunter, 5 [Ranged] / 2 Health  
Arena allies you control have **Ferocity**.

Gladiator Dorn, 1, Horde (Gladiators-126C)  
Arena Ally—Tauren Druid, 2 [Nature] / 1 Health  
When an Arena ally you control attacks, it heals 1 damage from target hero or ally.

Gladiator Emek, 3, Horde (Gladiators-127C)  
Arena Ally—Undead Priest, 3 [Shadow] / 3 Health  
When an Arena ally you control is destroyed, you may discard a card. If you do, target player discards a card.

Gladiator Kaniya, 4, Horde (Gladiators-128C)  
Arena Ally—Tauren Warrior, 3 [Melee] / 4 Health  
Arena allies you control have **Protector**.

Gladiator Katianna, 2, Alliance (Gladiators-100C)  
Arena Ally—Night Elf Priest, 3 [Holy] / 1 Health  
Arena allies you control have **Elusive**.

Gladiator Keward, 3, Alliance (Gladiators-101C)  
Arena Ally—Dwarf Warrior, 2 [Melee] / 3 Health  
Arena allies you control have **Protector**.

Gladiator Kileana, 5, Horde (Gladiators-129C)  
Arena Ally—Blood Elf Warlock, 5 [Fire] / 4 Health  
When this or another Arena ally enters your party, it may deal 1 fire damage to each hero and ally other than itself.

Gladiator Kinivus, 1, Alliance (Gladiators-102C)  
Arena Ally—Draenei Shaman, 1 [Nature] / 2 Health  
When an opposing card or effect causes you to discard an Arena ally, you may put it from your graveyard into your hand.

Gladiator Lanthus, 2, Alliance (Gladiators-103C)  
Arena Ally—Night Elf Druid, 2 [Arcane] / 1 Health  
Arena allies you control have "[Activate] >>> Exhaust target ally."

Gladiator Loraala, 5, Alliance (Gladiators-104C)  
Arena Ally—Draenei Mage, 3 [Fire] / 4 Health  
Arena allies you control have "[Activate] >>> This ally deals 3 fire damage to target hero."

Gladiator Magnus, 3, Alliance (Gladiators-105C)  
Arena Ally—Dwarf Hunter, 3 [Ranged] / 3 Health (1), Destroy an Arena ally you control >>> Turn target resource face down.

Gladiator Meganna, 5, Alliance (Gladiators-106C)  
Arena Ally—Human Rogue, 4 [Melee] / 5 Health  
Arena allies you control have **Stealth**.

Gladiator Ryno, 4, Alliance (Gladiators-107C)  
Arena Ally—Gnome Warlock, 3 [Shadow] / 1 Health  
When this or another Arena ally enters your party, put a 1 [Melee] / 1 [Health] Felhunter Demon ally token into play.

Gladiator Sepirion, 7, Horde (Gladiators-130C)  
Arena Ally—Troll Shaman, 3 [Nature] / 7 Health  
When each Arena ally you control attacks for the first time each turn, you may pay (1). If you do, ready it.

Gladiator Skumm, 2, Horde (Gladiators-131C)  
Arena Ally—Troll Rogue, 1 [Melee] / 3 Health  
When an Arena ally you control is dealt damage, you may turn target resource face down.

Gladiator Zi'mo, 3, Horde (Gladiators-132C)  
Arena Ally—Troll Mage, 2 [Fire] / 1 Health  
Arena allies you control have +2 ATK.

Gladiator Zophos, 8, Alliance (Gladiators-108C)  
Arena Ally—Draenei Paladin, 8 [Holy] / 6 Health  
When an Arena ally you control is dealt damage, it deals 3 unpreventable holy damage to its source.

Gladiator's Aegis, 9, Paladin (Gladiators-163E)  
Arena Equipment—Armor Set—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 8 DEF  
If an ally you control would be dealt non-fatal damage, prevent it. <p> [Activate] >>> Exhaust target hero or ally, and it can't ready during its controller's next ready step. Draw a card.

Gladiator's Maul, 2, Druid (Honor-173R)  
Arena Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike  
You can place the top card of your deck face down (*as your one resource per turn*).

Gladiator's Regalia, 8, Mage (Drums-209E)  
Arena Equipment—Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), 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 Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike (X), Exhaust your hero >>> Prevent the next X damage that would be dealt to target hero or ally this turn.

Gladiator's Sanctuary, 8, Druid (Honor-158E)  
Arena Equipment—Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 6 DEF  
When you place a resource into your resource row, you may put the top card of your deck into your resource row face down and ready. <p> [Activate] >>> Attach a Balance ability token with three wind counters to target hero or ally. That ability has "Ongoing: Attached character can't attack or protect. At the start of your turn, remove a wind counter. If none remain, destroy this ability."

Gladiator's Spellblade, 5, MaPrLo (Drums-227R)  
Arena Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee], 5 Strike  
At the start of your turn, add a spell counter. <p> If your hero would deal damage, it deals that much +1 for each spell counter instead.

Glaive of the Pit, 7, HuPaWa (Magtheridon-20R)  
Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike  
Opposing heroes have -5 [Health].

Glimmer of Hope, 1, Paladin (Gladiators-43U)  
Instant Ability—Protection  
Interrupt target ability that's targeting a card in play you control.

Gloves of Calculated Risk, 3, HuSh (Naxxramas-16R)  
Equipment—Armor—Mail, Hands (1), 3 DEF  
You pay (1) less to play equipment, to a minimum of (1). <p> Weapons you control have +1 ATK, and other armor you control have +1 [DEF]. <p> When this armor is destroyed, destroy all equipment you control.

Gloves of Immortal Dusk, 4, DrRo (Honor Crafted-2E)  
Equipment—Armor—Leather, Hands (1), 1 DEF  
When this armor enters play, you may put the top card of your deck into your resource row face down and exhausted. <p> When this armor is destroyed, you may destroy target resource.

Gloves of the Frozen Glade, 3, DrRo (Icecrown-172R)  
Equipment—Armor—Leather, Hands (1), 1 DEF (3), [Activate] >>> Ready your hero and all Melee weapons you control. <p> **Death Rattle:** Your hero has **Stealth** this turn.

Gloves of the High Magus, 4, MaPrLo (Illidan-209E)  
Equipment—Armor—Cloth, Hands (1), 0 DEF [Activate], Remove the top card of your deck from the game >>> If it's an ability, ally, or equipment, you may play it this turn if able. If it's a quest, you may place it this turn if able.

Gloves of Token Respect, 3, MaPrLo (Wrathgate-172R)  
Equipment—Armor—Cloth, Hands (1), 1 DEF  
On your turn: (2) >>> Put a 1 [Nature] / 1 [Health] Spider ally token into play. <p> [Activate], Destroy this armor >>> Put a copy of target ally token into play.

Gloves of Unerring Aim, 3, HuSh (Icecrown Badge-2R)  
Equipment—Armor—Mail, Hands (1), 1 DEF  
Opposing cards lose and can't have **Untargetable**. <p> Damage that your hero would deal with abilities is unpreventable. <p> If your hero would deal damage with a weapon, it deals that much +1 instead.

Glyphtrace Ritual Knife, 4, MaPrLo (Elements-195R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike  
At the start of your turn, you may pay (4) and destroy this weapon. If you do, destroy all abilities, allies, and equipment.

Gnash, 6 (Throne-212R)  
Monster Ally—Sea Giant Warrior, Gnash (1), 4 [Frost] / 6 Health  
When Gnash enters play, destroy all allies with cost 3 or less.

Gnomeregan, Alliance (Honor-206R)  
Location—City  
Gnome Hero Required <p> Gnomes you control have **Irradiated**. (*When this character deals combat damage to an ally that doesn't have **Irradiated**, that ally has **Irradiated**.*) <p> [Activate] >>> Destroy target **Irradiated** ally.

Gnomeregan Auto-Blocker 600, 4, PaShWa (Badge-3E)  
Equipment—Item, Trinket (2)  
At the end of your turn, put a 0 [Melee] / 1 [Health] Blocker ally token into play with **Protector**.

Gnomish Poultryizer, 3, DkDrHuMaPaPrRoShLoWa (Icecrown Crafted-2R)  
Equipment—Item—Trinket, Trinket (2)  
Engineering Hero Required. <p> (3), [Activate] >>> Add a feather counter. This turn, target ally can't attack or protect, loses and can't have powers, and is also a Chicken. <p> Chickens have -1 / -1 for each feather counter.

Gobbler, 6 (Murkdeep-14R, Throne-187R)  
Monster Ally—Murloc Shaman, Gobbler (1), 5 [Nature] / 6 Health  
When Gobbler attacks, you may search your deck for a Murloc, reveal it, and put it into your hand. <p> When Gobbler or another Murloc ally you control is destroyed, each opponent chooses and destroys an ally he controls.

Goblin Gumbo, 2 (Outland-105R, Outland Loot-1L)  
Instant Ability  
Attach to target ally. <p> Ongoing: Attached ally has -2 ATK. <p> When this ability is destroyed, put it from his owner's graveyard on top his deck.

Goblin Rocket Launcher, 4, DrHuMaPaPrRoShLoWa (Drums Crafted-3E)  
Equipment—Item, Trinket (2)  
Engineering Hero Required <p> [Activate] >>> Remove the top card of your deck from the game. Your hero deals ranged damage equal to that card's cost to target ally.

Gobloz, 1, Warlock (Betrayal-113C)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health **Elusive** (*This ally can't be attacked.*) <p> When an ally you control is dealt damage, this ally may deal 1 fire damage to the source of that damage.

God-Grinding Grips, 2, MaPrLo (Elements-181U)  
Equipment—Armor—Cloth, Hands (1), 1 DEF (4), Exhaust your hero >>> Your hero deals 2 arcane damage to target hero or ally.

Gok Stormhammer, 6, Horde (Betrayal-162R)  
Ally—Orc Shaman, 5 [Nature] / 3 Health **Long-Range** <p> When this ally enters play, he deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Golas Swiftwind, 2, Horde (Legion-184U)  
Ally—Tauren Shaman, 4 [Nature] / 1 Health  
When this ally readies, exhaust target ally.

Goldenmoon, 3, Alliance (Dark Portal-165U)  
Ally—Night Elf Rogue, 2 [Melee] / 2 Health **Elusive** <p> You can control an additional Pet while Pets you control have different names.

Golem Skull Helm, 3, PaWa (Alliance Paladin-21U, Alliance Warrior-20U, Azeroth-290U, Class-207U, Horde Warrior-23U)  
Equipment—Armor—Plate, Head (1), 3 DEF

Gollom Skybang, 2, Horde (Twilight-139C)  
Ally—Goblin Hunter, 3 [Fire] / 2 Health  
When this ally is destroyed, you may turn target face-up resource face down.

Gone Fishin', 3 (Outland-106R, Outland Loot-2L)  
Ability  
Ongoing: On your turn: (2), [Activate] >>> Draw three cards and skip your next turn.

Gordash Firetooth, 5, Horde (Twilight-140C)  
Ally—Orc Mage, 9 [Fire] / 1 Health

Gorebelly, Horde (Azeroth-9)  
Hero—Orc Warrior (Arms), Blacksmithing/Mining, 30 Health (1), Flip Gorebelly >>> You pay (3) less the next time you strike with a Melee weapon this turn.

Gorehowl, 10, PaShWa (Gladiators-178E)  
Equipment—2H Weapon—Axe, Melee (1), 15 [Melee], 0 Strike

Gor'gar, 6, Horde (Outland-162R)  
Ally—Troll Shaman, 4 [Melee] / 4 Health  
This ally enters play with an ankh counter. <p> While this ally has an ankh counter, when he's destroyed, you may have his owner put him from his graveyard into play, then remove his ankh counter.

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.

Gorz Blazefist, 3, Horde (Horde Paladin-16C, Worldbreaker-174C)  
Ally—Orc Mage, 1 [Fire] / 4 Health **Ferocity** (*This ally can attack immediately.*)

Gouge, 1, Rogue (Alliance Rogue-6C, Azeroth-99C, Class-86C, Horde Rogue-9C, Worldbreaker-89C)  
Instant Ability—Combat Combo  
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Graccus, Alliance (Azeroth-4, Class-11)  
Hero—Human Paladin (Protection), Blacksmithing/Mining, 29 Health (3), Flip Graccus >>> Prevent the next 3 damage that would be dealt to target hero or ally this turn.

Grace of Air Totem, 2, Shaman (Dark Portal-96R)  
Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing: Opposing allies can't attack your heroes, allies, or Totems unless their controller pays (1) for each attacker. <p> (*Totems can't attack.*)

Grace of the Lightbringer, 2, Paladin (Citadel-5U)  
Ability—Holy  
Ongoing: If a friendly hero would deal holy ([Holy]) or melee ([Melee]) damage, it deals that much +1 instead.

Graddis Battlebeard, 6, Alliance (Crown-86R)  
Ally—Dwarf Shaman, 4 [Nature] / 4 Health  
When this ally enters play, he deals 4 nature damage divided as you choose to up to four target heroes and/or allies. <p> At the start of your turn, this ally heals 4 damage divided as you choose from up to four target heroes and/or allies.

Grag'tok, 4 (Crown-133C, Hogger-12C)  
Monster Ally—Ogre Mage, 3 [Fire] / 5 Health  
When an ally with 6 or more ATK enters play under your control, this ally deals 1 fire damage to each opposing hero and ally.

Grak Foulblade, 4, Horde (Crown-106C, Sylvanas-13C)  
Ally—Orc Death Knight, 6 [Melee] / 2 Health

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.

Grand Crusader, 3, Paladin (Throne-56R)  
Ability—Protection  
**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <p>  
Ongoing: Allies you control with cost 2 or less have +2 / +2.

Grand Marshal Goldensword, Alliance (Drums-1)  
Hero—Human Paladin (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] / 1 Health  
Prevent all damage that would be dealt to this ally.

Gravelord Adams, 6, Horde (Crown-107R)  
Ally—Undead Death Knight, 5 [Shadow] / 5 Health  
When you play this ally, you may pay (1) any number of times. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play for each (1) paid this way.

Gravitational Pull, 1, DkPaWa (Crown-172R)  
Equipment—Armor—Plate, Hands (1), 0 DEF  
As this armor enters play, you may reveal any number of equipment from your hand. This armor enters play with a +1 [DEF] counter on it for each card revealed this way.

Grayson Steelworth, Alliance (Elements-4)  
Hero—Worgen Warrior, 30 Health  
[Front]: (3) >>> Flip Grayson face down.  
[Back]: Dual Wield (*You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.*)

Grazzle Grubhook, 2, Horde (Worldbreaker-175C)  
Ally—Goblin Mage, 2 [Arcane] / 2 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> Draw a card, then discard a card.

Great Elekk, 2, Alliance (Scourgewar-134R)  
Ally—Elekk, Mount (1), 0 [Melee] / 4 Health  
Draenei Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, this turn, if your hero would deal damage, it deals that much +2 instead. <p> (*Mounts can't attack or be attacked.*)

Great-father Winter, 4, Horde (Winter Veil-4R)  
Ally—Orc, Unique, 3 [Melee] / 4 Health  
Once per turn: (0) >>> Target player gains control of target ability, ally, or equipment you control.

Great Kodo, 1, Horde (Scourgewar-177R)  
Ally—Kodo, Mount (1), 0 [Melee] / 4 Health  
Tauren Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may exhaust target card in play. <p> (*Mounts can't attack or be attacked.*)

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, Murkdeep-4R)  
Ability—Elemental  
Target up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

Greater Heal, 4, Priest (Class-72U, 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] / 5 Health  
Once per turn: (0) >>> Put a card from your hand into target player's hand. (*He owns that card for the rest of the game.*)

Greathelm of the Scourge Champion, 2, Death Knight (Horde DK-23U, Knight-21U)  
Equipment—Armor—Plate, Head (1), 2 DEF  
When this armor is destroyed, you may put it from its owner's graveyard into his hand at the start of the next turn.

Greatsword of Forlorn Visions, 5, PaWa (Outland-213R)  
Equipment—2H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
When your hero deals combat damage with this weapon, put a +1 [DEF] counter on each armor you control.

Greatsword of Horrid Dreams, 4, MaPaLo (Legion-283R)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike  
As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

Greatsword of the Ebon Blade, 2, Death Knight (Knight-22R)  
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 2 Strike  
When this weapon enters play, at the start of the next turn, destroy it unless you pay (3).

Greaves of Ancient Evil, 3, DkPaWa (Scourgewar-220R)  
Equipment—Armor—Plate, Feet (1), 3 DEF  
When damage is prevented with this armor, <p> [Death Knight] Hero: Ready a weapon you control. <p> [Paladin] Hero: Ready another armor you control. <p> [Warrior] Hero: Ready your hero.

Greaves of Desolation, 2, HuSh (Illidan-210R)  
Equipment—Armor—Mail, Legs (1), 1 DEF  
When you strike with a weapon, your hero heals all damage from target ally you control.

Greed Before Need, 5 (Outland-107E)  
Ability  
Ongoing: You can play equipment from other players' graveyards.

Greefer, 3, Horde (Dark Portal-211C)  
Ally—Troll Rogue, 3 [Melee] / 2 Health  
Opponents can't complete quests.

The Green Hills of Stranglethorn (Dark Portal-317C)  
Quest, Unlimited  
Pay (3) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put all revealed cards named The Green Hills of Stranglethorn into your hand and the rest on the bottom of your deck.

Green Whelp Armor, 4, DrRo (Azeroth-291U)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
When an attacking ally deals combat damage to your hero, you may pay (2). If you do, put that ally into its owner's hand.

Gregory Flamewaker, 1, Alliance (Class-132C, Scourgewar-135C)  
Ally—Human Mage, 0 [Fire] / 1 Health  
**Assault 3** (+3 ATK on your turn)

Grennan Stormspeaker, Horde (Azeroth-10, Class-20)  
Hero—Tauren Shaman (Elemental), Herbalism/Skinning, 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.

Grglrmrgl (Throne-22)  
Monster Hero—Murloc Hunter, 28 Health  
[Front]: (8) >>> Flip Grglrmrgl face down. <p>  
You pay (8) less to flip Grglrmrgl if an opposing  
hero was dealt 8 or more damage this turn.  
[Back]: Monster allies you control have  
**Ferocity**.  
Deckbuilding: You can't put [Horde] or  
[Alliance] cards in your deck.

Grim Campfire, 3, DrPaPrSh (Worldbreaker-  
231R, Worldbreaker Loot-2L)  
Equipment—Item, Campfire (1)  
When an opposing ally is destroyed, add a fuel  
counter to this equipment. <p> At the end of  
your turn, your hero may heal 1 damage from  
each friendly hero and ally for each fuel counter.

Grim Harvest, 2, Warlock (Elements-92R)  
Ability—Demonology  
Ongoing: At the start of your turn, you may  
destroy an ally you control. If you do, your hero  
deals shadow damage to target hero or ally  
equal to the destroyed ally's cost and heals 1  
damage from itself for each damage dealt this  
way.

Grim Reach, 3, Warlock (Gladiators-71R)  
Ability—Affliction  
**Affliction Talent** (*You can't put Demonology  
Talents or Destruction Talents in your deck.*) <p>  
Opposing heroes and allies have -1 [Health] this  
turn for each ability you control.

Grimdron, 1, Warlock (Azeroth-125U, Elements-  
91U)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> (1),  
[Activate] >>> This ally deals 1 fire damage to  
target hero or ally.

Grimnar, 6, Warlock (Throne-77U)  
Monster Ally—Voidwalker Demon, Pet (1), 3  
[Shadow] / 3 Health  
**Protector** (*This ally may exhaust to become the  
defender when an opposing hero or ally attacks.*)  
<p> This ally has +1 /+1 for each ally in your  
graveyard.

The Grimtotem Weapon (Alliance DK-30C,  
Alliance Paladin-28C, Alliance Warrior-27C,  
Horde Rogue-30C, Horde Warrior-30C,  
Worldbreaker-260C)  
Quest  
Pay (3) to complete this quest. <p> Reward:  
Reveal the top five cards of your deck. Put a  
revealed equipment into your hand and the rest  
on the bottom of your deck.

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 Sundershot, 3, Alliance (Azeroth-186C)  
Ally—Dwarf Hunter, 3 [Ranged] / 2 Health  
Opponents can't strike with weapons on your  
turn.

Grip of the Damned, 4, Death Knight  
(Worldbreaker-28C)  
Ability—Unholy  
Put target opposing ally or weapon on the  
bottom of its owner's deck.

Grips of Damnation, 2, DrRo (Honor-159U)  
Equipment—Armor—Leather, Hands (1), 1 DEF  
At the start of your turn, your hero deals 2  
melee damage to each hero. <p> (2) >>> This  
turn, prevent all damage that would be dealt  
this way. Any player can use this power.

Grismare, 8, Horde (Gladiators-133U)  
Ally—Tauren Druid, 6 [Nature] / 6 Health  
(1), Destroy an ally token you control >>> This  
ally deals nature damage equal to that token's  
ATK to target hero or ally.

Grizlik Sparkhex, Horde (Worldbreaker-12)  
Hero—Goblin Warlock (Demonology), 28  
Health  
[Front]: (2) >>> Flip Grizlik face down.  
[Back]: You can control an additional Pet.

Grizzly Defender, 3, Druid (Honor-21R)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: Ready heroes and allies you control  
have +2 ATK. <p> Your hero has **Bear Form**.

Grogmar Deathgore, 2, Horde (Knight-17C)  
Ally—Orc Death Knight, 2 [Shadow] / 2 Health  
This ally has **Ferocity** while you control a  
weapon.

Gromble the Apt, 2, Alliance (Honor-100U)  
Ally—Dwarf Hunter, 1 [Ranged] / 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.

Gronn Skullcracker, 9 (Crown-163R)  
Monster Ally—Gronn, 6 [Melee] / 12 Health  
**Monster Hero Required** <p> You may reveal  
this ally from your opening hand once. If you do,  
your hero has +3 ATK on your first turn. <p>  
**Smash** <p> This ally has +6 ATK for each Ogre  
hero and ally you control.

Grounding Totem, 1, Shaman (Drums-69U)  
Ability Ally—Enhancement, Air Totem (1), 0  
[Nature] / 4 Health  
Ongoing: Opposing cards and effects must target  
this Totem if able. <p> (*Totems can't attack.*)

Groundshaker Earnheart, 6, Horde (Legion-  
186C)  
Ally—Tauren Warrior, 5 [Melee] / 5 Health  
When this ally is dealt damage, draw a card.

Grovemender Ash'lon, 6, Horde (Scourgewar-  
178C)  
Ally—Tauren Druid, 3 [Nature] / 6 Health  
**Mend 3** (*At the start of your turn, this ally may  
heal 3 damage from target hero or ally.*) <p>  
When this ally heals damage, you may draw a  
card.

Grovewarden Daviak, 6, Alliance (Crown-87U)  
Ally—Worgen Druid, 2 [Nature] / 7 Health  
**Protector** (*This ally may exhaust to become the  
defender when an opposing hero or ally attacks.*)  
<p> When this ally is dealt damage, it heals that  
much damage from your hero.

Grudum, Trove Guardian, 1, Alliance (Honor-  
101C)  
Ally—Dwarf Warrior, 1 [Melee] / 2 Health  
**Protector** <p> **Find Treasure** (*When this ally  
enters play, you may draw a card. If you do,  
discard a card.*)

Grug the Bonecrusher, 6 (Crown-134C)  
Monster Ally—Ogre Warrior, 7 [Melee] / 7  
Health  
**Conspicuous** (*Opposing heroes and allies can  
protect against this ally.*)

Grugthar Sharpblade, 1, Horde (Honor-130C)  
Ally—Orc Rogue, 3 [Melee] / 1 Health  
At the start of your turn, choose a hero or ally  
you control. Other characters can't attack this  
turn.

Grumdak, Herald of the Hunt, 3, Alliance  
(Throne-111U)  
Ally—Dwarf Hunter, 3 [Melee] / 2 Health  
**Empower Hunter**: When this ally enters play, if  
you control another Hunter hero or ally, this ally  
has +2 ATK, **Ferocity** and **Long-Range** this turn.

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.

Grumpherys, Alliance (Dark Portal-2)  
Hero—Dwarf Hunter (Beast Mastery),  
Mining/Engineering, 28 Health  
(3), Flip Grumpherys >>> Pets you control have  
**Elusive** and **Untargetable** this turn.

Grunt Baranka, 2, Horde (Dark Portal-212C)  
Ally—Orc Warrior, 2 [Melee] / 2 Health  
**Protector** <p> When this ally defends against  
an ally, destroy her. If you do, destroy all  
attacking allies.

Gryth Thurden, Gryphon Master, 1, Alliance  
(Drums-127U)  
Ally—Dwarf Flight Master, Unique, 1 [Melee] / 1  
Health  
This ally has +1 / +1 while you control a  
location. <p> [Activate] >>> Ready target  
location.

Guard Duty, 2 (Azeroth-161C)  
Instant Ability  
Attach to target ally. <p> Ongoing: Attached ally  
has **Protector**.

Guarded by the Light, 1, Paladin (Outland-49C)  
Instant Ability—Holy  
Prevent the next 3 damage that would be dealt  
to target ally this turn.

Guardian of Ancient Kings, 2, Paladin (Twilight-57R)  
Ally—Spirit Guardian, Pet (1), 2 [Holy] / 4 Health  
While you control a Holy ability, this ally has **Mend 2**. <p> While you control a Protection ability, this ally has **Protector**. <p> While you control a Retribution ability, this ally has **Assault 2**.

Guardian Steelhoof, 3, Horde (Horde Paladin-17C, Horde Shaman-14C, Worldbreaker-176C)  
Ally—Tauren Druid, 4 [Nature] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> This ally can't attack.

Guardian Steelhorn, 2, Horde (Azeroth-240C)  
Ally—Tauren Warrior, 3 [Melee] / 3 Health  
**Protector** <p> This ally can't attack.

Guardian Steppetrider, 4, Horde (Dark Portal-213C)  
Ally—Tauren Warrior, 5 [Melee] / 5 Health  
**Protector** <p> This ally can't attack.

Guardian's Plate Bracers, 3, Warrior (Grand Melee-11R)  
Arena Equipment—Armor—Plate, Wrist (1), 3 DEF  
**Preparation** (*On your first turn, you may play this card without paying its cost.*)

Gully Rustinax, 2, Alliance (Alliance Druid-16C, Alliance Priest-14C, Elements-116C)  
Ally—Gnome Warrior, 2 [Melee] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> **Elusive** (*This ally can't be attacked.*)

Gundek Hammerguard, Alliance (Elements-5)  
Hero—Dwarf Paladin, 29 Health  
[Front]: (4) >>> Flip Gundek face down.  
[Back]: **Protector** (*Gundek may exhaust to become the defender when an opposing hero or ally attacks.*)

Gurok the Usurper (Legion-304U)  
Quest  
[Activate] >>> Choose a quest you control. This quest has that quest's powers this turn.

Gurubashi Arena (Gladiators-201U)  
Location—Arena  
[Activate] >>> Target ally you control is an Arena ally this turn.

Gurubashi Dwarf Destroyer, 4, HuRoWa (Dark Portal-274R)  
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> (2), Destroy this weapon >>> Destroy target Dwarf ally.

Gurubashi Punisher, 3, DkPaRoShWa (Crown-181U, Hogger-22U)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee] / 6 Strike  
You pay (6) less to strike with this weapon while you control an ally with 6 or more ATK.

Guruvan, 4, Alliance (Alliance Hunter-15U, Class-133U, Outland-119U)  
Ally—Draenei Hunter, 3 [Ranged] / 2 Health  
**Long-Range** (*When this ally attacks, defenders deal no combat damage to it.*)

Gurzak of Orgrimmar, Horde (Horde Warrior-1)  
Hero—Orc Warrior, 30 Health  
On your turn: (2), Flip Gurzak >>> Target weapon has +2 ATK this turn.

Gurzuk, 3, Horde (Class-180C, Horde Mage-14C, Horde Warrior-12C, Legion-187C)  
Ally—Orc Shaman, 2 [Fire] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Gushing Totem, 3, Shaman (Wrathgate-75U)  
Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health  
Ongoing: When an opposing ability, ally, or equipment enters play, you may draw a card.

Gushing Wound, 3, Warrior (Scourgewar-106C)  
Ability—Arms  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 3 melee damage to attached hero. Attached hero's controller may draw a card.

Gustaf Trueshot, 6, Alliance (Dark Portal-166R)  
Ally—Dwarf Hunter, 6 [Ranged] / 3 Health  
Dwarf Hero Required <p> **Long-Range** (*Defenders deal no combat damage to this ally.*) <p> (1) >>> Look at the top card of your deck. You may put it into your graveyard.

Gut Shot, 2, Rogue (Betrayal-93R)  
Instant Ability—Traitor  
Traitor Hero Required <p> **Finishing Move:** **Ally** (*To play, remove X allies in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals 2+X melee damage to target hero or ally.

Gutbuster, 4, DkRoShWa (Worldbreaker-241R)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 2 Strike  
When you deal fatal damage to an ally with this equipment, ready your hero, this equipment, and up to two resources you control.

Gutfin, 1 (Crown-151C, Hogger-13C, Murkdeep-15C)  
Monster Ally—Murloc Priest, 1 [Holy] / 1 Health  
This and other Murloc allies you control have +1 [Health].

Gutgore Ripper, 3, RoShWa (Molten Core-23R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike  
When you strike with this weapon, target opposing ally has -1 [Health] this turn.

Gwon Strongbark, Alliance (Gladiators-4)  
Hero—Night Elf Druid (Balance), Engineering/Jewelcrafting, 27 Health  
(4), Flip Gwon >>> Ally tokens you control have +2 ATK this turn.

Gyro of the Ring, Alliance (Gladiators-5, Naxxramas-1)  
Hero—Gnome Rogue (Subtlety), Alchemy/Engineering, 27 Health  
On your turn: (2), Flip Gyro >>> If Gyro has **Stealth**, destroy target exhausted ally.

Haaroon, 5, Warlock (Alliance Warlock-4R, Legion-107R)  
Ally—Felguard Demon Demonology, Pet (1), 6 [Melee] / 6 Health  
**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> **Protector**

Hadrack the Devoted, 4, Alliance (Throne-112R)  
Ally—Dwarf Paladin, 5 [Holy] / 2 Health  
If this ally would be dealt damage, prevent all but 1 of it.

Haedis, Alliance (Worldbreaker-5)  
Hero—Draenei Death Knight (Blood), 29 Health  
[Front]: (5) >>> Flip Haedis face down.  
[Back]: If Haedis would deal damage, he deals that much +1 instead.

Hagtrix the Mindsifter, 5, Horde (Throne-148R)  
Ally—Goblin Priest, 3 [Shadow] / 5 Health  
At the start of your turn, each opponent discards a card. <p> When an opponent discards a card, this ally heals damage from your hero equal to that card's cost.

Hail of Arrows, 3, Hunter (Wrathgate-40R)  
Ability—Marksmanship  
Your hero deals ranged damage to each of up to three target heroes and/or allies equal to the ATK of a Ranged weapon you control.

Hailey Goodchilde, 2, Alliance (Class-134C, Outland-120C)  
Ally—Human Priest, 1 [Holy] / 3 Health  
[Activate] >>> This ally heals all damage from target ally.

Hailstorm, 3, DkRoWa (Icecrown-192R)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Frost], 2 Strike  
(1), Remove five cards in your graveyard from the game >>> Your hero deals 1 frost damage to each opposing hero and ally. <p> **Death Rattle:** Your hero deals 1 frost damage to each opposing hero and ally.

Halaa (Drums-264U)  
Location—Objective (4)  
At the start of your turn, if you control more allies than each opponent, add a capture counter. <p> [Activate], Remove four capture counters >>> Put four 1 [Melee] / 1 [Health] Halaani ally tokens into play.

Halavar, Alliance (Legion-6)  
Hero—Draenei Warrior (Arms), Mining/Engineering, 30 Health  
Flip Halavar >>> You pay (1) less to play your next Two-Handed weapon this turn.

Halberd of Smiting, 4, HuPaWa (Dark Portal-275U)  
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike  
When this weapon enters play, you may destroy target damaged ally.

Halion, Staff of Forgotten Love, 2, DrMaPrLo (Citadel-19U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
Each turn, you pay (1) less to play cards if an ally you controlled dealt damage to a hero that turn.

Halnar Stands-Alone, 4, Horde (Azeroth-241R)  
Ally—Tauren Warrior, 2 [Melee] / 2 Health  
This ally has +3 / +3 while he is the only ally you control.

Halo of Transcendence, 2, Priest (Onyxia-12E)  
Equipment—Armor—Cloth, Head (1), 0 DEF  
[Activate] >>> Your hero heals 1 damage from target ally. <p> When you play a [Priest] ability, ready this armor.

The Hammer of Grace, 3, DrPaPrSh (Azeroth-323U)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
(1), [Activate], Exhaust your hero >>> Your hero heals 2 damage from target hero or ally.

Hammer of Justice, 2, Paladin (Alliance Paladin-4C, Azeroth-68C, Citadel Raid-54C, Class-62C, Horde Paladin-6C)  
Instant Ability—Protection  
Exhaust target hero or ally. It can't ready during its controller's next ready step. Draw a card.

Hammer of Retribution, 2, Paladin (Twilight-58C)  
Instant Ability—Retribution  
Exhaust up to three target heroes and/or allies.

Hammer of the Divine, 3, Paladin (Scourgewar-62R)  
Ability—Protection  
Exhaust all opposing heroes and allies. Each of them can't ready during its controller's next ready step. Draw a card.

Hammer of the Grand Crusader, 4, DrPa (Outland-214U)  
Equipment—2H Weapon—Mace, Melee (1), 2 [Melee], 2 Strike  
While your hero is undamaged, this weapon has +2 ATK and you pay (2) less to strike with it.

Hammer of the Naaru, 8, DrPaSh (Illidan-226E)  
Equipment—2H Weapon—Mace, Melee (1), 6 [Melee], 0 Strike  
When your hero attacks, exhaust all opposing heroes and allies. <p> Damage that would be dealt with this weapon is unpreventable.

Hammer of the Righteous, 2, Paladin (Outland-50C)  
Instant Ability—Retribution  
Your hero deals 3 unpreventable holy damage to target attacker.

Hammer of the Zealot, 1, Paladin (Throne-57U)  
Instant Ability—Protection  
Exhaust target ally. Draw a card.

Hammer of Wrath, 1, Paladin (Dark Portal-58C)  
Instant Ability—Holy  
Your hero deals 3 unpreventable holy damage to target damaged hero or ally.

The Hammerhand Brothers, 4, Alliance (Drums-128C)  
Ally—Dwarf Drunks, 3 [Melee] / 3 Health  
When this ally enters play, target opposing ally can't attack while this ally remains under your control.

Hamstring, 1, Warrior (Outland-93C)  
Instant Ability—Arms  
Attach to target ally in combat with your hero. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Hamuul Runetotem, 9, Horde (Crown-108E)  
Ally—Tauren Druid, Hamuul (1), 5 [Nature] / 10 Health  
**Assault 5, Ferocity, Protector** <p> At the end of your turn, ready Hamuul.

Hanaga Silvervein, 2, Alliance (Legion-151C)  
Ally—Dwarf Priest, 1 [Holy] / 3 Health  
**Elusive** (*This ally can't be attacked.*) <p> Your hero has +5 [Health].

Hand of Edward the Odd, 6, DrPaPrSh (Azeroth-324E)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
Abilities, allies, and equipment in your hand are instant.

Hand of Frost, 3 (Dungeon Treasure-7C)  
Ability  
Ongoing: When a Death Knight ally enters play under your control or a friendly player's control, target hero or ally has **Assault 2** this turn.

Hand of Protection, 2, Paladin (Twilight-59C)  
Instant Ability—Protection  
The next time target ally would be dealt damage this turn, prevent it.

Hand of Righteousness, 3, DrPaPrSh (Dungeon Treasure-50C)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 1 Strike  
(1) >>> Damage that target hero or ally would deal this turn is unpreventable.

The Hands of Fate, 2, PaWa (Illidan-211R)  
Equipment—Armor—Plate, Hands (1), 1 DEF  
This armor enters play with three +1 [DEF] counters if an opponent went first this game.

Hannah the Unstoppable, 5, Alliance (Azeroth-187C, Class-135C)  
Ally—Human Rogue, 3 [Melee] / 3 Health  
Opposing heroes and allies can't protect.

Hansi Wildcoat, 3, Horde (Icecrown-132C)  
Ally—Tauren Druid, 2 [Nature] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> Heroes and allies you control with **Mend** also have **Assault 1**.

Hanthal Lightward, 1, Horde (Wrathgate-140C)  
Ally—Blood Elf Paladin, 1 [Holy] / 2 Health  
**Protector** <p> Prevent all combat damage that would be dealt to this ally by attackers with **Assault**.

Hanu Skyhorn, 2, Horde (Elements-134U)  
Ally—Tauren Druid, 1 [Arcane] / 3 Health  
(3) >>> Target ally has **Arcane Resistance** this turn. (*Prevent all arcane ([Arcane]) damage that would be dealt to it.*)

Haranto Darkstrider, 3, Horde (Horde Mage-15C, Scourgewar-179C)  
Ally—Tauren Death Knight, 5 [Melee] / 3 Health  
**Protector** <p> This ally can't attack unless an opponent controls more allies than you.

Haratha Hammerflame, 2, Alliance (Alliance Shaman-15C, Alliance Warlock-15C, Twilight-111C)  
Ally—Dwarf Shaman, 3 [Fire] / 2 Health  
When this ally is destroyed, she may deal 3 fire damage to target opposing hero.

Hardpacked Snowball, 3 (Winter Veil-1R)  
Instant Ability  
Attach to target hero or ally and exhaust it. <p> Ongoing: Attached character can't attack or protect and has "[Activate] >>> Attach this ability to target hero or ally and exhaust it."

Harnum Firebelly, 3, Alliance (Illidan-126C)  
Ally—Dwarf Priest, 2 [Holy] / 4 Health  
**Frost Resistance** (*Prevent all frost ([Frost]) damage that this ally would be dealt.*)

Harona Proudmane, Horde (Wrathgate-12)  
Hero—Tauren Druid (Restoration), Mining/Tailoring, 28 Health  
Flip Harona, discard a Druid >>> Harona heals 6 damage from target hero.

Harpy Matriarch, 3 (Crown-164C)  
Monster Ally—Harpy Mage, 2 [Frost] / 2 Health  
**Empower Monster**: When this ally enters play, if you control another Monster hero or ally, target player chooses an ability he controls. Destroy that ability.

Harrigan Soulsunder, Horde (Outland-12)  
Hero—Blood Elf Warlock (Affliction), Enchanting/Engineering, 28 Health  
(2), Flip Harrigan >>> Harrigan deals 1 shadow damage to each opposing hero and ally for each ability attached to that character.

Haruka Skycaller, Horde (Dark Portal-14)  
Hero—Orc Shaman (Enhancement), Herbalism/Alchemy, 28 Health  
(2), Flip Haruka >>> Ready target Melee weapon.

Hatchet Totem, 2, Shaman (Honor-64R)  
Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing: When this Totem enters play, put a 4 [Melee] / 1 [Strike] Axe weapon token into play with Melee (1) if this Totem is in play. When this Totem leaves play, remove that Axe from the game.

Hateful Strike, 2, Rogue (Black Temple Raid-16U)  
Instant Ability—Combo Traitor  
Traitor Hero Required <p> If target player controls exactly one ally, destroy it.

Hauberk of Desolation, 5, HuSh (Legion-263U)  
Equipment—Armor—Mail, Chest (1), 2 DEF  
When you strike with a weapon, you may ready an ally you control.

Hauberk of Karabor, 2, DrRo (Illidan-212R)  
Equipment—Armor—Leather, Chest (1), 0 DEF  
Your hero has +1 [Health] for each ability and equipment you control.

Haunt, 2, Warlock (Scourgewar-97R)  
Instant Ability—Affliction  
**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Attach to target hero. <p> Ongoing: At the start of your turn, add a spirit counter, and your hero deals 2 shadow damage to attached hero. <p> Remove all spirit counters, destroy this ability >>> Your hero heals damage from itself equal to the number of counters removed this way.

Haunt of Flies, 1, DrMaPrShLo (Aftermath Justice-6E)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
When this armor prevents damage on an opponent's turn, add a fly counter to it. <p> Remove three fly counters from this armor >>> Put a 2 [Nature] / 1 [Health] Swarm ally token into play with **Ferocity** and **Stealth**.

The Haunted Mills, Horde (Dark Portal-301R)  
Quest  
Undead Hero Required <p> Pay (3) to complete this quest. <p> Reward: Remove an ally in your graveyard from the game. If you do, draw a card for each ally you've removed with quests named The Haunted Mills.

Haunting Call, 2, DrMaPrShLo (Wrathgate-191R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike  
(2), Exhaust your hero >>> Remove three target cards in one opposing graveyard from the game. Add a spirit counter for each ally removed this way. <p> At the start of your turn, your hero deals 1 shadow damage to each opposing hero for each spirit counter.

Hazardous Materials (Knight-26C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Choose one: Put a +1 ATK counter on a Weapon you control; or draw a card. If your hero is a Death Knight, you may choose both.

Hazlow Mudshuggle, 3, Alliance (Ic crown-103C)  
Ally—Gnome Rogue, 2 [Melee] / 4 Health  
At the start of your turn, you may destroy this ally. If you do, destroy target equipment.

"He Who Has No Life", 6, Alliance (Outland-121E)  
Ally—Human Warrior, 6 [Melee] / 3 Health  
When an ally with cost 5 or less enters play, destroy it.

A Head Full of Wind (Elements-212U)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play.

Head Trauma, 4, Rogue (Legion-82C)  
Ability—Assassination  
Destroy target resource.

Headmaster's Charge, 5, DrMaPrShLo (Azeroth-325E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
When you play an ability, you may exhaust a hero or ally you control. If you do, draw a card.

Heal, 2, Priest (Alliance Priest-7U, Azeroth-79U, Twilight-63U)  
Ability—Holy  
Your hero heals 7 damage from target hero or ally.

Healing Stream Totem, 1, Shaman (Azeroth-111U)  
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health  
Ongoing: At the start of each turn, this Totem heals 1 damage from each hero and ally you control.

Healing Touch, 3, Druid (Azeroth-22U, Class-29U, Elements-33U)  
Ability—Restoration  
Your hero heals 10 damage from target hero or ally.

Healing Wave, 3, Shaman (Azeroth-112C, Class-97C)  
Ability—Restoration  
Your hero heals 8 damage from target hero or ally.

Heart of the Wild, 3, Druid (Dark Portal-22R)  
Ability—Feral  
**Feral Talent** (*You can't put Balance Talents or Restoration Talents in your deck.*) <p> Ongoing: Your hero has +10 [Health] while you control a Bear Form. <p> While you control a Cat Form, your hero has +2 ATK while attacking.

Heartburn, 4, Mage (Gladiators-35C)  
Ability—Fire  
Your hero deals 4 fire damage to target hero or ally and 1 fire damage to each other hero and ally in that character's party.

Heartening Arrival, 3, Priest (Legion-69U)  
Ability—Holy  
Ongoing: When an ally enters play under your control, your hero heals 2 damage from target hero or ally.

Hearthstone, 6, DrHuMaPaPrRoShLoWa (Azeroth-305E)  
Equipment—Item  
(6), [Activate], Concede the game >>> Each player chooses any number of his equipment that he owns. That equipment stays in play for the next game.

Heartless, 3, DkRoWa (Honor-174U)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 3 Strike  
Your hero has **Dual Wield**. <p> Put 1 damage on an ally you control >>> You pay (1) less the next time you strike with this weapon this turn.

Heartrazor, 2, Rogue (Honor-175U)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
(1), Destroy this weapon >>> Target hero can't deal damage this turn.

Heartseeker, 2, HuRoShWa (Azeroth-326U, Class-208U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike  
This weapon has +2 ATK while your hero is attacking a hero or ally that was dealt damage this turn.

Heavenly Breeze, 2, DrPaPrSh (Aftermath Justice-7E)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
At the start of your turn, add a breeze counter to this armor. <p> (2), [Activate], Remove any number of breeze counters from this armor >>> Your hero heals 1 damage from itself for each counter removed this way.

Heavy Netherweave Bandage, 2, DrHuMaPaPrRoShLoWa (Magtheridon-11R)  
Equipment—Item—Bandage  
On your turn: (1), Put this item on the bottom of its owner's deck >>> Your hero heals 6 damage from target hero or ally.

Hekto Starspire, Horde (Class-21, Legion-14)  
Hero—Blood Elf Paladin (Retribution), Jewelcrafting/Mining, 29 Health  
(4), Flip Hekto >>> Destroy target attacking ally.

Helena Demonfire, 5, Alliance (Drums-129R)  
Ally—Human Warlock, 4 [Shadow] / 5 Health  
**Diplomacy:** Demons (*You pay (1) less to play Demon allies, to a minimum of (1).*) <p> Opposing heroes and allies have -1 / -1 for each Demon you control.

Hellfire, 6, Warlock (Class-105R, Dark Portal-108R)  
Ability—Destruction  
Your hero deals 5 fire damage to each hero and ally.

Hellfire Citadel (Drums-265C)  
Location—Objective (3)  
When an opposing ally is destroyed, add a capture counter. <p> [Activate], Remove three capture counters >>> Draw a card.

Hellfire Fortifications (Legion-305C)  
Quest  
If you played an ally this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Hellforged Halberd, 7, Alliance, PaWa (Honor-184R)  
Equipment—2H Weapon—Polearm, Melee (1), 5 [Melee], 1 Strike  
You pay (1) less to play this weapon if you control an ally with **Diplomacy**. This is also true for **Escape Artist**, **Inspiring Presence**, **Shadowmeld**, and **Find Treasure**.

Hellisa, 3, Warlock (Throne-78C)  
Monster Ally—Succubus Demon, Pet (1), 4 [Shadow] / 3 Health.

When this ally enters play, you may exhaust target ready opposing ally. If you do, that ally deals shadow damage equal to its ATK to its controller's hero.

Hellreaver, 3, HuPaWa (Dark Portal-276U)  
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 3 Strike  
You pay (3) less to strike with this weapon while your hero is defending.

Helm of Desolation, 3, HuSh (Betrayer-223U)  
Equipment—Armor—Mail, Head (1), 1 DEF  
When you strike with a weapon, target ally you control has +2 ATK this turn.

Helm of Fire, 3, DrHuPaRoShWa (Azeroth-292R)  
Equipment—Armor—Leather, Head (1), 1 DEF (5), Exhaust your hero >>> Your hero deals 3 fire damage to target hero or ally.

Helm of Terrorizing Fangs, 2, HuSh (Elements-182R)  
Equipment—Armor—Mail, Head (1), 1 DEF  
When a non-[Horde], non-[Alliance] ally you control is destroyed, add a fang counter to this armor. <p> Remove a fang counter from this armor >>> Target ally has **Assault 1** this turn.

Helm of Vital Protection, 3, DkPaWa (Wrathgate-173R)  
Equipment—Armor—Plate, Head (1), 2 DEF  
Weapons you control have +1 ATK. <p> Other armor you control have +1 [DEF].

Helm of Wrath, 4, Warrior (Onyxia-13E)  
Equipment—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 this armor.

Helmet of Ten Storms, 4, Shaman (Onyxia-14E)  
Equipment—Armor—Mail, Head (1), 1 DEF (2), [Activate] >>> Your hero deals 1 nature damage to target hero or ally and heals 1 damage from target hero or ally. <p> When you play a [Shaman] ability, ready this armor.

Helwen, 4, Warlock (Azeroth-126R)  
Ally—Succubus Demon, Pet (1), 2 [Shadow] / 2 Health  
You may choose not to ready this ally during your ready step. <p> [Activate] >>> While this ally remains exhausted, you control target ally.

Hemet Nesingwary, 3 (Champ Promo-4E, Icecrown-167E)  
Ally—Dwarf Hunter, Unique, 2 [Ranged] / 4 Health  
Hunters you control can be exhausted to pay costs as though they were resources.

Hemet's Elekk Gun, 5, Hunter (Legion-284R)  
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 0 Strike  
This weapon has +4 ATK while your hero is in combat with an ally with cost 5 or more. <p> When you strike with this weapon, your hero has **Long-Range** this combat.

Hemorrhage, 2, Rogue (Crown-38R)  
Ability—Subtlety  
**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Attach to target hero. <p> Ongoing: When your hero deals combat damage to attached hero, add a bleed counter to this ability for each weapon you struck with this combat. <p> At the start of your turn, your hero deals 1 melee damage to attached hero for each bleed counter on this ability.

Herod, the Scarlet Champion, 4 (Dungeon Treasure-28U)  
Ally—Human Warrior, Herod (1), 5 [Melee] / 4 Health  
At the start of your turn, choose one: This turn, Herod has +3 ATK and attacks opposing heroes and allies at random; or Herod attacks normally this turn.

Herod's Shoulder, 3, HuPaShWa (Azeroth-293R)  
Equipment—Armor—Mail, Shoulder (1), 1 DEF  
When this armor enters play, you may search your deck for a weapon and reveal it. If you do, shuffle your deck and put that weapon on top.

Heroic Impulse, 2, Warrior (Worldbreaker-117C)  
Instant Ability—Protection  
Attach to target hero or ally you control. <p> Ongoing: Attached character has **Protector**. (*It may exhaust to become the defender when an opposing hero or ally attacks.*)

Heroic Leap, 2, Warrior (Alliance Warrior-6U, Twilight-98U)  
Instant Ability—Fury  
Exhaust up to two target heroes and/or allies. Your hero deals 1 melee damage to each character exhausted this way.

Heroic Presence, 3, Alliance (Dark Portal-130U)  
Ability  
Draenei Hero Required <p> Ongoing: (2) >>> Allies you control have +1 ATK this turn.

Heroic Strike, 1, Warrior (Azeroth-142U, Class-118U)  
Ability—Arms  
Weapons you control have +3 ATK this turn.

Heroic Throw, 4, Warrior (Icecrown-84U)  
Ability—Arms  
You may discard a weapon rather than pay this ability's cost. <p> Your hero deals 4 ranged damage to target hero or ally.

Heroism, 2, Shaman (Outland-78U)  
Ability—Enhancement  
Alliance Hero Required <p> Heroes and allies you control have +2 ATK while attacking allies this turn.

A Hero's Burden (Icecrown-214C)  
Quest  
Pay (1) and name a class to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ally of that class into your hand and the rest on the bottom of your deck.

Hero's Surrender, 4, PaShWa (Icecrown-173R)  
Equipment—Armor—Shield, Off-Hand (1), 4 DEF  
Opposing heroes lose and can't have powers. <p> Your hero can protect against opposing heroes.

Hersir's Greatspear, 6, DrHu (Horde Druid-26U, Worldbreaker-242U)  
Equipment—2H Weapon—Polearm, Melee (1), 3 [Nature], 2 Strike  
When an ally enters play under your control, your hero may deal 1 nature damage to target hero or ally.

Hesawa Stormwalker, 3, Horde (Sylvanas-14C, Throne-149C)  
Ally—Tauren Druid, 2 [Arcane] / 5 Health

Hesriana, 3, Warlock (Honor-73R)  
Ally—Succubus Demon, Pet (1), 2 [Shadow] / 3 Health  
When this ally enters play, you may remove target opposing ally from the game, and this ally has that card's printed powers while it remains removed from the game.

Hex, 2, Shaman (Icecrown-70C)  
Ability—Elemental Curse  
Attach to target ally. <p> Ongoing: Attached ally becomes 1 / 1, can't gain or lose ATK or [Health], and is also a Frog.

Hex Doctor No'jin, 1, Horde (Gladiators-134C)  
Ally—Troll Mage, 0 [Frost] / 3 Health  
This ally has +3 ATK while you control fewer resources than an opponent.

Hexamorph, 2, Mage, Shaman (Crown-57U)  
Instant Ability—Arcane Elemental  
Target ally loses and can't have powers this turn. Draw a card.

Hibernate, 2, Druid (Drums-23C)  
Instant Ability—Balance  
Put target non-token ally into its owner's resource row face down, then exhaust it.

Hidden Enemies, Horde (Dark Portal-302C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Choose one: Target ally has **Ferocity** this turn; or draw a card. If your hero is an Orc, you may choose both.

Hidden Weaponry, 1, Rogue (Honor-56C)  
Ability—Combat Combo  
Ongoing: Destroy this ability >>> When target opposing ally is next dealt combat damage this turn, destroy it.

Hide and Stab, 1, Rogue (Legion-83C)  
Ability—Subtlety Combo  
Ongoing: Your hero has **Stealth**. (*It can't be protected against.*) <p> When your hero deals damage, destroy this ability. <p> Destroy this ability >>> Exhaust target hero or ally.

Hide of the Wild, 2, DrPaPrSh (Azeroth-294U)  
Equipment—Armor—Cloth, Back (1), 0 DEF  
If your hero would heal damage, it heals that much +1 instead.

Hierophant Caydiem, 4, Horde (Azeroth-242U)  
Ally—Tauren Druid, 2 [Nature] / 4 Health  
(3) >>> This ally deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally.

High Chieftain Baine Bloodhoof, 7, Horde (Twilight-141E)

Ally—Tauren High Chieftain, Baine (1), 7 [Melee] / 7 Health

**Protector** <p> Prevent all damage that would be dealt to this ally while you control another [Horde] ally.

High Commander Halford Wyrmbane, 4, Alliance (Class Promo-3E, Wrathgate-115E)  
Ally—Human Paladin, Unique, 4 [Holy] / 4 Health

**Protector** <p> This ally has **Assault 1** and **Mend 1** for each other ally you control.

High Guard Braxx, 5, Horde (Twilight-142C)  
Ally—Goblin Warrior, 2 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)  
<p> When this ally enters play, he may deal 2 melee damage to target damaged hero or ally.

High Inquisitor Whitemane, 5 (Dungeon Treasure-29R)

Ally—Human Priest, Whitemane (1), 2 [Holy] / 8 Health

When Whitemane attacks, you may put target ally from your graveyard on top of your deck. If you do, she heals damage from your hero equal to the cost of that ally.

High Instructor Campbell, 4, Alliance (Illidan-127R)

Ally—Human Paladin, 3 [Melee] / 3 Health  
When this ally enters play, you may put target Talent from your graveyard into your hand.

High Magus Euli, 4, Alliance (Scourgewar-136C)  
Ally—Draenei Mage, 5 [Fire] / 1 Health  
**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)  
<p> At the start of your turn, this ally may deal 1 fire damage to target hero or ally. A character dealt damage this way loses and can't have powers this turn.

High Magus Olvek, Alliance (Throne-3)

Hero—Dwarf Mage, 25 Health  
(1), Flip Olvek >>> Choose “ability,” “ally,” or “equipment,” then reveal the top card of your deck. If it has the chosen type, put it into your hand.

High Overlord Saurfang, 8, Horde (Dark Portal-214E)

Ally—Orc Warrior, Unique, 9 [Melee] / 4 Health  
**Protector** <p> When an ally enters combat with this ally, destroy that ally.

High Priestess Neeri, Horde (Throne-15)

Hero—Goblin Priest, 26 Health  
(3), Flip Neeri >>> Remove the top three cards of target opponent's deck from the game. Neeri heals 2 damage from herself for each ally removed this way.

High Priestess Tyrande Whisperwind, 5, Alliance (Dark Portal-167E)

Ally—Night Elf Priest, Unique, 3 [Holy] / 4 Health

When a Night Elf you control is destroyed, put a 0 [Melee] / 1 [Health] Wisp ally token into play.

<p> (1), Destroy a Wisp you control >>> That Wisp deals 1 nature damage to each opposing hero and ally.

High Prophet Barim, 3 (Crown-160R)

Monster Ally—Tol'vir Paladin Priest, Barim (1), 1 [Holy] / 1 Health

Other allies you control have +ATK equal to Barim's ATK and +[Health] equal to Barim's [Health].

High Tinker Mekkatorque, 9, Alliance (Drums-130E)

Ally—Gnome Tinker, Unique, 6 [Melee] / 9 Health

At the start and end of your turn, draw a card for each Gnome you control.

High Warlord Cromush, 6, Horde (Dungeon Treasure-20U)

Ally—Orc Warrior, Cromush (1), 5 [Melee] / 5 Health

**Protector** (*Cromush may exhaust to become the defender when an opposing hero or ally attacks.*)  
<p> While Cromush has exactly 1 remaining health, he has **Assault 10**.

High Warlord Zogar, 6 (Crown-135E)

Monster Ally—Ogre Lord Warrior, 10 [Melee] / 10 Health

Play this ally only if you control an Ogre hero or ally.

Highborne Soul Mirror, 7,

DkDrHuMaPaPrRoShLoWa (Worldbreaker Crafted-9E)

Equipment—Item

When an ally you control is destroyed, destroy each other ally you control with the same name as that ally. <p> On your turn: [Activate] >>> Put a token copy of target ally you control into play.

Highlord Bolvar Fordragon, 8, Alliance

(Betrayed-136E)

Ally—Human Paladin, Unique, 8 [Holy] / 8 Health

Opposing allies must attack if able and can attack only this ally if able. <p> Opposing cards and effects must target this ally if able.

Highlord Tirion Fordring, 10 (Wrathgate-21E)

Master Hero—Human Paladin, 2 [Holy] / 37 Health

[Druid], [Paladin], [Priest], or [Shaman] Hero Required <p> Argent Crusade Reputation <p> Unique allies you own everywhere can't be targeted by opponents. <p> On your turn: [Activate] >>> Put target Unique ally from your graveyard into play.

Himul Longstrider, 2, Horde (Drums-170C)

Ally—Tauren Shaman, 3 [Frost] / 2 Health  
**War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

Hira, 1, Alliance (Alliance Druid-17C, Alliance Hunter-16C, Alliance Priest-15C, Alliance

Rogue-13C, Worldbreaker-140C)

Ally—Draenei Shaman, 2 [Fire] / 1 Health

Hissy, 4, Hunter (Drums-28R)

Instant Ally—Serpent, Pet (1), 3 [Nature] / 2 Health

**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> When this ally enters play, he deals 1 nature damage to target attacker.

Historian Firana, 3 (Illidan-188C)

Ally—Blood Elf Rogue, 3 [Melee] / 3 Health  
Scriber Reputation (*You can't put cards with other reputations in your deck.*) <p> **Stealth** <p>

Opponents play with their hands revealed.

Hit and Run, 2, RoSh (Wrathgate-96U)

Instant Ability—Combat Enhancement Combo  
Exhaust up to X target opposing cards, where X is the number of Rogues and Shaman you control.

Hogger (BlizzCon 2011, Hogger-1)

Monster Hero—Gnoll Warrior, 30 Health

[Front]: (5) >>> Flip Hogger face down.

[Back]: **Summon Minion**: At the start of your turn, put a 1 [Melee] / 1 [Health] Gnoll Monster ally token into play.

Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Holy Barrier, 3, PaPr (Wrathgate-97U)

Ability—Protection Discipline

Ongoing: [Activate] >>> Prevent the next X damage that would be dealt to target ally this turn, where X is the number of Paladins and Priests you control.

Holy Blaze, 6, Priest (Twilight-64U)

Ability—Holy

Your hero deals 4 unpreventable holy damage to each of up to two target allies.

Holy Fire, 3, Priest (Outland-56U)

Ability—Holy

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 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.

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.

Holy Light, 3, Paladin (Alliance Paladin-5C, Azeroth-69C, Citadel Raid-55C, Class-63C, Horde Paladin-7C, Worldbreaker-68C)

Ability—Holy

Your hero heals 5 damage from target hero or ally. Draw a card.

Holy Nova, 2, Priest (Legion-70R)

Instant Ability—Holy

**Holy Talent** (*You can't put Discipline Talents or Shadow Talents in your deck.*) <p> Your hero deals 1 unpreventable holy damage to each opposing hero and ally and heals 1 damage from each friendly hero and ally.

Holy Shield, 2, Paladin (Azeroth-70R)

Instant Ability—Protection

**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <p> 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 (Alliance Paladin-6R, Illidan-61R)

Instant Ability—Holy

**Holy Talent** (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> Prevent the next 4 damage that target friendly hero or ally would be dealt this turn. <p> Your hero deals 4 unpreventable holy damage to target opposing hero or ally.

Holy Strike, 2, Paladin (Honor-44C)

Ability—Retribution

Your hero deals 2 melee damage and 2 unpreventable holy damage to target ally.

Holy Vengeance, 2, Paladin (Elements-57R)

Ability—Retribution

Ongoing: When an ally you control is destroyed, you may pay (1). If you do, your hero deals 2 unpreventable holy damage to target hero.

Holy Wrath, 6, Paladin (Elements-58R)

Ability—Holy

Your hero deals 4 unpreventable holy damage to each opposing hero and ally, plus an additional 4 if that character is a Demon, Dragonkin, or Elemental.

Hood of the Exodus, 3, DrRo (Wrathgate-174R)

Equipment—Armor—Leather, Head (1), 1 DEF  
When an ally you control with **Assault** deals combat damage to an opponent's hero, he discards a card.

Hootie, 2, Hunter (Dark Portal-34C)

Ally—Owl, Pet (1), 2 [Melee] / 2 Health

Opposing heroes and allies have -1 ATK.

Hope Ender, 4, HuPaRoWa (Honor-176R)

Equipment—1H Weapon—Sword, Melee (1), 0 [Melee], 0 Strike

At the end of your turn, if this weapon is ready, put two +1 ATK counters on it.

Horace Shadowfall, 6, Alliance (Betrayal-137R)

Ally—Human Warlock, 6 [Shadow] / 5 Health  
Opposing heroes and allies can attack only Demons you control if able.

Horatio Plaguetouch, 3, Alliance (Class-136C, Scourgewar-137C)

Ally—Human Warlock, 2 [Shadow] / 4 Health  
**Assault 2** (+2 ATK on your turn)

Horkin Figluster, 4, Horde (Drums-171C)

Ally—Tauren Druid, 3 [Melee] / 4 Health

**War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*) <p> When this ally enters play, exhaust all opposing heroes and allies.

Horn of Winter, 2, Death Knight (Alliance DK-7C,

Elements-28C, Horde DK-7C)

Ability—Frost

Heroes and allies you control have **Assault 1** this turn. (*They have +1 ATK on your turn.*)

Horns of Eranikus, 6, HuSh (Azeroth-295R)

Equipment—Armor—Mail, Head (1), 1 DEF  
At the start of your turn, you may pay (1). If you do, draw a card.

Horngrip, 2, Horde (Crown-109U)

Ally—Troll Druid, 1 [Nature] / 3 Health


**Harmonize** (*You pay (1) less to play allies with printed cost 4 or more.*) <p> This ally can't be targeted by opponents.

Horrrify, 3, Priest (Gladiators-50C)

Ability—Shadow

Target player destroys an ally he controls. If he does, your hero heals damage from itself equal to that ally's cost.

The Horseman's Horrific Helm, 4, DkPaWa

(Holiday -6R)

Equipment—Armor—Plate, Head (1), 2 DEF  
If this armor would prevent damage, you may laugh a scary laugh. If you do, this armor prevents all that damage instead.

Hota the Bloodsoaked, 4, Horde (Legion-188C)

Ally—Orc Warrior, 4 [Melee] / 4 Health  
This ally has **Protector** while an opponent controls more allies than you.

Hourglass of the Unraveller, 3, HuPaRoWa

(Betrayal-230R)

Equipment—Item, Trinket (2)  
You pay (1) less to play equipment, to a minimum of (1).

Hovin the Shield, 3, Alliance (Drums Starter-2U)

Ally—Dwarf Warrior, 0 [Melee] / 9 Health  
**Protector** <p> (3) >>> Ready this ally.

Hoxie Mettlemelt, 5, Alliance (Legion-152R)

Ally—Gnome Mage, 4 [Fire] / 4 Health  
At the start of your turn, this ally deals 2 fire damage to target opposing hero or ally for each [Fire] ally you control.

Hukkath, 4, Warlock (Outland-84R)

Ally—Voidwalker Demon, Pet (1), 3 [Shadow] / 5 Health

**Protector** <p> (1), Destroy this ally >>> Your hero has **Untargetable** this turn.

Hulking Abomination, 5 (Icecrown-150U)

Scourge Ally—Abomination, Unlimited, 2 [Melee] / 6 Health  
Scourge Hero Required <p> **Protector** <p> (1), Remove an Unlimited card in your graveyard from the game >>> This ally heals all damage from itself.

Hulok Trailblazer, 2, Horde (Betrayal-163C)

Ally—Tauren Druid, 2 [Arcane] / 2 Health

When you place a quest into your resource row, this ally deals 1 arcane damage to target hero or ally.

Hulstom, Servant of the Light, 2, Alliance

(Citadel Raid-60C, Scourgewar-138C)

Ally—Draenei Paladin, 3 [Holy] / 2 Health

**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*) <p> **Mend 1** (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Human Shield, 2, Warrior (Scourgewar-107C)

Instant Ability—Protection

If damage would be dealt to an ally you control this turn, it's dealt to your hero instead.

Hungering Bone Cudgel, 4, PaRoShWa (Legion-285U)

Equipment—1H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike

At the end of your turn, if no damage was dealt with this weapon this turn, destroy it.

Hungering Cold, 4, Death Knight (Alliance DK-8R, Twilight-27R)

Ability—Frost

**Frost Talent** (*You can't put Blood Talents or Unholy Talents in your deck.*) <p> Ongoing: When an opposing hero or ally exhausts, your hero deals 1 frost damage to it.

Hunrik Blackiron, 4, Alliance (Jaina-14C,

Throne-113C)

Ally—Dwarf Warlock, 5 [Shadow] / 3 Health

Hunter Training, 1, Hunter (Legion-37U)

Ability—Marksmanship

Attach to target friendly ally. <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] / 1 Health

**Inspiring Presence** (*If a hero or ally you control would deal non-combat damage, it deals that much +1 instead.*) <p> At the start of each opponent's turn, target ally has **Protector** this turn.

Huntsman Gorwal, Alliance (Elements-6)

Hero—Worgen Hunter, 28 Health

[Front]: (5) >>> Flip Gorwal face down.

[Back]: Pets you control have **Ferocity**. (*They can attack immediately.*)

Hur Shieldsmasher, 3, Horde (Azeroth-243C)

Ally—Orc Warrior, 2 [Melee] / 2 Health

When this ally enters play, you may destroy target armor.

Hurdan the Everlasting, 2, Alliance (Wrathgate-116U)

Ally—Dwarf Priest, 3 [Holy] / 2 Health

When you play a non-Ongoing [Priest] ability, if this ally is in your graveyard, you may pay (2). If you do, put him into play.

Hurlorn Battlechaser, 4, Horde (Outland-163C)  
Ally—Tauren Hunter, 2 [Ranged] / 1 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*) <p> When this ally enters play, he deals 2 ranged damage to target hero or ally.

Huro'shal Gutwrench, 5, Horde (Class-181C, Scourgewar-180C)  
Ally—Troll Shaman, 5 [Melee] / 3 Health  
When this ally is dealt damage, you may destroy target ability.

Hurricane, 5, Druid (Scourgewar-36R)  
Ability—Balance  
Ongoing: This ability enters play with two wind counters. <p> Opposing heroes and allies can't attack or protect. <p> At the start of your turn, your hero deals 2 nature damage to each opposing hero and ally, then remove a wind counter. If none remain, destroy this ability.

Huruk Lightvow, 4, Horde (Horde Paladin-18C, Worldbreaker-177C)  
Ally—Tauren Paladin, 5 [Holy] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Huzrula, 1, Horde (Scourgewar-181C)  
Ally—Orc Shaman, 1 [Nature] / 1 Health  
**Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

Hyjal Stag, 1 (Crown-168C)  
Ally—Stag, 1 [Melee] / 1 Health  
Destroy this ally, exhaust a ready Monster hero or ally you control >>> This ally heals 4 damage from that character.

Hymn of Hope, 2, Priest (Elements-66U)  
Instant Ability—Holy  
Your hero heals 3 damage from each friendly hero and ally. For each character healed this way, ready a resource you control.

Hypnotic Blade, 2, DrMaPrShLo (Azeroth-327R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 5 Strike  
On your turn: (3), [Activate], Exhaust your hero >>> Target player discards a card.

Hysteria, 4, Death Knight (Wrathgate-26R)  
Ability—Blood  
**Blood Talent** (*You can't put Frost Talents or Unholy Talents in your deck.*) <p> Ongoing: [Activate], Put 1 damage on a hero or ally you control >>> It has **Assault 4** this turn.

I Was a Lot of Things . . . (Illidan-242C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card for each opposing hero.

Ian Lanstrick, 1, Horde (Crown-110U)  
Ally—Undead Mage, 2 [Fire] / 1 Health  
When an opponent completes a quest, this ally deals 2 fire damage to his hero.

Icaros the Sunward, 3, Horde (Crown-111C)  
Ally—Blood Elf Paladin, 1 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Ice Barbed Spear, 5, HuPaWa (Drums-228R)  
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 2 Strike  
Each opponent can't draw cards unless he pays (1) for each card.

Ice Barbs, 3, Mage (Honor-35R)  
Ability—Frost  
Ongoing: Each opponent can't draw cards unless he pays (1) for each card.

Ice Barrier, 3, Mage (Crown-23R)  
Ability—Frost  
**Frost Talent** (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> Ongoing: This ability enters play with three ice counters. <p> If your hero would be dealt damage, remove an ice counter from this ability. If you do, prevent that damage. Then, if no counters remain, destroy this ability. <p> At the start of your turn, your hero deals 5 frost damage to target opposing hero.

Ice Block, 2, Mage (Dark Portal-51R)  
Instant Ability—Frost  
**Frost Talent** (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> Ongoing: Prevent all damage that would be dealt to your hero. You can't play cards. <p> At the start of your turn, destroy this ability.

Ice Lance, 2, Mage (Alliance Mage-8C, Class-53C, Drums-36C, Jaina-6C)  
Ability—Frost  
Your hero deals 2 frost damage to target ally, or 6 if that ally is ready.

Ice Nova, 4, Mage (Wrathgate-47U)  
Instant Ability—Frost  
Play only on an opponent's turn. <p> His abilities, allies, equipment, and hero can't attack or exhaust this turn.

Ice 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)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike  
When your hero deals combat damage to an ally, that ally can't ready during its controller's next ready step.

Icemistress Gal'ha, 4, Horde (Betrayer-164R)  
Ally—Troll Mage, 3 [Frost] / 5 Health  
Each opponent's maximum hand size is reduced by one for each [Frost] ally you control.

Iceshear Mantle, 2, MaPrLo (Iccrown-174C)  
Equipment—Armor—Cloth, Shoulder (1), 1 DEF [Activate] >>> Target [Frost] card has **Assault 2** this turn. (*It has +2 ATK on your turn.*)

Iceshrieker's Touch, 3, MaPrLo (Iccrown-193U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike  
When your hero turns face down, it deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack or exhaust this turn. <p> **Death Rattle:** Each player turns his hero face up.

The Ichor of Undeath, Priest (Alliance Priest-26U, Horde Priest-25U, Wrathgate-203U)  
Quest  
Pay (2) to complete this quest. <p> Reward: Put target ally from your graveyard into your hand.

Icon of the Silver Crescent, 4, DrMaPrLo (Badge-4E)  
Equipment—Item, Trinket (2)  
If a non-token ally you control would be destroyed, attach it to a hero instead. That ally loses all powers and becomes an ability with "Ongoing: At the start of your turn, your hero deals 1 fire damage to attached hero."

Icy Blast Amulet, 2, DkHuPaRoShWa (Naxxramas-24R)  
Equipment—Item, Neck (1)  
When your hero is dealt damage on an opponent's turn, you may pay (1). If you do, it deals 1 frost damage to target hero or ally.

Icy Scale Chestguard, 4, HuSh (Iccrown-175C)  
Equipment—Armor—Mail, Chest (1), 3 DEF  
If a friendly hero or ally would deal frost ([Frost]) damage, it deals that much +1 instead.

Icy Torment, 1, Death Knight (Scourgewar-27C)  
Ability—Frost Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> When damage is dealt this way, target ally in attached hero's party has -2 ATK this turn.

Icy Touch, 3, Death Knight (Knight-9U)  
Ability—Frost Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party have -1 ATK.

Icy Veins, 4, Mage (Honor-36R)  
Ability—Frost  
**Frost Talent** (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> Ongoing: Skip your draw step. <p> At the start of your turn, target opponent chooses a hero or ally he controls, and your hero deals 5 frost damage to it.

Idol of the Shooting Star, 1, Druid (Wrathgate-181R)  
Equipment—Item, Relic (1)  
(2), [Activate] >>> Your hero heals 2 damage from target hero or ally. <p> When you play an ally, ready this item.

Idra'kess Enchantress, 4 (Throne-204U)  
Monster Ally—Naga Mage, 2 [Frost] / 5 Health  
[Activate], Destroy this and two other allies you control >>> Search your hand and/or deck for a card named Ozumat and put it into play.

Idra'kess Mistress, 3 (Throne-205U)  
Monster Ally—Naga Mage, 1 [Frost] / 4 Health  
When this ally attacks, she deals 1 frost damage to each [Horde] and [Alliance] hero and ally.

If You're Not Against Us... (Crown-196C)  
Quest  
Pay (1) to complete this quest. <p> Reward: An opponent chooses one: You draw a card; or your hero deals 3 shadow damage to his hero.

Ignacious, 6 (Twilight-170R)  
Ally—Fire Elemental Ascendant, Ignacious (1), 5 [Fire] / 6 Health  
When this or another [Fire] card you control is destroyed, you may turn target resource face down. <p> [Fire] allies you own everywhere have "**Stash**: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play."

Iku'tak, 6, Horde (Honor-131C)  
Ally—Troll Rogue, 7 [Melee] / 3 Health  
**Fire Resistance** (*Prevent all fire ([Fire]) damage that this ally would be dealt.*) <p> **Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)

Ilandre Moonspear, 4, Alliance (Dark Portal-168R)  
Ally—Night Elf Druid, 2 [Nature] / 4 Health  
Night Elf Hero Required <p> **Elusive** <p> [Activate] >>> Put your hand on the bottom of your deck, then draw that many cards.

Illia the Bitter, 5, Horde (Illidan-157C)  
Ally—Blood Elf Hunter, 6 [Ranged] / 4 Health  
**Fire Resistance** (*Prevent all fire ([Fire]) damage that this ally would be dealt.*)

Illidan Stormrage, 11 (Black Temple-1R)  
Master Hero—Night Elf Demon Demonhunter  
Traitor, 5 [Melee] / 35 Health  
Traitor Hero Required <p> At the start of your turn, you may put a Traitor ally from your collection into play.

Illidari Archon, 3 (Black Temple Raid-36C)  
Ally—Blood Elf Priest Traitor, 2 [Shadow] / 4 Health  
Traitor Hero Required <p> When this ally attacks, you may ready a resource you control.

Illidari-Bane Mageblade, 2, MaPrLo (Illidan-227U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike  
If your hero would deal damage to a Demon, it deals double that much instead.

Illidari Blood Lord, 2 (Black Temple Raid-37C)  
Ally—Blood Elf Paladin Traitor, 2 [Melee] / 1 Health  
Traitor Hero Required <p> When this ally enters play, each player turns a face-up resource he controls face down.

Illiyana Moonblaze, 8, Alliance (Honor-102E)  
Ally—Night Elf Rogue, Unique, 9 [Melee] / 9 Health  
At the start of your turn, each opponent destroys a [Horde] card he controls.

Illumination, 4, Paladin (Dark Portal-59R)  
Ability—Holy  
**Holy Talent** (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> Ongoing: When your hero heals damage with an ability from a friendly hero or ally, ready up to X resources you control, where X is that ability's cost.

Illusionary Rod, 1, DrMaPrShLo (Azeroth-329U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
(1), [Activate], Exhaust your hero >>> Remove your hand from the game. At the next end of turn, put the cards removed this way into your hand.

I'm Not Dead Yet! (Wrathgate-208R)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Holy] / 1 [Health] Unique Priest ally token named Father Kamaros into play with **Mend 4**.

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 (Alliance Warlock-5C, Class-106C, Horde Warlock-7C, Outland-85C)  
Ability—Destruction  
Attach to target hero or ally, and your hero deals 1 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Immolation Trap, 3, Hunter (Twilight-43U, Dark Portal-35U)  
Instant Ability—Survival  
**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Attach to target attacking hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

The Immovable Object, 4, PaShWa (Dark Portal-254U)  
Equipment—Armor—Shield, Off-Hand (1), 5 DEF  
Destroy this armor >>> Destroy all weapons named The Unstoppable Force.

Imp Lord Pinprik (Illidan-21)  
Hero—Imp Demon, 8 Health  
[Front]: **Elusive**  
[Back]: **Elusive** <p> Deckbuilding: You can include only neutral quests, any abilities that deal fire damage, and any [Fire] allies. You can't include cards with reputation or text restrictions (*like Fire Hero Required*).

Imp Mistress Noali, 6, Horde (Legion-189R)  
Ally—Blood Elf Warlock, 4 [Fire] / 4 Health  
Face-down resources you control are also Imp Demon allies with 1 [Fire] / 1 [Health].

Impede, 2, Warrior (Wrathgate-88U)  
Ability—Arms  
Put target [Shadow], [Holy], or [Frost] ally or weapon on top of its owner's deck.

An Improper Burial (Betrayer-251C)  
Quest  
Remove any number of allies in your graveyard from the game and pay (2) to complete this quest. <p> Reward: Draw a card for each three allies removed this way.

Improvised Weaponry, 3, Hunter (Gladiators-29R)  
Ability—Marksmanship  
Attach to target Melee weapon. <p> Ongoing: Attached weapon loses Melee (1), 1H, and 2H, 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.

Incapacitate, 3, Rogue (Worldbreaker-90U)  
Ability—Combat  
Attach to target resource. <p> Ongoing: Attached resource can't ready.

Incendiary Totem, 3, Shaman (Scourgewar-87U)  
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health  
Ongoing: At the start of your turn, this Totem deals 3 fire damage to target hero or ally. <p> **Death Rattle** (*When this Totem enters your graveyard from anywhere*): Your hero deals 3 fire damage to target hero or ally.

Incinerate, 2, Warlock (Class-107U, Outland-86U, Twilight-90U)  
Ability—Destruction  
Your hero deals 2 fire damage to target hero or ally, or 4 if your hero dealt fire damage with an ability to that character this turn.

Incursion Vestments, 2, MaPrLo (Scourgewar-221R)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
If an opposing ally was destroyed this turn: <p> [Mage] Hero: (1), [Activate] >>> Draw a card. <p> [Priest] Hero: (1), [Activate] >>> Your hero heals 5 damage from target hero or ally. <p> [Warlock] Hero: (1), [Activate] >>> Target opponent discards a card.

Indalamar, Horde (Outland-13)  
Hero—Troll Warrior (Protection), Mining/Engineering, 30 Health (3), Flip Indalamar >>> Heroes and allies you control have **Protector** this turn.

Indauma Bloodfire, 6, Horde (Horde Mage-16C, Icecrown-133C)  
Ally—Blood Elf Warlock, 7 [Fire] / 4 Health

Infectious Brutality, 3, Warrior (Crown-56U)  
Ability—Fury  
Ongoing: On your turn: [Activate] >>> Target ally has +2 ATK this turn.

Infernal, 6, Warlock (Azeroth-127R)  
Ally—Infernal Demon, Pet (1), 6 [Fire] / 6 Health  
At the start of your turn, target opponent gains control of this ally unless you discard a card. <p> At the end of your turn, this ally deals 1 fire damage to each opposing hero and ally.

Inferno Totem, 2, Shaman (Alliance Shaman-8U, Horde Shaman-8U, Twilight-82U)  
Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 3 Health  
At the start of your turn, this Totem deals 4 fire damage to target opposing hero. <p> (*Totems can't attack.*)

Infestation, 3, Death Knight (Throne-29U)  
Ability—Unholy Disease  
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if attached hero has 15 or more damage, destroy this ability. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Infiltrate, 2, Rogue (Alliance Rogue-7C, Elements-73C, Horde Rogue-10C)  
Ability—Subtlety  
Up to two target heroes and/or allies have **Assault 2** and **Stealth** this turn. (*They have +2 ATK on your turn and can't be protected against.*)

Information Gathering (Betrayal-252C)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one into your hand, one on top of your deck, and the other on the bottom.

Infuriate, 4, Warrior (Illidan-108R)  
Ability—Fury  
Ongoing: When your hero is dealt combat damage, ready up to that many resources you control.

Infusion of Earth, 2, Shaman (Horde Shaman-9C, Wrathgate-76C)  
Instant Ability—Enhancement  
Attach to target ally or weapon you control. <p> Ongoing: Attached card has **Assault 3**. (*It has +3 ATK on your turn.*)

Infusion of Fortitude, 1, Priest (Legion-71C)  
Instant Ability—Discipline  
Attach to target ally. <p> Ongoing: Attached ally has +3 [Health].

Infusion of Light, 2, Paladin (Dark Portal-60C)  
Ability—Holy  
Your hero heals 3 damage from target hero or ally. Draw a card.

Ingrid Shadowstorm, 4, Alliance (Legion-153C)  
Ally—Human Warlock, 3 [Shadow] / 5 Health  
Opposing heroes lose and can't have flip powers.

Inner Fire, 4, Priest (Dark Portal-71R)  
Ability—Discipline  
Ongoing: This ability enters play with three charge counters. <p> Prevent all damage that would be dealt to your hero. When damage is prevented this way, remove a charge counter from this ability. If none remain, destroy this ability.

Inner Focus, 3, Priest (Dark Portal-72R)  
Ability—Discipline  
**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: Destroy this ability >>> When you play your next ability this turn, ready up to X resources you control, where X is that ability's cost.

Inner Rage, 2, DrWa (Icecrown-93U)  
Ability—Feral Fury  
Your hero has **Assault X** this turn, where X is the cost of target non-hero Druid or Warrior you control.

Inner Will, 3, Priest (Twilight-65R)  
Ability—Discipline  
You pay (X) less to play your next card this turn, where X is the highest cost among abilities, allies, and equipment you control.

Innervate, 4, Druid (Azeroth-23R, Class-30R, Elderlimb-5R)  
Instant Ability—Restoration  
Target player draws three cards.

The Innkeeper's Daughter, 5, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-3E)  
Equipment—Item  
This item enters play with a hearth counter on it for each damage on your hero. <p> On your turn: [Activate], Remove all hearth counters from this item and destroy it >>> Damage on your hero becomes equal to the number of hearth counters removed this way.

Inoculation, Alliance (Dark Portal-290C)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Choose one: Put an ally you control into its owner's hand; or draw a card. If your hero is a Draenei, you may choose both.

Inquisition, 2, Paladin (Elements-59C, Horde Paladin-8C)  
Ability—Holy  
Target ally deals unpreventable holy damage to itself equal to its ATK.

Insect Swarm, 1, Druid (Illidan-30R)  
Ability—Balance  
**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Attach to target hero or ally, and your hero deals 2 nature damage to it. <p> Ongoing: Attached character has -2 ATK.

Inspiring Light, 4, Paladin (Drums-46C)  
Ability—Holy  
Your hero heals 8 damage from target hero or ally. Draw a card.

Instant Poison, 3, Rogue (Icecrown-64C)  
Instant Ability—Poison  
You may play this ability without paying its cost if your hero dealt combat damage to an opposing hero this turn. <p> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached hero.

Instructor Antheol, 5, Horde (Legion-190E)  
Ally—Blood Elf Mage, Unique, 4 [Arcane] / 5 Health  
Once per turn: (1) >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Boar.

Instructor Giraldo, 2 (Illidan-176C)  
Ally—Draenei Priest, 2 [Holy] / 3 Health  
Aldor Reputation <p> **Inspire**: Ally (*You may ready an ally you control during each other player's ready step.*) <p> When this ally inspires an ally, that ally has **Protector** this turn.

Intensify, 3, MaLo (Elements-102E)  
Instant Ability—Fire Destruction  
The next time target friendly hero or ally would deal any type of damage this turn, it deals double that much fire damage instead.

Intensify Rage, 2, Warrior (Legion-116C)  
Instant Ability—Fury  
Attach to target ally. <p> Ongoing: Attached ally has +3 / +3. <p> At the start of your turn, put 2 damage on attached ally.

Intercept, 1, Warrior (Class-119C, Dark Portal-121C, Elements-98C)  
Instant Ability—Fury  
Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Interest You in a Pint?, 3 (Azeroth-162C)  
Ability  
Attach to target ally. <p> Ongoing: Attached ally can't attack.

Intervene, 1, Warrior (Class-120C, Outland-94C)  
Instant Ability—Protection  
The next time damage would be dealt to target friendly hero or ally this turn, it's dealt to your hero instead.

Intimidation, 2, Hunter (Honor-29R)  
Ability—Beast Mastery  
**Beast Mastery Talent** (*You can't put Marksmanship Talents or Survival Talents in your deck.*) <p> Ongoing: Each opposing hero and ally can't ready during its controller's ready step while you control a Pet.

Into the Fray, 1, Horde (Azeroth-153C)

Ability

Target ally you control has **Ferocity** this turn.  
(*It can attack immediately.*)

Into the Maw of Madness (Azeroth-353C)

Quest

Destroy this quest to complete it. <p> Reward:  
Draw a card.

Intuition, 1, Rogue (Gladiators-56C)

Instant Ability—Combat

Remove target attacker from combat. You may  
ready it.

Inventor Dorbin Callus, 7, Alliance (Betray-  
138E)

Ally—Gnome Mage, 5 [Arcane] / 6 Health

**Elusive** <p> [Activate] >>> Target player draws  
four cards.

Inventor's Focal Sword, 3, MaPaLo (Azeroth-  
330R)

Equipment—1H Weapon—Sword, Melee (1), 1  
[Melee], 2 Strike

(2), [Activate] >>> If target ability is attached to  
a hero or ally, attach it to another hero or ally.

Invigorate, 3, Rogue (Elements-74U)

Instant Ability—Combat Finishing Move

As an additional cost to play, remove up to five  
[Rogue] abilities in your graveyard from the  
game. <p> Ready X resources you control, and  
you may ready target ally with cost X or less,  
where X is the number of cards removed this  
way.

Invigorating Touch, 1, Druid (Legion-25U)

Ability—Restoration

Your hero heals 6 damage from target hero.

Invincible, 2 (Citadel-15U)

Ally—Undead Horse, Mount (1), 0 [Melee] / 3  
Health

When you place a resource face up into your  
resource row, target ally you control has  
**Invincible** this turn. (*It can't leave play, be  
targeted, or be dealt damage.*) <p> (*Mounts can't  
attack or be attacked.*)

Invisibility, 3, Mage (Betray-61U)

Instant Ability—Arcane

Your hero has **Elusive** and **Untargetable** this  
turn. <p> Ongoing: Opposing heroes and allies  
lose and can't have **Elusive** or **Untargetable**.

Invocation, 2, Mage (Betray-62R)

Ability—Arcane

Ongoing: (2), Destroy this ability >>> This turn,  
resources you control have "[Activate] >>>  
Draw a card."

Invoke the Nether, 6, Warlock (Alliance

Warlock-6R, Legion-108R)

Ability—Destruction

Remove all allies from the game.

Invulnerable Mail, 7, HuPaShWa (Azeroth-296E)

Equipment—Armor—Mail, Chest (1), 6 DEF

Destroy two resources you control >>> Ready  
this armor.

Iravar, 6, Alliance (Honor-103U)

Ally—Draenei Paladin, Unique, 5 [Holy] / 1  
Health

Pay (2) or remove an honor counter from a card  
you control >>> This ally deals 1 holy damage to  
each opposing ally.

Ironforge, Alliance (Honor-207R)

Location—City

Dwarf Hero Required <p> [Activate] >>> Put  
target armor or weapon from your graveyard  
into your hand if its cost is less than the number  
of Dwarves you control.

Ironforge Guards, 2, Alliance (Azeroth-188C)

Ally—Dwarf Warrior, Unlimited, 1 [Melee] / 1  
Health

This ally has +1 [Health] for each other ally  
named Ironforge Guards you control.

Irontree Knives, 3, RoWa (Crown-182U)

Equipment—Weapon—Shuriken, Ranged (1), 2  
[Melee] / 0 Strike

This weapon enters play exhausted. <p>

**Thrown** (*When you strike with this weapon, your  
hero has **Long-Range** this combat. At the end of  
the turn, put this weapon into its owner's hand.*)

Ishanah, High Priestess of the Aldor, 8 (Legion-  
217E)

Ally—Draenei Priest, Unique, 5 [Holy] / 8  
Health

Aldor Reputation (*You can't put cards with other  
reputations in your deck.*) <p> At the start of  
each opponent's turn, he chooses an ally he  
controls. Gain control of that ally.

Iso'rath (Crown-2)

Monster Hero—Iso'rath, [Front]:21, [Back]: 32  
Health

[Front]: Your starting and maximum hand sizes  
are nine cards. <p> (10) >>> Flip Iso'rath face  
down.

[Back]: Your starting and maximum hand sizes  
are nine cards. <p> [Activate] >>> Destroy  
target non-hero card.

Deckbuilding: You can't put [Horde], [Alliance],  
or class cards in your deck.

It's a Secret to Everybody (Azeroth-354C)

Quest

Pay (1) to complete this quest. <p> Reward:  
Look at the top three cards of your deck. Put one  
on top of your deck and the rest on the bottom.

Ivan, Bladewind Brute, Alliance (Scourgewar-5)

Hero—Human Warrior (Fury),

Blacksmithing/Jewelcrafting, 30 Health

If you control another Warrior: Flip Ivan >>>

Ivan deals 2 melee damage to target damaged  
hero or ally.

Ivus the Forest Lord, 14, Alliance (Dark Portal-  
169E)

Ally—Ancient, Unique, 10 [Nature] / 10 Health

You pay (1) less to play this ally for each non-  
token Alliance ally you control. <p> Each  
opposing ability, ally, and equipment can't ready  
during its controller's ready step.

Ixamos the Corrupted, Alliance (Betray-12)

Hero—Draenei Shaman (Traitor),

Mining/Jewelcrafting, 28 Health

(2), Flip Ixamos, destroy a friendly Totem >>>  
Ready Ixamos and all weapons you control.

Ixamos the Redeemed, Alliance (Betray-3)

Hero—Draenei Shaman (Enhancement),

Mining/Jewelcrafting, 28 Health

(3), Flip Ixamos, exhaust a Totem you control  
>>> Ready target ally.

Ixiya the Attuned, 3, Alliance (Wrathgate-117C)

Ally—Draenei Shaman, 3 [Nature] / 2 Health  
**Protector, Mend 1**

Izza Spindleflame, 3, Alliance (Outland-122C)

Ally—Gnome Warlock, 3 [Fire] / 2 Health

**Elusive** <p> At the start of each turn, this ally  
deals 1 fire damage to each hero.

Izzy Quizfiz, 1, Horde (Throne-150C)

Ally—Goblin Shaman, 1 [Nature] / 2 Health  
(2) >>> Ready this ally.

Jack Coor, 3, Horde (Drums-172C)

Ally—Undead Mage, 1 [Fire] / 4 Health

(1), Discard a card >>> This ally deals 1 fire  
damage to each ally.

Jackknife, 3, Rogue (Outland-69C)

Ability—Assassination Combo

Target up to two heroes and/or allies. Your hero  
deals 3 melee damage to the first target. If you  
control a Dagger, your hero deals 3 melee  
damage to the second target.

Jacob Blackcrest, Alliance (CAT Promo-1)

Hero—Worgen Warlock (Demonology),

Enchanting/Tailoring, 28 Health

(4), Flip Jacob >>> Put target Demon from your  
graveyard into your hand.

Jadefire Felsworn, 6 (Crown-141U, Elderlimb-  
15U)

Monster Ally—Satyr Demon Warlock, 5  
[Shadow] / 5 Health

When this ally enters play, he deals 5 shadow  
damage to target opposing hero unless its  
controller chooses and destroys an ally he  
controls.

Jadefire Hellcaller, 3 (Crown-142C, Elderlimb-  
16C)

Monster Ally—Satyr Demon Warlock, 4  
[Shadow] / 2 Health

When this ally enters play, he deals 4 shadow  
damage to target opposing hero unless its  
controller chooses and discards a card.

Jadefire Rogue, 4 (Crown-143U)

Monster Ally—Satyr Demon Rogue, 3 [Shadow]  
/ 5 Health

While an opposing hero has 15 or more damage  
on it, opposing allies can't protect and lose and  
can't have **Elusive**.

Jadefire Satyr, 2 (Crown-144C, Elderlimb-17C)

Monster Ally—Satyr Demon Warrior, 2  
[Shadow] / 3 Health

While an opposing hero has 15 or more damage  
on it, this ally has **Assault 2**.

Jadefire Scout, 1 (Crown-145C, Elderlimb-18C)  
Monster Ally—Satyr Demon Hunter, 3 [Shadow]  
/ 2 Health  
This ally can attack only heroes.

Jadefire Trickster, 3 (Crown-146C, Elderlimb-19C)  
Monster Ally—Satyr Demon Rogue, 4 [Shadow]  
/ 4 Health  
This ally can attack only heroes.

Jaedan Sunshot, 2, Horde (Legion-191C)  
Ally—Blood Elf Hunter, 2 [Ranged] / 2 Health  
When you play an ability, this ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Jaema, Herald of the Light, 5, Alliance (Throne-114U)  
Ally—Draenei Paladin, 4 [Holy] / 4 Health  
**Empower Paladin:** When this ally enters play, if you control another Paladin hero or ally, this ally heals 4 damage from target hero or ally, and you draw a card.

Jaenel, Alliance (Worldbreaker-6)  
Hero—Draenei Paladin (Retribution), 29 Health  
[Front]: (4) >>> Flip Jaenel face down.  
[Back]: **Assault 1** (*Jaenel has +1 ATK on your turn.*)

Jae'va the Relentless, 7, Horde (Betrayal-165C)  
Ally—Blood Elf Paladin, 3 [Melee] / 7 Health  
**Protector** <p> Once per turn: Exhaust a hero or ally you control >>> Ready this ally.

Jaga'zul the Wild's Fury, 4, Horde (Twilight-143R)  
Ally—Troll Druid, 5 [Nature] / 1 Health  
When this ally is destroyed, you may put him from the graveyard into his owner's resource row face down and exhausted.

Jagrok, Herald of Trickery, 4, Horde (Throne-151U)  
Ally—Orc Rogue, 3 [Melee] / 3 Health  
**Empower Rogue:** When this ally enters play, if you control another Rogue hero or ally, you may destroy target exhausted ally.

Jai Dawnsteel, Horde (Worldbreaker-13)  
Hero—Blood Elf Warrior (Arms), 30 Health  
[Front]: (3) >>> Flip Jai face down.  
[Back]: Weapons you control have +1 ATK.

Jaina, Lady of Theramore, 4, Alliance (Class Promo-4E, Icecrown-104E)  
Ally—Human Mage, Unique, 3 [Frost] / 5 Health  
**Frost Resistance** <p> Each opponent pays (1) more to play cards that share a card type with a card in his graveyard. <p> You pay (1) less to play cards that share a card type with a card in your graveyard, to a minimum of (1).

Jaina Proudmoore, Alliance (Jaina-1)  
Hero—Human Mage, 25 Health  
[Front]: Pay (3) >>> Flip Jaina face down.  
[Back]: **Frost Focus:** If Jaina would deal [(Frost)] damage to an opposing hero or ally, she deals that much +1 instead.

Jak the Bilgewater Bruiser, Horde (Throne-16)  
Hero—Goblin Warrior, 30 Health  
On your turn: (4), Flip Jak >>> Ready Jak and target weapon you control. You pay (4) less to strike with it this turn.

Jaktip, 4, Warlock (Icecrown-78C)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> This ally deals 1 fire damage to target hero or ally. <p> (1), Exhaust a Warlock you control >>> Ready this ally.

Janvaru the Thunderspeaker, Alliance (Throne-4)  
Hero—Draenei Shaman, 28 Health  
(4), Flip Janvaru >>> Choose one: Janvaru deals 4 nature damage to target hero; or Janvaru heals 4 damage from himself.

Jar Soul, 4, Warlock (Outland-87C)  
Ability—Destruction  
Remove target ally from the game. <p> Ongoing: Destroy this ability >>> You pay (2) less to play your next Pet this turn.

Jaral of Gilneas, Alliance (Alliance Hunter-1)  
Hero—Worgen Hunter, 28 Health  
On your turn: (2), Flip Jaral >>> Jaral deals 3 nature damage to target ally with cost 4 or more.

Jaron, Herald of the Hunt, 3, Horde (Throne-152U)  
Instant Ally—Undead Hunter, 3 [Melee] / 2 Health  
**Empower Hunter:** When this ally enters play, if you control another Hunter hero or ally, destroy target attacking ally.

Jaroht Lightguard, 4, Horde (Scourgewar-182C)  
Ally—Blood Elf Paladin, 3 [Holy] / 4 Health  
**Protector** <p> **Mend 1** (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Jarrold Graven, 3, Alliance (Alliance Mage-17U, Worldbreaker-141U)  
Ally—Worgen Death Knight, 1 [Melee] / 6 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> (2) >>> Ready this ally.

Jasmia, Nature's Chosen, Alliance (Twilight-4)  
Hero—Worgen Druid, 27 Health  
[Front]: (4) >>> Flip Jasmia face down.  
[Back]: When an ally enters play under your control, Jasmia may heal all damage from a second target ally.

Jasmine von Ludrow, 6, Horde (Icecrown-134C)  
Ally—Undead Mage, 5 [Frost] / 5 Health  
**Frost Resistance** (*Prevent all frost [(Frost)] damage that would be dealt to this ally.*)

Jav Stonewall, 1, Alliance (Legion-154C)  
Ally—Dwarf Warrior, 1 [Melee] / 1 Health  
**Protector, Untargetable**

Javeer, 3, Alliance (Twilight-112C)  
Ally—Draenei Death Knight, 1 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally protects for the first time each turn, ready him.

Ja'zaron, 3, Horde (Dark Portal-215C)  
Ally—Troll Shaman, 2 [Melee] / 3 Health  
**Protector** <p> At the start of your turn, this ally heals 1 damage from himself.

Jazmin Bloodlove, 1, Horde (Outland-164C)  
Ally—Blood Elf Paladin, 1 [Melee] / 1 Health  
**Ferocity** (*This ally can attack immediately.*) <p> **Protector**

Ja'zoon, 4, Horde (Legion-192C)  
Ally—Troll Rogue, 2 [Melee] / 6 Health  
Opponents pay (1) more to complete quests.

Jee'zee, 2, Horde (Drums-173C)  
Ally—Troll Shaman, 0 [Nature] / 5 Health  
**Ferocity** (*This ally can attack immediately.*) <p> **Berserking** (*This ally has +1 ATK for each damage on it.*)

Jeishal, 2, Alliance (Crown-88U)  
Ally—Human Warrior, 3 [Melee] / 2 Health  
When this ally enters play, destroy target opposing armor. If you destroyed an armor with cost 2 or less this way, draw a card.

Jek'kresh, 3, Warlock (Scourgewar-98U)  
Ally—Voidwalker Demon, Pet (1), 3 [Melee] / 5 Health  
**Protector, Shadow Resistance** (*Prevent all shadow [(Shadow)] damage that this ally would be dealt.*) <p> **Death Rattle** (*When this ally enters your graveyard from anywhere*): Target ally you control has **Shadow Resistance** this turn.

Jeane Nightbreeze, 2, Alliance (Dark Portal-170C)  
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health  
**Untargetable**

Jeniva Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, Elements-117C)  
Ally—Worgen Priest, 2 [Holy] / 2 Health  
When this ally enters play, she may heal 4 damage from target hero or ally.

Jeremiah Karvok, Horde (Wrathgate-13)  
Hero—Undead Warlock (Destruction), Leatherworking/Skinning, 28 Health  
Flip Jeremiah, discard a Warlock >>> When you next play an ability this turn, exhaust all opposing heroes and allies.

Jerrak Krandle, 3, Alliance (Twilight-113U)  
Ally—Human Paladin, 3 [Melee] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Jerrick Valder, 2, Alliance (Elements-118C)  
Ally—Worgen Rogue, 2 [Melee] / 3 Health  
When this ally attacks, you may exhaust target ally. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Exhaust target ally.

Jessa the Lifebound, 5, Alliance (Twilight-114R)  
Ally—Worgen Druid, 5 [Arcane] / 5 Health  
**Protector** <p> When this ally is destroyed, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Jessup Smythe, 3, Horde (Betrayal-166C)  
Ally—Undead Rogue, 3 [Nature] / 3 Health  
When this ally readies, you may remove an ally in your graveyard from the game. If you do, destroy target ally.

Jewelcrafter Zanaz, 3, Alliance (Class-137C, Outland-123C)  
Ally—Draenei Priest, 2 [Holy] / 4 Health

Jex'ali, 3, Horde (Throne-153C)  
Ally—Troll Priest, 2 [Holy] / 4 Health  
When this ally enters play, she heals 4 damage from your hero. Then, if your hero is undamaged, you may draw a card.

Jezbella of Karabor, 3, Alliance (Betrayal-139C)  
Ally—Draenei Mage, 1 [Frost] / 3 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*) <p> Exhaust an ally you control >>> This ally has +1 ATK this turn.

Jezziki Shinebog, 4, Horde (Worldbreaker-178C)  
Ally—Goblin Priest, 2 [Holy] / 5 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> This ally heals 2 damage from target hero or ally you control.

Jhuunash, 3, Warlock (Worldbreaker-107R)  
Ally—Felguard Demon Demonology, Pet (1), 0 [Melee] / 0 Health  
**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> **Protector** <p> This ally has +1 / +1 for each resource you control.

Jil'ti, 3, Horde (Drums-174U)  
Ally—Troll Hunter, 1 [Ranged] / 5 Health  
**Berserking** (*This ally has +1 ATK for each damage on it.*) <p> (1) >>> This ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Jin'do's Bag of Whammies, 6, DrMaPrLo (Dark Portal-263R)  
Equipment—Item, Off-Hand (1)  
Each player's maximum hand size is reduced by four. <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)  
Equipment—Item, Neck (1)  
At the start of each player's turn, the first opponent to that player's left names a card. That card can't be played this turn.

Jin'do's Judgement, 5, DrMaPrShLo (Dark Portal-277R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
When a player draws a card, put 1 damage on that player's hero.

Junie Swizzleshade, 6, Alliance (Alliance DK-12C, Alliance Priest-17C, Alliance Rogue-15C, Alliance Warlock-16C, Worldbreaker-142C)  
Ally—Gnome Priest, 5 [Shadow] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Jin'lak Nightfang, 2, Horde (Azerath-244C)  
Ally—Troll Rogue, 3 [Melee] / 1 Health  
(3) >>> Target hero or ally can't protect this turn.

Jin'rohk, The Great Apocalypse, 7, DkHuPaWa (Honor-177E)  
Equipment—2H Weapon—Sword, Melee (1), 3 [Melee], 3 Strike  
When a hero is dealt damage with this weapon, destroy up to that many target non-hero cards controlled by that hero's controller.

Jinxy Blastwheel, Horde (Elements-13)  
Hero—Goblin Mage, 25 Health  
[Front]: (4) >>> Flip Jinxy face down.  
[Back]: At the start of your turn, Jinxy deals 1 arcane damage to target hero for each [Arcane] ally you control.

Johnny Rotten, 3, Horde (Citadel Raid-69U, Drums-175U)  
Ally—Undead Rogue, 3 [Melee] / 2 Health  
When this ally enters play, he may deal 3 melee damage to target exhausted hero or ally. <p> **Shadow Resistance** (*Prevent all shadow [Shadow] damage that this ally would be dealt.*)

Joja'bee, 3, Horde (Drums Starter-6U)  
Ally—Troll Shaman, 3 [Nature] / 4 Health  
When this ally enters play, you may ready a resource you control.

Joleera, Horde (Throne-17)  
Hero—Blood Elf Rogue, 27 Health  
On your turn: (2), Flip Joleera >>> Joleera has +2 ATK this turn.

Jon Reaver, 4, Horde (Outland-165C)  
Ally—Undead Warrior, 2 [Melee] / 2 Health  
When this ally enters play, you may destroy target weapon.

Jonas Targan, 2, Alliance (Class-138C, Honor-104C)  
Ally—Human Warrior, 1 [Melee] / 1 Health  
[Activate] >>> This ally deals 1 melee damage to target damaged hero or ally.

Jonas the Red, Horde (Betrayal-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 (Betrayal-19)  
Hero—Undead Rogue (Assassination), Engineering/Jewelcrafting, 27 Health  
(3), Flip Jonas, exhaust an ally you control >>> That ally deals melee damage equal to its ATK to target ally.

Joren the Martyr, Horde (Class-22, Illidan-11)  
Hero—Undead Priest (Discipline), 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 (Alliance Mage-18C, Outland-124C)  
Ally—Human Mage, 2 [Arcane] / 1 Health  
(5), Destroy this ally >>> This ally deals 3 arcane damage to target hero or ally.

Journey to Astranaar, Alliance (Class-6C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put all revealed abilities and equipment into your hand and the rest on the bottom of your deck.

Journey to the Crossroads, Horde (Class-4C)  
Quest  
Pay (5) to complete this quest. <p> Reward: Draw a card for each different [Horde] race among heroes and allies you control.

Journey's End, 2, DrHu (Icycrown-194R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
[Druid] Hero: (1), [Activate], Destroy a resource you control >>> Druids you control have **Assault 2** and **Stealth** this turn. <p> [Hunter] Hero: (1), [Activate], Destroy a resource you control >>> Hunters you control have **Assault 2** and **Long-Range** this turn.

Jubilee Arcspark, 3, Alliance (Outland-125R)  
Ally—Gnome Mage, 3 [Arcane] / 3 Health  
**Untargetable** <p> When this ally is revealed from your deck by a quest, draw a card.

Judgement Crown, 4, Paladin (Onyxia-15E)  
Equipment—Armor—Plate, Head (1), 2 DEF  
(1), [Activate] >>> Prevent the next 1 damage that would be dealt to target ally this turn. <p> When you play a [Paladin] ability, ready this armor.

Judgement Legplates, 4, Paladin (Molten Core-4R)  
Equipment—Armor—Plate, Legs (1), 3 DEF  
When you play a [Paladin] ability, you may pay (1). If you do, prevent all damage that would be dealt to and dealt by target friendly ally this turn.

Judgement of Light, 2, Paladin (Legion-58R)  
Ability—Holy Judgement  
Attach to target opposing hero or ally. <p> Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character heals 2 damage from itself.

Judgement of Wisdom, 5, Paladin (Legion-59R)  
Ability—Holy Judgement  
Attach to target opposing hero or ally. <p> Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character's controller draws a card.

Juggernaut, 1, Warrior (Horde Warrior-6R, Worldbreaker-118R)  
Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <p> Exhaust all opposing heroes and allies. Your hero has **Assault 3** this turn.

Julia Graves, 1, Horde (Dark Portal-216C)  
Ally—Undead Warlock, 2 [Shadow] / 1 Health  
You may remove two allies in your graveyard from the game rather than pay this ally's cost.

Jumahko Thundersky, 4, Horde (Throne-154C)  
Ally—Tauren Paladin, 1 [Melee] / 9 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Jumo'zin, Horde (Worldbreaker-14)  
Hero—Troll Druid (Balance), 27 Health  
[Front]: (4) >>> Flip Jumo'zin face down.  
[Back]: When Jumo'zin is dealt combat damage while defending, he deals 1 nature damage to the source of that damage.

Junkboxes Needed, Rogue (Scourgewar-257U)  
Quest  
On your turn: Choose "ability," "ally," or "equipment," and pay (2) to complete this quest.  
<p> Reward: Look at target opponent's hand and choose a card of that kind. He discards that card.

Jurpak, 2, Horde (Legion-193C)  
Ally—Orc Shaman, 1 [Fire] / 3 Health  
(2) >>> Target ally has **Ferocity** this turn. (*It can attack immediately.*)

Justicar Andaer Ragepaw, 7, Alliance (Scourgewar-139U)  
Ally—Night Elf Druid, 7 [Melee] / 7 Health  
This ally can protect against Death Knights. <p> When an opposing Death Knight attacks, you may ready this ally.

Justicar Andra Goldblast, 2, Alliance (Icecrown-105U)  
Ally—Dwarf Hunter, 2 [Ranged] / 3 Health  
(2) >>> When the next opposing Mage or [Mage] card enters play this turn, destroy it.

Justicar Brace, 5, Alliance (Betrayer-140U)  
Ally—Human Paladin, 5 [Holy] / 5 Health  
This ally can protect damaged heroes and allies.

Justicar Broxlo Frostnuggle, 1, Alliance (Scourgewar-140U)  
Ally—Gnome Mage, 1 [Frost] / 3 Health  
Opposing Warriors can't attack or exhaust.

Justicar Drathnea, 5, Alliance (Wrathgate-118U)  
Ally—Draenei Priest, 1 [Shadow] / 8 Health  
When this ally deals damage to a Paladin, that Paladin's controller discards a card.

Justicar Gavin Shadesticker, 4, Alliance (Scourgewar-141U)  
Ally—Dwarf Rogue, 4 [Melee] / 4 Health  
Opposing Warlocks and [Warlock] cards can't ready.

Justicar Johanna Rastol, 6, Alliance (Icecrown-106U)  
Ally—Human Paladin, 5 [Holy] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When an opposing Shaman deals damage to a hero or ally you control, that Shaman also deals that much nature damage to itself.

Justicar Maxwell Forthright, 3, Alliance (Scourgewar-142U)  
Ally—Human Warrior, 4 [Melee] / 2 Health  
Opposing Rogues have -2 / -2.

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 Nordar Stonegrave, 1, Alliance (Icecrown-107U)  
Ally—Dwarf Death Knight, 2 [Frost] / 1 Health  
Opposing Hunters and [Hunter] Pets have -2 ATK.

Justicar Ularu, 5, Alliance (Wrathgate-120U)  
Ally—Draenei Shaman, 5 [Frost] / 5 Health  
When this ally enters combat for the first time on each of your turns, ready him if a Priest is defending.

Justice Blindburn, Horde (Drums-11, Naxxramas-8)  
Hero—Blood Elf Paladin (Retribution), Blacksmithing/Engineering, 29 Health  
(3), Flip Blindburn >>> When the next ally you control is destroyed this turn, each opponent destroys an ally he controls.

Kaal Soulreaper, 7, Horde (Azeroth-245E)  
Ally—Orc Warlock, Unique, 5 [Shadow] / 6 Health  
(7), Remove this ally from the game >>> Players put all allies from their graveyards into play.

Kaale, 1, Alliance (Scourgewar-143C)  
Ally—Draenei Shaman, 1 [Melee] / 2 Health  
(2), Discard a card >>> Target ally has +2 ATK this turn.

Kaave of the Exodar, Alliance (Alliance Priest-1)  
Hero—Draenei Priest, 26 Health  
On your turn: (4), Flip Kaave >>> Kaave heals 3 damage from each hero and ally you control.

Kadus Frosthand, Alliance (Worldbreaker-7)  
Hero—Dwarf Mage (Frost), 25 Health  
[Front]: (6) >>> Flip Kadus face down.  
[Back]: [Activate] >>> Target ally can't attack this turn.

Kaelon, Herald of the Flame, 4, Alliance (Throne-115U)  
Ally—Night Elf Mage, 5 [Fire] / 3 Health  
**Empower Mage:** When this ally enters play, if you control another Mage hero or ally, this ally deals 5 fire damage to target hero.

Kaelos Sunscram, 4, Horde (Illidan-158C)  
Ally—Blood Elf Priest, 4 [Holy] / 4 Health  
(1), Destroy another ally you control >>> Destroy target ability.

Kaelyn Vineminder, 4, Alliance (Wrathgate-121C)  
Ally—Night Elf Druid, 3 [Nature] / 5 Health  
When this ally enters play, target opposing ally can't ready during its controller's ready step while this ally remains under your control.

Kaerie, Defender of the Sunwell, Horde (Scourgewar-13)  
Hero—Blood Elf Paladin (Retribution), Blacksmithing/Inscription, 29 Health  
If you control another Paladin: Flip Kaerie >>> Kaerie deals 3 unpreventable holy damage to target ally that dealt damage this turn.

Kagella Shadowmark, 2, Horde (Outland-166C)  
Ally—Orc Rogue, 1 [Melee] / 3 Health  
This ally has +1 ATK for each exhausted ally you control.

Kagra of the Crossroads, 1, Horde (Azeroth-246C, Class-182C, Horde Hunter-18C, Horde Warrior-13C)  
Ally—Orc Hunter, 1 [Ranged] / 2 Health  
**Ferocity** (*This ally can attack immediately.*)

Kagtha, 3, Horde (Dungeon Treasure-21U)  
Ally—Orc Rogue, Kagtha (1), 2 [Melee] / 4 Health  
Opposing heroes and allies lose and can't have **Elusive** and **Untargetable**.

Kailis Truearc, 1, Alliance (Azeroth-189R)  
Ally—Night Elf Hunter, 1 [Ranged] / 1 Health  
This ally has +2 / +2 while you control four or more allies.

Kal'ai the Uplifting, 5, Alliance (Dark Portal-171R)  
Ally—Draenei Paladin, 5 [Melee] / 4 Health  
Draenei Hero Required <p> Other allies you control have +1 / +1.

Kalam Blacksteel, 3, Alliance (Crown-89C, Jaina-15C)  
Ally—Worgen Death Knight, 3 [Frost] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Kalam'ti, 3, Horde (Throne-155R)  
Ally—Troll Mage, 3 [Fire] / 2 Health  
When this ally enters play, he deals 3 fire damage to each opposing hero and ally that was dealt damage this turn.

Kalan Howland, 3, Alliance (Twilight-115C)  
Ally—Worgen Rogue, 3 [Nature] / 2 Health  
When this ally is destroyed, target player discards a card.

Kalatine Carmichael, Alliance (Gladiators-6)  
Hero—Human Priest (Discipline), Engineering/Jewelcrafting, 26 Health  
(1), Flip Kalatine >>> The next time Kalatine would be dealt damage this turn, prevent it.

Kaldric Stoutwhisker, 3, Alliance (Crown-90U)  
Ally—Dwarf Paladin, 2 [Holy] / 3 Health  
When 1 or more damage is healed from a hero or ally you control, this ally has **Assault 2** this turn.

Kalecgos, 21 (Elements-21E)  
Master Hero—Blue Dragonkin Aspect, 1 [Arcane] / 38 Health  
You pay (3) less to play Kalecgos for each ability you played this turn. <p> When you play a non-Ongoing ability, copy it. *(You may choose new targets for the copy.)*

Kalek Deepearth, 3, Alliance (Alliance Shaman-16C, Worldbreaker-143C)  
Ally—Dwarf Shaman, 3 [Nature] / 3 Health  
**Mend 1** *(At the start of your turn, this ally may heal 1 damage from target hero or ally.)*

Kalia of Silvermoon City, Horde (Horde Warlock-1)  
Hero—Blood Elf Warlock, 28 Health  
On your turn: (3), Flip Kalia >>> Target player discards a card at random.

Kallas Sunflame, 6, Horde (Legion-194R)  
Ally—Blood Elf Mage, 6 [Fire] / 5 Health  
(1) >>> Other [Fire] allies you control have +1 ATK this turn.

Kallipssa, 4, Alliance (Dark Portal-172U)  
Ally—Draenei Mage, 2 [Arcane] / 2 Health  
**Long-Range** *(Defenders deal no combat damage to this ally.)* <p> When this ally deals combat damage to a defending ally, draw a card.

Kalnuf Eagleheart, 2, Horde (Dark Portal-217C, Horde Hunter-19C)  
Ally—Tauren Hunter, 3 [Ranged] / 2 Health  
When this ally enters play, look at target player's hand.

Kamboozle, Bringer of Doom, Alliance (Illidan-6)  
Hero—Gnome Warlock (Affliction), Skinning/Jewelcrafting, 28 Health  
(4), Flip Kamboozle, put 2 damage on her >>> Draw two cards.

Kam'pah, 3, Horde (Illidan-159C)  
Ally—Orc Warrior, 3 [Melee] / 3 Health  
Opponents can't place quests face up.

Kamu of Thunder Bluff, Horde (Horde Druid-1)  
Hero—Tauren Druid, 28 Health  
On your turn: (4), Flip Kamu >>> Kamu deals 1 arcane damage to target hero or ally for each hero and ally you control.

Kana Nassis, Alliance (Outland-3)  
Hero—Draenei Hunter (Survival), Skinning/Leatherworking, 28 Health  
(2), Flip Kana >>> If Kana is defending, remove her from combat.

Kane the Arcanist, 4, Alliance (Elements-119U)  
Ally—Worgen Mage, 0 [Arcane] / 0 Health  
**Untargetable** <p> This ally has +1 / +1 for each card in your hand.

Kanga the Primal, Horde (Elements-14)  
Hero—Troll Druid, 27 Health  
[Front]: (3) >>> Flip Kanga face down.  
[Back]: You pay (1) less to play Feral abilities, to a minimum of (1).

Kaniya the Steadfast, Horde (Honor-14)  
Hero—Tauren Warrior (Arms), Enchanting/Engineering, 31 Health  
(3), Flip Kaniya >>> Heroes and allies you control have **Protector** this turn.

Kara Vesstal, 2, Alliance (Jaina-16C, Throne-116C)  
Ally—Human Mage, 3 [Arcane] / 2 Health

Karaborian Talisman, 1, DrMaPrShLo (Magtheridon-12R)  
Equipment—Item, Off-Hand (1)  
When you complete a quest, you may destroy this item. If you do, turn that quest face up.

Karina of Silvermoon, 2, Horde (Gladiators-135C)  
Ally—Blood Elf Mage, 1 [Arcane] / 4 Health  
**Arcane Torrent** *(When this ally enters play, target opposing card in play loses and can't have powers this turn.)* <p> At the start of your turn, you may put this ally into her owner's hand.

Kark Baneblood, 6, Horde (Elements-135C)  
Ally—Orc Death Knight, 5 [Frost] / 4 Health  
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, put target equipment on the bottom of its owner's deck.

Karkas Deathhowl, 4, Horde (Azeroth-247C, Class-183C, Horde Priest-14C, Horde Warlock-16C)  
Ally—Orc Warlock, 2 [Shadow] / 3 Health  
When this ally enters play, you may put target ally into its owner's hand.

Karrok Scarrend, 5, Horde (Class-184C, Horde Warrior-14C, Outland-167C)  
Ally—Orc Warrior, 5 [Melee] / 4 Health

Karta Foul tongue, 4, Horde (Gladiators-136C)  
Ally—Orc Warrior, 3 [Melee] / 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 this ally 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, Horde Druid-16C, Horde Shaman-15C)  
Ally—Troll Shaman, 1 [Nature] / 2 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> At the start of your turn, this ally heals 1 damage from himself.

Kathia the Quick, 2, Alliance (Illidan-128C)  
Ally—Night Elf Hunter, 1 [Ranged] / 3 Health  
When this ally exhausts, she deals 1 ranged damage to target hero or ally.

Katianna the Shrouded, Alliance (Honor-1)  
Hero—Night Elf Priest (Holy), Alchemy/Jewelcrafting, 26 Health  
(1), Flip Katianna >>> Heroes and allies you control have **Elusive** this turn.

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.

Katsin Bloodoath, 4, Horde (Dark Portal-218C)  
Ally—Blood Elf Paladin, 5 [Holy] / 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 face down.

Kavai the Wanderer, 6, Alliance (Dark Portal-173C)  
Ally—Night Elf Warrior, 4 [Melee] / 6 Health  
(1), Destroy this ally >>> Destroy target ability or equipment.

Kavar the Bloodthirsty, Alliance (Twilight-5)  
Hero—Worgen Death Knight, 29 Health  
[Front]: (4) >>> Flip Kavar face down.  
[Back]: At the start of your turn, you may exhaust target card.

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] / 1 Health  
Orc Hero Required <p> **Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness Hardiness**

Kazbaz, 2, Horde (Throne-156C)  
Ally—Goblin Warrior, 2 [Melee] / 2 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> **Elusive** *(This ally can't be attacked.)*

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.

Keeper Alinar, 3 (Crown-154C)  
Monster Ally—Keeper of the Grove Druid, 2 [Nature] / 4 Health  
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)* <p> When this ally enters play, he heals 3 damage from target hero or ally.

Keeper Balos, 2 (Crown-155C)  
Monster Ally—Keeper of the Grove Druid, 1 [Nature] / 4 Health  
**Harmonize** *(You pay (1) less to play allies with printed cost 4 or more.)*

Keeper Remulos, 6 (Champ Promo-5E, Wrathgate-169E)  
Ally—Keeper of the Grove Druid, Unique, 6 [Nature] / 6 Health  
When a Druid you control deals combat damage to a hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Keeper Sharus, 1 (Crown-156R)  
Monster Ally—Keeper of the Grove Druid, 0 [Nature] / 2 Health  
**Elusive** <p> While you control another Monster hero or ally, this ally has **Harmonize**.

Keldor the Lost, 3, Horde (Honor-132R)  
Ally—Undead Warlock, Unique, 4 [Shadow] / 3 Health  
Pay (2) or remove an honor counter from a card you control >>> Interrupt target ally. If you do, remove it from the game, and its owner puts it into play under his control at the start of his next turn.

Kelena Ashford, 3 Horde (Sylvanas-15C, Throne-157C)  
Ally—Undead Warlock, 4 [Fire] / 1 Health  
When this ally enters play, if you control a Demon or Pet, she deals 4 fire damage to target hero.

Kelm Hargunth, 8, Horde (Honor-133E)  
Ally—Orc Warrior, Unique, 9 [Melee] / 9 Health  
When this ally attacks, each opponent destroys an [Alliance] card he controls.

Kelsa Wildfire, 1, Alliance (Alliance DK-13C, Alliance Warlock-17C, Alliance Warrior-10C, Twilight-116C)  
Ally—Worgen Mage, 1 [Fire] / 2 Health  
**Ferocity** (*This ally can attack immediately.*)

Kel'Thuzad, 10 (Scourgewar-21E)  
Master Hero—Lich, 3 [Frost] / 33 Health [Hunter], [Mage], [Rogue], [Warlock], or [Warrior] Hero Required <p> When your hero becomes Kel'Thuzad, target an opponent. Gain control of an ally he controls. Search his zones for one ally each and put any number of them into play.

Kel'Thuzad's Reach, 4, RoSh (Icc crown-195E)  
Equipment—1H Weapon—Fist, Melee (1), 3 [Melee], 1 Strike  
When your hero deals combat damage with this weapon to a hero, you may destroy this weapon. If you do, put target ally in an opponent's graveyard into play under your control.

Kelvior Valorsine, 3, Horde (Class-185C, Outland-168C)  
Ally—Blood Elf Paladin, 3 [Holy] / 3 Health  
Combat damage that this ally would deal is unpreventable.

Kena Shadowbrand, 3, Alliance (Azeroth-190C)  
Ally—Gnome Warlock, 1 [Shadow] / 3 Health [Activate], Put 1 damage on this ally >>> Draw a card.

Kentro Slade, 4, Alliance (Worldbreaker-144R)  
Ally—Human Warrior, 3 [Melee] / 5 Health  
At the start of your turn, if you control an armor, item, and weapon, destroy this ally. If you do, search your deck and/or hand for a master hero and put it into play.

Kerzok Plixboom, 5, Horde (Worldbreaker-179U)  
Ally—Goblin Hunter, 5 [Ranged] / 2 Health  
**Long-Range** <p> **Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> Remove this ally from combat.

Keward Rocksalt, 3, Alliance (Drums-131C)  
Ally—Dwarf Warrior, 3 [Melee] / 2 Health  
**Protector** <p> Opposing allies have -1 [Health] while this ally 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.

The Key to Freedom (Alliance DK-31C, Alliance Druid-26C, Alliance Hunter-27C, Alliance Mage-27C, Alliance Paladin-29C, Alliance Priest-30C, Alliance Rogue-29C, Alliance Shaman-33C, Alliance Warlock-28C, Alliance Warrior-28C, Elderlimb-27C, Hogger-27C, Horde DK-32C, Horde Druid-31C, Horde Hunter-30C, Horde Mage-30C, Horde Paladin-29C, Horde Priest-29C, Horde Rogue-31C, Horde Shaman-28C, Horde Warlock-27C, Horde Warrior-31C, Jaina-26C, Murkdeep-26C, Sylvanas-28C, Worldbreaker-261C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card.

Keys to the Armory, 2, Warrior (Honor-78R)  
Ability—Protection  
Search your deck for an equipment, reveal it, and put it into your hand.

Khorium Boar, 1, DkDrHuPaRoShWa (Scourgewar Crafted-3E)  
Equipment—Item, Trinket (2)  
Jewelcrafting Hero Required <p> Weapons you control have +1 ATK. <p> **Death Rattle**: Put a 1 [Melee] / 1 [Health] Boar ally token into play.

Kiani De'nara, 7, Horde (Outland-169R)  
Ally—Blood Elf Paladin, 6 [Holy] / 5 Health  
You may destroy four resources you control rather than pay this ally's cost.

Kibler's Exotic Pets (Azeroth-355C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed ally into your hand and the rest on the bottom of your deck.

Kick, 3, Rogue (Dark Portal-82R)  
Instant Ability—Combat  
Your hero deals 2 melee damage to target hero or ally. If you targeted a hero, you may interrupt an ability played by its controller.

Kick Thinking, 1, MaRo (Wrathgate-98U)  
Instant Ability—Arcane Combat  
Interrupt target ability with cost less than or equal to the number of Mages and Rogues you control.

Kickback 5000, 2, Hunter (Elements-196R)  
Equipment—Weapon—Gun, Ranged (1), 0 [Ranged], 0 Strike  
**Long-Range** <p> This weapon enters play with two +1 ATK counters. <p> When your hero deals combat damage with this weapon, remove all +1 ATK counters from this weapon. <p> (4) >>> Add two +1 ATK counters to this weapon.

Kidney Shot, 3, Rogue (Honor-57R)  
Instant Ability—Assassination  
**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Choose X of the following: Exhaust all opposing abilities; allies; equipment; heroes; or resources.

Kieron the Loaner, 5, Alliance (Throne-117R)  
Ally—Gnome Rogue, 4 [Nature] / 4 Health  
When this ally enters play, each opponent draws 3 cards. <p> At the end of each turn, if an opponent has no cards in his hand, destroy his hero.

Kiki Sparkbottom, 3, Alliance (Legion-155U)  
Ally—Gnome Mage, 1 [Fire] / 3 Health  
**Elusive** (*This ally can't be attacked.*) <p> **Long-Range** (*Defenders deal no combat damage to this ally.*)

Kileana Darkblaze, 4, Horde (Drums-176C)  
Ally—Blood Elf Warlock, 5 [Fire] / 5 Health  
When this ally enters play, she deals 2 fire damage to your hero and each other ally you control.

Kileana the Inferno, Horde (Honor-15)  
Hero—Blood Elf Warlock (Destruction), Herbalism/Tailoring, 28 Health (2), Flip Kileana >>> Kileana deals 2 fire damage to each ally you control and 1 fire damage to each other ally.

Kilix the Unraveler, 7 (Scourgewar-209R)  
Ally—Nerubian, Unique, 7 [Nature] / 7 Health  
Nerubian Reputation <p> **Protector** <p> When this ally enters play, put up to three cards from the top of your deck into your graveyard. Then, draw a card if an ability is in your graveyard, draw a card if an ally is in your graveyard, and draw a card if an equipment is in your graveyard.

Kill Command, 2, Hunter (Class-39U, Horde Hunter-10U, Outland-30U)  
Instant Ability—Beast Mastery  
Target Pet you control deals melee damage equal to its ATK to target ally.

Killing Spree, 3, Warrior (Dark Portal-122R)  
Ability—Fury  
Destroy all damaged allies.

Kil'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 an opponent controls. When damage is dealt this way, that opponent's hero deals 3 nature damage to target hero or ally of his choice.

Kil'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 he controls, and Kil'zin deals 3 nature damage to it.

Kim'jael Indeed! (Betrayer-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 Mindflayer, 4, Alliance (Illidan-129C)

Ally—Draenei Priest, 3 [Shadow] / 3 Health  
This ally has +2 / +2 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 Bagurgle, Terror of the Tides, 5 (Crown-152E)

Monster Ally—Murloc Warrior, 3 [Melee] / 3 Health

This and other Murloc allies you control have +2 / +2. <p> At the start of your turn, put a 1 [Melee] / 1 [Health] Murloc Monster ally token into play.

King Dred's Helm, 4, HuSh (Scourgewar-222R)

Equipment—Armor—Mail, Head (1), 3 DEF

When your hero turns face down, target up to three heroes and/or allies. <p> [Hunter] Hero: Your hero deals 2 ranged damage to each of them. <p> [Shaman] Hero: Your hero deals 3, 2, and 1 nature damage to them, respectively.

King Genn Greymane, 5, Alliance

(Worldbreaker-145E)

Ally—Worgen Warrior King, Genn (1), 4 [Melee] / 4 Health

**Aberration** <p> This ally has +2 / +2 for each other Worgen you control. <p> While this ally is ready, opposing heroes and allies can't attack other Worgen you control.

King Khan, 4, Hunter (Betrayer-51U)

Ally—Gorilla, Pet (1), 2 [Nature] / 4 Health

When this ally enters combat, he deals 2 nature damage to each opposing ally.

King Magni Bronzebeard, 9, Alliance (Azeroth-191E)

Ally—Dwarf Warrior, Unique, 6 [Melee] / 8 Health

At the end of each turn, put a 1 [Melee] / 1 [Health] Alliance Dwarf Warrior ally token into play. <p> Dwarves you control have **Protector**.

King Mukla, 7 (Dark Portal-244R, Dark Portal Loot-2L)

Ally—Gorilla, Unique, 6 [Melee] / 5 Health

When this ally enters play, you may gain control of target ally with cost 3 or less.

King of the Jungle, 6, Druid (Betrayer-41R)

Instant Ability—Feral Cat Form Combo, Form (1)

Ongoing: Your hero has +1 ATK while attacking for each other ability you control. <p> Your hero has **Cat Form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

King Varian Wrynn, 9, Alliance (Scourgewar-144E)

Ally—Human Warrior King, Unique, 9 [Melee] / 9 Health

**Protector** <p> Opposing heroes and allies have -1 / -1 for each different card type you control.

King Ymiron, 5 (Icecrown-151R)

Scourge Ally—Vrykul Death Knight, Unique, 5 [Shadow] / 4 Health

Scourge Hero Required <p> When this ally enters play, for each Unlimited ally you control, you may search your deck for an ally with the same name as that Unlimited ally and put it into play.

King's Defender, 5, PaWa (Class-218U,

Gladiators-179U)

Equipment—1H Weapon—Sword, Melee (1), 4 [Melee], 2 Strike

Your hero has **Protector**.

Kingsbane, 4, Rogue (Icecrown-196R)

Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike

Your hero has **Dual Wield**. <p> This weapon has **Assault X** while your hero is attacking, where X is the ATK of a defender.

Kinivus, 1, Alliance (Class-139C, Drums-132C)

Ally—Draenei Shaman, 2 [Nature] / 1 Health

**Shadow Resistance** (*Prevent all shadow [Shadow] damage that this ally would be dealt.*)

Kinivus the Focused, Alliance (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] / 2 Health

**Protector** <p> **Hardiness** (*If this ally would be dealt damage, prevent 1 of it.*)

Kintara Wintermoon, Alliance (Class-12, Legion-8)

Hero—Night Elf Priest (Shadow),

Alchemy/Jewelcrafting, 26 Health

On your turn: (3), Flip Kintara >>> Target player puts an ally he controls into its owner's hand.

Kinza, Mistress of the Elements, 5, Horde

(Throne-158R)

Ally—Goblin Shaman, 2 [Fire] / 7 Health

When you play a non-Ongoing ability, you may pay (2). If you do, copy that ability. (*You may choose new targets for the copy.*)

Kirga Earthguard, 2, Horde (Drums-177C, Horde Druid-17C, Horde Paladin-19C)

Ally—Tauren Shaman, 1 [Nature] / 4 Health

**Protector** <p> At the end of your turn, ready this ally.

Kirjen Fizzgar, 3, Alliance (Alliance Mage-19C, Worldbreaker-146C)

Ally—Dwarf Mage, 2 [Arcane] / 3 Health

When this ally enters play, draw a card.

Kirox Butcherblade, Horde (CAT Promo-2)

Hero—Goblin Rogue (Assassination),

Alchemy/Engineering, 27 Health

On your turn: (4), Flip Kirox >>> Kirox deals 4 melee damage to target exhausted ally.

Kistix Shockvat, 4, Horde (Horde Druid-18C,

Horde Shaman-16C, Worldbreaker-180C)

Ally—Goblin Shaman, 4 [Nature] / 2 Health

**Elusive** (*This ally can't be attacked.*)

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.

Kizzli Grinderstub, 3, Horde (Elements-136C)

Ally—Goblin Rogue, 1 [Nature] / 4 Health

**Time is Money** (*This ally may use [Activate] powers immediately.*) <p> [Activate] >>> Target hero or ally has **Stealth** this turn. (*It can't be protected against.*)

Kjaran the Callous (Icecrown-15)

Scourge Hero—Vrykul, 27 Health

[Front]: Flip Kjaran, remove a Scourge ally in your graveyard from the game >>> Kjaran deals 1 melee damage and 1 ranged damage to target attacker.

[Back]: Deckbuilding: You can only include [Hunter] abilities and Pets, [Paladin] equipment, allies with ally type Death Knight, neutral quests and locations, and Scourge cards. You can't include cards with reputations or other text restrictions (*like Beast Mastery Hero Required*).

Klannoc Macleod, 4 (Champ Promo-6E,

Scourgewar-210E)

Ally—Human Warrior, Unique, 4 [Melee] / 5 Health

(1), Put 1 damage on a Warrior you control >>> It has +1 ATK this turn.

Kloxx Dedrix, 1, Horde (Worldbreaker-181C)

Ally—Goblin Death Knight, 0 [Melee] / 1 Health

**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> Target ally can't attack this turn.

Knight Karia, 2, Alliance (Alliance DK-14C,

Alliance Warrior-11C, Twilight-117C)

Ally—Human Warrior, 4 [Melee] / 1 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Knock Out, 3, Rogue (Illidan-79U)

Ability—Assassination

Destroy target quest.

Kodo Roundup (Outland-237C)

Quest

Exhaust an ally you control and pay (2) to complete this quest. <p> Reward: Draw a card.

Koeus, 3, Alliance (Alliance DK-15C,

Worldbreaker-147C)

Ally—Draenei Shaman, 1 [Nature] / 4 Health

When this ally enters play, if you control an ability, you may destroy target ability.

Kolorath, 8 (Throne-213E)

Monster Ally—Kraken, Kolorath (1), 6 [Frost] / 12 Health

When Kolorath enters play, put all non-[Frost] allies into their owner's hands.

Koltira Deathweaver, 6, Horde (Icecrown-135R)  
Ally—Blood Elf Death Knight, Unique, 5 [Frost] / 7 Health  
**Protector** <p> Once per turn: Turn a resource you control face down >>> Target ally has +5 ATK this turn.

Kor Cindervein, 3, Alliance (Alliance Paladin-15C, Azeroth-192C, Class-140C)  
Ally—Dwarf Paladin, 3 [Melee] / 3 Health

Korialstrasz, 6 (Worldbreaker-211R)  
Ally—Red Dragonkin Consort, Korialstrasz (1), 5 [Fire] / 6 Health  
When you play an ally, put X 1 [Fire] / 1 [Health] Red Dragonkin ally tokens into play, where X is that ally's cost.

Koringar the Heavy, 7, Horde (Dark Portal-219U)  
Ally—Tauren Warrior, 5 [Melee] / 5 Health (3) >>> This turn, this ally has all the payment powers of all other allies.

Kor'kron Vanguard, Horde (Class Promo-13R, Wrathgate-219R)  
Location  
[Activate] >>> Target [Horde] hero or ally you control has **Assault 1** this turn. <p> If you control an ally with Saurfang in its name: [Activate] >>> Target [Horde] hero or ally you control has **Assault 3** this turn.

Korlix Grimvik, 2, Horde (Elements-137C)  
Ally—Goblin Death Knight, 2 [Shadow] / 3 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Korthas Greybeard, 1, Alliance (Dark Portal-174C)  
Ally—Dwarf Paladin, 1 [Melee] / 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 you control have +1 ATK while in combat with target hero or ally this turn.

Kozik Skullcracker, 1, Horde (Horde Rogue-17C, Icecrown-136C)  
Ally—Orc Rogue, 2 [Melee] / 1 Health  
**Stealth** (This ally can't be protected against.)

Kralnor, 3, Horde (Dark Portal-220U)  
Ally—Orc Warlock, 2 [Shadow] / 3 Health  
When this ally enters play, you may search your deck for a Staff and reveal it. If you do, shuffle your deck and put that card on top.

Kraxos Chizzlecoin, 5, Horde (Twilight-144U)  
Ally—Goblin Death Knight, 3 [Melee] / 5 Health  
**Assault 3** (This ally has +3 ATK on your turn.) <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Add an heirloom counter to target equipment you control.

Kray'zin Firetusk, 4, Horde (Drums-178R)  
Ally—Troll Mage, 0 [Fire] / 10 Health  
Troll Hero Required <p> **Berserking** <p> When this or another ally enters your party, you may put any amount of non-fatal damage on it.

Krazal the Egggregator, 2 (Holiday 🥚-3R)  
Ally—Goblin Egg Hoarder, 3 [Nature] / 2 Health  
When this ally is revealed from your deck, put a 1 [Nature] / 1 [Health] Spring Rabbit ally token into play.

Kraznix Smolderpain, 5, Horde (Crown-112C, Sylvanas-16C)  
Ally—Goblin Warlock, 4 [Fire] / 6 Health  
When this ally enters play, **Delve**. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Kreedom, 2, Warlock (Gladiators-72R)  
Ally—Felhunter Demon, Pet (1), 2 [Melee] / 4 Health  
At the start of your turn, this ally deals 1 shadow damage to each opposing hero and ally for each ability you control attached to that character.

Krenig Soulguard, 1, Alliance (Outland-126C)  
Ally—Dwarf Priest, 1 [Holy] / 2 Health (3), Destroy this ally >>> Choose one: Destroy target ability; or put target ability into its owner's hand.

Krezza the Explosive, 3, Horde (Sylvanas-17R, Throne-159R)  
Ally—Goblin Mage, 2 [Arcane] / 2 Health  
When this ally deals damage to an opposing hero, she also deals 2 arcane damage to target opposing ally.

Kristina Soulcinder, 3, Alliance (Gladiators-110C)  
Ally—Human Warlock, 0 [Shadow] / 3 Health  
At the start of your turn, target ally has +2 / -2 this turn.

Kristoff Manchester, Alliance (Gladiators-7)  
Hero—Human Warlock (Affliction), Alchemy/Engineering, 28 Health (2), Flip Kristoff >>> When Kristoff deals damage with an attachment this turn, he heals that much from himself.

Krixel Pinchwhistle, 4 (Gladiators-151R)  
Arena Ally—Goblin, Unique, 1 [Melee] / 7 Health  
[Activate] >>> Ready all other Arena cards you control.

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.

Krogar the Colossal, 8 (Crown-136R)  
Monster Ally—Ogre Lord Warrior, 9 [Melee] / 13 Health  
**Conspicuous** <p> **Empower Monster**: When this ally enters play, if you control another Monster hero or ally, you may shout "ME BIGGEST!" while pounding your fists on the table. If you do, this ally and target opposing ally deal melee damage to each other equal to their respective ATK.

Krol Blade, 3, HuPaRoWa (Azeroth-331U)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike

Kromdar, Herald of War, 5, Horde (Throne-160U)  
Ally—Orc Warrior, 6 [Melee] / 4 Health  
**Empower Warrior**: When this ally enters play, if you control another Warrior hero or ally, you may destroy target damaged ally.

Kronore, 7, Alliance (Betrayal-141R)  
Ally—Draenei Shaman, 4 [Nature] / 6 Health  
[Activate] >>> Ready all other allies you control.

Krum'shal, 5 (Crown-137U)  
Monster Ally—Ogre Shaman, 6 [Nature] / 2 Health  
**Empower Monster**: When this ally enters play, if you control another Monster hero or ally, target hero or ally has +3 ATK and **Smash** this turn. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)

Krunkle Deadspark, Alliance (Wrathgate-6)  
Hero—Gnome Death Knight (Blood), Alchemy/Enchanting, 29 Health  
On your turn: Flip Krunkle, discard a Death Knight >>> Krunkle heals 2 damage from himself and has **Assault 2** this turn.

Kryton Barleybeard, 1, Alliance (Azeroth-193U)  
Ally—Dwarf Priest, 2 [Holy] / 1 Health (2), Destroy this ally >>> Put target ability into its owner's hand.

Kuatha Mornhoof, 3, Horde (Elements-138C, Horde Priest-15C)  
Ally—Tauren Paladin, 2 [Holy] / 4 Health  
**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Kulan Earthguard, 5, Horde (Azeroth-249C)  
Ally—Tauren Shaman, 3 [Melee] / 5 Health  
**Protector** <p> At the end of your turn, ready this ally.

Kulvo Jadedfist, 3, Alliance (Outland-127C)  
Ally—Dwarf Warrior, 4 [Melee] / 4 Health  
**Protector** <p> When this ally attacks, he has -2 / -2 this turn.

Kungen the Thunderer, Horde (Wrathgate-15)  
Hero—Tauren Warrior (Arms), Inscription/Tailoring, 31 Health  
On your turn: Flip Kungen, discard a Warrior >>> Opposing cards can't exhaust this turn.


Kurao Stormheart, 2, Horde (Class-186C, Scourgewar-183C)  
Ally—Tauren Shaman, 1 [Melee] / 4 Health  
When this ally readies, he may deal 1 melee damage to target ally.

Kurdok Greybeard, 3, Alliance (Gladiators-111U)  
Ally—Dwarf Paladin, 1 [Melee] / 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] / 7 Health  
**Elusive** <p> When this ally exhausts, 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 you control into their owners' hands >>> Flip Kurzon face down.  
[Back]: [Alliance] allies you control have **Elusive**.

Kuz'vun, 1, Horde (Citadel Raid-70C, Icecrown-137C)  
Ally—Troll Hunter, 1 [Ranged] / 1 Health  
**Long-Range** (*While this ally is attacking, the defender can't deal combat damage to it.*)

Kwee Q. Peddlefeet, 4 (Holiday -2R)  
Ally—Goblin Cupid, 1 [Ranged] / 4 Health  
**Long-Range** <p> When this ally deals combat damage to an ally while attacking, gain control of that ally while this ally remains under your control.

Kyla Duskridr, 3, Alliance (Legion-156C)  
Ally—Night Elf Rogue, 2 [Melee] / 3 Health  
Opponents pay (1) more to play weapons. <p> Opponents pay (1) more to strike with weapons.

Kylanda the Harmonious, 4, Alliance (Icercrown-108U)  
Ally—Draenei Shaman, 5 [Frost] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)  
<p> Totems you control have +3 [Health].

Kyroth Steelspite, 3, Horde (Horde Mage-17C, Twilight-145C)  
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)  
<p> Opponents can't strike with weapons.

Kysa Shadowstalker, 3, Alliance (Alliance Druid-18C, Icecrown-109C)  
Ally—Night Elf Druid, 3 [Melee] / 3 Health  
When this ally enters play, target hero or ally has **Stealth** this turn. (*It can't be protected against.*)

Lacerate, 3, Druid (Betrayer-42C)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: At the start of your turn, your hero deals 2 melee damage to target opposing hero.  
<p> Your hero has **Bear Form**. (*Has **Protector**. Destroy this card when you strike with a weapon or play a non-Feral ability.*)

Lady Bancroft, 1, Alliance (Citadel Raid-61C, Wrathgate-122C)  
Ally—Human Priest, 2 [Holy] / 1 Health  
Prevent all damage that opposing heroes would deal to this ally.

Lady Courtney Noel, 3, Alliance (Azeroth-194C, Class-141C)  
Ally—Human Priest, 1 [Holy] / 4 Health  
[Activate] >>> This ally heals 1 damage from each hero and ally you control.

Lady Jaina Proudmoore, 8, Alliance (Azeroth-195E)  
Ally—Human Mage, Unique, 7 [Frost] / 4 Health  
Opposing allies can't attack.

Lady Kath, 5, Alliance (Dark Portal-175U)  
Ally—Human Paladin, 4 [Holy] / 5 Health  
At the end of each turn, this ally heals all damage from all allies.

Lady Katrina Prestor, 5 (Betrayer-209E)  
Ally—Black Dragon Traitor, Unique, 4 [Fire] / 5 Health  
Traitor Hero Required <p> (15) >>> Remove all of your cards in all zones from the game and start an Onyxia Raid.

Lady Naz'jar, 6 (Throne-206E)  
Monster Ally—Naga Sea Witch, Naz'jar (1), 5 [Frost] / 7 Health  
(3), Exhaust two Naga heroes and/or allies you control >>> Naz'jar deals 5 frost damage to target hero or ally. A character dealt damage this way can't attack or exhaust this turn.

Lady Sira'kess (Throne-23)  
Monster Hero—Naga Mage, 25 Health  
[Front]: (8) >>> Flip Sira'kess face down. <p> You pay (8) less to flip Sira'kess if you played three or more Frost and/or [Frost] cards this turn.  
[Back]: [Activate] >>> Sira'kess deals 1 frost damage to target hero or ally. <p> (2) >>> Exhaust target hero or ally that was dealt frost ([Frost]) damage this turn.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Lady Vashj, 9 (Betrayer-210E)  
Ally—Naga Traitor, Unique, 6 [Melee] / 9 Health  
Traitor Hero Required <p> At the end of each turn, roll a die. Put that many 1 [Melee] / 1 [Health] Naga ally tokens into play.

Laenthor Shademoon, 2, Alliance (Alliance Druid-19C, Alliance Hunter-17C, Alliance Mage-20C, Alliance Rogue-16C, Alliance Warlock-18C, Alliance Warrior-12C, Worldbreaker-148C)  
Ally—Night Elf Mage, 2 [Arcane] / 3 Health

Laetho Moonbranch, 2, Alliance (Throne-118C)  
Ally—Night Elf Druid, 2 [Nature] / 1 Health  
When this ally enters play, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Lafiel, 6, Alliance (Azeroth-196C, Class-142C)  
Ally—Night Elf Priest, 4 [Shadow] / 5 Health  
(2), [Activate] >>> Destroy target ability.

Lairin the Grounded, 6, Alliance (Honor-105C)  
Ally—Draenei Hunter, 7 [Ranged] / 3 Health  
**Arcane Resistance** (*Prevent all arcane ([Arcane]) damage that this ally would be dealt.*)  
<p> **Nature Resistance** (*Prevent all nature ([Nature]) damage that this ally would be dealt.*)

Landon Dunavin, 2, Horde (Worldbreaker-182C)  
Ally—Undead Hunter, 1 [Arcane] / 3 Health  
**Long-Range**

Landro Longshot, 2 (Azeroth-278R, Azeroth Loot-1L)  
Ally—Goblin Gambler, Unique, 1 [Melee] / 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 refill.

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.

Landro's Lichling, 4 (Elements-176U, Elements Loot-1L)  
Ally—Lich, 3 [Frost] / 3 Health  
At the start of your turn, you may destroy this ally. If you do, target opponent chooses an ally he controls, and you gain control of it.

Landro's Lil' XT, 3 (Worldbreaker-220U, Worldbreaker Loot-1L)  
Ally—Mini-Deconstructor, Lil' XT (1), 1 [Melee] / 5 Health  
When this ally enters play, you may destroy target item. <p> At the start of your turn, this ally deals 1 nature damage to each hero and ally.

Lanthus of the Forest, 1, Alliance (Drums-133C)  
Ally—Night Elf Druid, 1 [Nature] / 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] / 6 Health  
When this ally is destroyed while not an Undead, target opponent puts him into play under his control, and this ally is also an Undead.

Larrisa Valorshield, 4, Alliance (Throne-119C)  
Ally—Human Paladin, 4 [Holy] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

The Last 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 Laugh, 5, DkWa (Naxxramas-34R)  
Equipment—1H Weapon—Axe, Melee (1), 8 [Melee], 3 Strike  
When this weapon enters play, target opponent gains control of it until the start of your next turn.

The Last Line of Defense (Icecrown-215C)  
Quest  
On your turn: Destroy a resource you control to complete this quest. <p> Reward: Draw a card.

The Last Living Lorekeeper (Elderlimb-28C, Jaina-27C, Murkdeep-27C, Throne-255C)  
Quest  
On your turn: Pay (5) to complete this quest. <p> Reward: Your hero heals 3 damage from itself. Draw a card.

Last of Her Kind (Twilight-213C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Put target Dragonkin from your graveyard into your hand.

Last Stand, 1, Warrior (Azeroth-143R)  
Instant Ability—Protection  
**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Ongoing: Your hero has +20 [Health]. <p> At the start of your turn, destroy this ability unless you discard two cards.

Latro Abiectus, 2, Alliance (Alliance DK-16C, Alliance Shaman-17C, Azeroth-197C, Class-143C)  
Ally—Night Elf Rogue, 3 [Melee] / 2 Health  
**Elusive** (*This ally can't be attacked.*)

Latro's Shifting Sword, 4, HuRoWa (Outland-215U)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike  
Your hero has **Dual Wield**. <p> You pay (2) less to strike with other Swords.

Lava Burst, 1, Shaman (Icecrown-71C)  
Ability—Elemental  
You may destroy an ability you control. Your hero deals 2 fire damage to target ally, or 6 if you destroyed an ability this way.

Lava Shock, 3, Shaman (Throne-72U)  
Ability—Elemental  
Your hero deals 4 fire damage to target ally. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Lava Spine, 4, DkPaWa (Twilight-199U)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
When this weapon is destroyed, you may destroy target equipment.

Lay on Hands, 1, Paladin (Dark Portal-61R)  
Instant Ability—Holy  
Your hero heals all damage from target hero or ally. Exhaust all resources you control. Skip your next turn.

Lazarus Marrowbane, 2, Horde (Crown-113C)  
Ally—Undead Warrior, 0 [Melee] / 7 Health  
This ally can protect your hero.

Lazy Peons, Horde (Dark Portal-303C)  
Quest  
Orc Hero Required <p> This quest enters play exhausted. <p> Exhaust this quest to complete it. <p> Reward: Draw a card.

Lead Astray, 3, Rogue (Honor-58C)  
Ability—Subtlety Combo  
Exhaust target hero or ally. It can't ready during its controller's next ready step. Its controller discards a card.

Leader of the Bloodscale (Outland-238C)  
Quest  
If you control an ally with cost 5 or more: Pay (1) to complete this quest. <p> Reward: Draw a card.

Leader of the Darkcrest (Betrayal-254C)  
Quest  
If you control an ally with cost 5 or more: Pay (5) to complete this quest. <p> Reward: Draw three cards.

Leader of the Pack, Alliance (Worldbreaker-251R)  
Quest  
Worgen Hero Required <p> On your turn: Pay (6) to complete this quest. <p> Reward: Put four 1 [Melee] / 1 [Health] Mastiff ally tokens into play with **Ferocity**.

Leap of Faith, 2, Priest (Elements-67R)  
Instant Ability—Holy  
Remove target ability, ally, or equipment you own from the game. Then, put it into play under your control. (*It enters play ready and undamaged.*)

Leeching Fever, 3, Death Knight (Crown-9U)  
Ability—Unholy Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if that hero has 15 or more damage, destroy this ability. If you do, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.

Leeroy Jenkins, 4, Alliance (Azeroth-198E, Class Promo-5E)  
Ally—Human Paladin, 6 [Melee] / 1 Health  
When this ally enters play, exhaust all other allies you control. They can't ready during your next ready step. <p> Say "Leeeeeeroooy Jenkins!" >>> This ally has **Ferocity** this turn.

Leeza, Tomb Robber, 2, Horde (Dark Portal-221C)  
Ally—Undead Rogue, 2 [Melee] / 2 Health  
**Stealth** (*This ally can't be protected against.*) <p> When this ally deals combat damage, you may remove target card in a graveyard from the game.

Legacy of Arlokk, 2, MaPrLo (Crown-183U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 4 Strike  
On your turn: (2), [Activate], Exhaust your hero >>> Your hero deals 1 fire damage to target ally. <p> On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Legend of Mount Hyjal, 10 (Dark Portal-145R)  
Ability  
Destroy all allies.

Legendary Heroes (Honor-195C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Draw a card unless target opponent turns a hero or resource he controls face down.

Legendary Leathers, Dalaran (Scourgewar-268R)  
Location  
[Activate] >>> You pay (2) less to play your next Leather or Mail armor this turn for each Leatherworking hero and ally you control.

Leggings of the Honored, 2, DrRo (Wrathgate-175U)  
Equipment—Armor—Leather, Legs (1), 1 DEF  
This armor has +4 [DEF] if an ally entered a graveyard this turn.

Leggings of the Tireless Sentry, 3, HuSh (Wrathgate Badge-3E)  
Equipment—Armor—Mail, Legs (1), 2 DEF  
Opposing heroes and allies enter play exhausted. <p> At the end of each opponent's turn, exhaust all heroes and allies he controls.

Leggings of the Vanquished Usurper, 3, DrRo (Elements-183U)  
Equipment—Armor—Leather, Legs (1), 1 DEF (2), [Activate] >>> Non-[Horde], non-[Alliance] allies you control have **Assault 2** this turn. (*They have +2 ATK on your turn.*)

Leggings of Transcendence, 2, Priest (Molten Core-5R)  
Equipment—Armor—Cloth, Legs (1), 1 DEF  
When you play a [Priest] ability, you may pay (1). If you do, your hero heals 2 damage from each friendly ally.

Legguards of the Shattered Hand, 6, PaWa (Betrayal-224R)  
Equipment—Armor—Plate, Legs (1), 5 DEF  
[Activate] >>> Destroy target damaged ally.

Legplates of Ten Storms, 6, Shaman (Molten Core-6R)  
Equipment—Armor—Mail, Legs (1), 2 DEF  
When you play a [Shaman] ability, you may pay (1). If you do, your hero deals 2 nature damage divided as you choose to up to two target heroes and/or allies.

Legplates of the Endless Void, 4, DkPaWa (Icecrown-176R)  
Equipment—Armor—Plate, Legs (1), 3 DEF  
[Activate], Put 3 damage on your hero >>> Draw a card. <p> **Death Rattle**: Put 3 damage on your hero and draw a card.

Legplates of Wrath, 3, Warrior (Molten Core-7R)  
Equipment—Armor—Plate, Legs (1), 3 DEF  
When you play a [Warrior] ability, you may pay (1). If you do, ready target armor.

Legwraps of the Master Conjurer, 3, MaPrLo (Icecrown Badge-3R)  
Equipment—Armor—Cloth, Legs (1), 1 DEF  
At the start of your turn, look at the top card of your deck and remove it from the game face down. <p> (2), Discard your hand, destroy this armor >>> Put each card you removed this way into your hand.

Lei of Lilies, 4, DrMaPaPrShLo (Azeroth-306E)  
Equipment—Item, Neck (1)  
At the start of your turn, if you have four or more cards in your hand, your hero heals 1 damage from itself. <p> (1), Destroy this item >>> Your hero heals 1 damage from itself for each card in your hand.

Leisha of Darnassus, Alliance (Alliance Druid-1)  
Hero—Night Elf Druid, 27 Health  
On your turn: (3), Flip Leisha >>> Leisha has **Assault 3** this turn. (*She has +3 ATK on your turn.*)

Lelora Sunlancer, Horde (Betrayor-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 (Betrayor-30)  
Hero—Blood Elf Paladin (Traitor),  
Mining/Blacksmithing, 29 Health  
(1), Flip Lelora >>> If combat damage would be dealt to or dealt by target opposing ally this turn, double it instead.

Lena Naville, 1, Horde (Elements-139C)  
Ally—Undead Priest, 1 [Holy] / 2 Health  
**Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*) <p>  
**Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero heals 2 damage from target ally.

Leorox, 8, Horde (Betrayor-167E)  
Ally—Mok’Nathal Beastmaster, Unique, 7 [Melee] / 7 Health  
When this ally attacks, destroy all opposing allies.

Lessa the Awakener, 6, Horde (Outland-170R)  
Ally—Undead Priest, 5 [Holy] / 4 Health  
When this ally enters play, you may put an ally with cost 2 or less from your graveyard into play.

Lesser Heal, 0, Priest (Illidan-69C)  
Instant Ability—Holy  
Your hero heals 3 damage from target hero or ally.

Lesson of the 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.

Lesson of the Beast, 3, Hunter (Wrathgate-41C)  
Instant Ability—Beast Mastery  
You may exhaust a non-hero Hunter you control rather than pay this ability’s cost. <p> Target Pet you control deals melee damage equal to its ATK to a second target ally.

Lesson of the Call, 3, Warrior (Wrathgate-89C)  
Ability—Fury  
You may exhaust a non-hero Warrior you control rather than pay this ability’s cost. <p> Put target ally on top of its owner’s deck.

Lesson of the Divine, 3, Paladin (Wrathgate-53C)  
Instant Ability—Protection  
You may exhaust a non-hero Paladin you control rather than pay this ability’s cost. <p> Exhaust target hero or ally. It can’t ready during its controller’s next ready step. Draw a card.

Lesson of the Elements, 3, Shaman (Wrathgate-77C)  
Ability—Elemental  
You may exhaust a non-hero Shaman you control rather than pay this ability’s cost. <p> Your hero deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Lesson of the Grave, 3, Death Knight (Wrathgate-27C)  
Ability—Unholy  
You may exhaust a non-hero Death Knight you control rather than pay this ability’s cost. <p> Remove target ally in a graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Lesson of the Light, 3, Priest (Wrathgate-61C)  
Instant Ability—Holy  
You may exhaust a non-hero Priest you control rather than pay this ability’s cost. <p> Your hero deals 2 unpreventable holy damage to target hero or ally.

Lesson of the Nether, 3, Warlock (Wrathgate-83C)  
Ability—Demonology  
You may exhaust a non-hero Warlock you control rather than pay this ability’s cost. <p> Look at target opponent’s hand and choose a card. Remove that card from the game.

Lesson of the Shadow, 3, Rogue (Wrathgate-67C)  
Instant Ability—Subtlety Combo  
You may exhaust a non-hero Rogue you control rather than pay this ability’s cost. <p> Target hero or ally has **Assault 3** and **Stealth** this turn.

Lesson of the Wild, 3, Druid (Wrathgate-33C)  
Ability—Balance  
You may exhaust a non-hero Druid you control rather than pay this ability’s cost. <p> Put target non-token ally into its owner’s resource row face down, then exhaust it.

Lessons in Lurking, 2 (Dark Portal-146C)  
Ability  
Attach to target ally. <p> Ongoing: Attached ally has **Stealth**. (*It can’t be protected against.*)

Levander of the Sanguine Shot, Horde (Scourgewar-14)  
Hero—Blood Elf Hunter (Marksmanship),  
Leatherworking/Jewelcrafting, 28 Health  
If you control another Hunter: Flip Levander >>> Ready target Ranged weapon.

Levitate, 1, Priest (Illidan-70C)  
Ability—Discipline  
Ongoing: At the start of each opponent’s turn, that opponent chooses an ally he controls. That ally can’t attack this turn.

Levixus the Soul Caller (Legion-306C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Put a random card from your graveyard into your hand.

The Lexicon Demonica (Illidan-243R)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Turn all resources face down.

Lhurg Venomblade, 4, Alliance (Azeroth-199R)  
Ally—Dwarf Rogue, 2 [Melee] / 2 Health  
[Activate] >>> Destroy target exhausted ally.

Liandra Rustshadow, 5, Alliance (Illidan-131C)  
Ally—Night Elf Rogue, 4 [Melee] / 4 Health  
**Elusive** <p> [Activate] >>> Destroy target armor or item.

Liar’s Tongue Gloves, 4, DrRo (Magtheridon-4R)  
Equipment—Armor—Leather, Hands (1), 2 DEF  
(1), [Activate] >>> Name a card type and remove a card in your hand from the game face down. Target opponent guesses whether that card has that type, then reveals it. If he’s right, put it into your graveyard. Otherwise, put it into your hand and draw two cards.

Liba Wobblebonk, 5, Alliance (Alliance Warrior-13C, Azeroth-200C, Class-144C)  
Ally—Gnome Mage, 3 [Arcane] / 4 Health  
When this ally enters play, draw a card.

Libram of Radiance, 2, Paladin (Wrathgate-182R)  
Equipment—Item, Relic (1)  
(1), [Activate] >>> Your hero deals 1 unpreventable holy damage to target hero or ally. <p> When you play a [Paladin] armor, ready this item.

The Lich King, 11 (Blizzard 2010-1E, Icecrown-16E)  
Scourge Master Hero—Lich King, 4 [Frost] / 40 Health  
Scourge or [Death Knight] Hero Required <p> At the start of each player’s turn, put target ally from that player’s graveyard into play under your control. <p> Allies you control are also Scourge allies.

Lie in Wait, 1 (Azeroth-163C)  
Instant Ability  
Target ally has +1 ATK this turn. <p> Target ally has -1 ATK this turn.

Lieutenant Horatio Laine, 3, Alliance (Dungeon Treasure-13U)  
Ally—Human Investigator, Horatio Laine (1), 4 [Melee] / 2 Health  
At the end of your turn, target opponent reveals the top card of his deck. If it's an ally, remove it from the game. If it's a weapon, you may put it into play under your control.

Life and Death, 5, MaPaLo (Wrathgate-192R)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 4 Strike  
When you play an ally, you may draw a card.  
<p> When an ally you control leaves play, discard a card.

Life Arc, 3, Shaman (Outland-79C)  
Instant Ability—Elemental  
Your hero heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

Life-Binder's Locket, 2, PaPr (Wrathgate-183R)  
Equipment—Item, Neck (1)  
[Paladin] Hero: [Activate], Discard a card >>> If a friendly hero or ally would be dealt 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.

Life Cycle, 3, Shaman (Betrayal-99C)  
Instant Ability—Restoration  
Your hero heals 2 damage from each hero and ally you control, then deals 1 nature damage to target hero or ally for each damage healed this way.

Life of the Land, 5, Druid (Drums-24R)  
Ability—Restoration  
Ongoing: [Activate], Destroy a resource you control >>> Your hero heals 5 damage from target hero or ally.

Life Tap, 2, Warlock (Alliance Warlock-7U, Azeroth-128U, Class-108U, Horde Warlock-8U)  
Instant Ability—Affliction  
As an additional cost to play, put 2 damage on your hero. <p> Draw two cards.

Lifeblade of Belgaristrasz, 2, Rogue (Wrathgate-193R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike  
**Finishing Move:** Rogue (*To play, remove X Rogues in your graveyard from the game, where X is 5 or less.*) <p> When this weapon enters play, your hero deals X melee damage to target hero or ally and heals X damage from itself.

Lifebloom, 2, Druid (Outland-23C)  
Ability—Restoration  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached character. <p> (1), Destroy this ability >>> Your hero heals 4 damage from attached character.

Lifemender Dorn, 1, Horde (Citadel Raid-71C, Drums-179C, Horde Shaman-17C)  
Ally—Tauren Druid, 2 [Nature] / 1 Health  
Once per turn: (1) >>> This ally heals 1 damage from target hero or ally.

Lifemistress Tanagra, 6, Horde (Betrayal-168R)  
Ally—Orc Shaman, 5 [Nature] / 5 Health  
[Nature] allies you control have +1 ATK for each other [Nature] ally you control.

Life-Staff of the Web Lair, 3, DrMaPrShLo (Scourgewar-239R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
Nerubian Reputation <p> Nerubian allies you control have +1 / +1. <p> [Activate] >>> Your hero deals nature damage to target hero or ally equal to the number of Nerubian allies you control.

Light of Reckoning, 1, Paladin (Elements-60C)  
Instant Ability—Protection  
Your hero has +3 ATK while defending this combat.

Light of the Naaru, 2, Paladin (Crown-29U)  
Instant Ability—Holy  
Your hero heals all damage from target defending ally. Prevent the next 5 combat damage that would be dealt to that ally this turn.

Light Within the Darkness (Wrathgate-209C)  
Quest  
If a hero or ally you controlled dealt holy ([Holy]) damage this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Lightning Arc, 2, Shaman (Class-98C, Illidan-89C)  
Ability—Elemental  
Your hero deals 3 nature damage divided as you choose to any number of target heroes and/or allies.

Lightning Bolt, 3, Shaman (Alliance Shaman-9C, Azeroth-113C, Class-99C, Horde Shaman-10C, Worldbreaker-98C)  
Ability—Elemental  
Your hero deals 4 nature damage to target hero or ally.

Lightning in a Bottle (Elements-213C)  
Quest  
If you control an ability: Pay (3) to complete this quest. <p> Reward: Draw a card.

Lightning Overload, 3, Shaman (Drums-70R)  
Ability—Elemental  
**Elemental Talent** (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p> Ongoing: When you play a non-Ongoing ability, destroy this ability. If you do, copy that ability. (*You may choose new targets for the copy.*)

Lightning Reflexes, 1, Hunter (Dark Portal-36R)  
Instant Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Ongoing: Opposing heroes and allies have -1 ATK while in combat with your hero.

Lightning Shield, 4, Shaman (Dark Portal-97R)  
Instant Ability—Enhancement  
Ongoing: This ability enters play with three lightning counters. <p> When your hero is dealt damage by a hero or ally, remove a lightning counter from this ability. If you do, your hero deals 2 nature damage to that character. If none remain, destroy this ability.

Lightning Storm, 2+X, Shaman (Dark Portal-98U)  
Ability—Elemental  
Your hero deals X nature damage divided as you choose to any number of target allies.

Lightning Whelk Axe, 2, DkHuPaRoShWa (Murkdeep-21C, Sylvanas-23C, Throne-250C)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike

Lightningflash, 4, Hunter (Elements-197U)  
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike  
**Long-Range** (*When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.*) <p> Ranged Dual Wield (*You can control a second Ranged weapon. You can strike with a second Ranged weapon during the same combat.*)

The Light's Gaze, 3, Paladin, Priest (Crown-58U)  
Ability—Holy  
Your hero heals 10 damage from target hero or ally.

Light's Justice, 2, DrPaPrSh (Drums-229U)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
When a [Holy] ally you control deals damage, it also heals that much from your hero.

The Light's Largess, 2, Paladin (Legion-60C)  
Ability—Holy  
Ongoing: Destroy this ability >>> Your hero heals 6 damage from target hero or ally.

Lightwarden's Band, 2, HuPaRoWa (Illidan-219R)  
Equipment—Item, Ring (2)  
Aldor Reputation <p> Your hero has **"Inspire:** Ability, ally, equipment, hero, or resource."

Lightwell, 3, Priest (Dark Portal-73R)  
Ability—Holy  
**Holy Talent** (*You can't put Discipline Talents or Shadow Talents in your deck.*) <p> Ongoing: Friendly heroes and allies have "[Activate] >>> This character heals 2 damage from itself."

Lilith Smythe, 2, Horde (Betrayal-169C)  
Ally—Undead Priest, 3 [Holy] / 2 Health  
When this ally readies, you may remove an ally in your graveyard from the game. If you do, destroy target ability.

Lilnas the Calm, 5, Alliance (Dark Portal-176C)  
Ally—Draenei Priest, 3 [Holy] / 6 Health (3), [Activate], Destroy this ally >>> Destroy all abilities.

Lionar the Blood Cursed, Horde (Betrayed-31)  
Hero—Orc Warrior (Traitor),  
Mining/Enchanting, 30 Health  
On your turn: (2), Flip Lionar >>> Destroy target ally with **Protector**.

Lionar, Unbound, Horde (Betrayed-22)  
Hero—Orc Warrior (Protection),  
Mining/Enchanting, 30 Health  
(3), Flip Lionar >>> **Protectors** you control have +2 ATK this turn.

Lionheart Helm, 4, PaWa (Azerath-297U)  
Equipment—Armor—Plate, Head (1), 2 DEF  
Damage that your hero would deal is unpreventable.

Lissie Spizfrat, 1, Alliance (Iccrown-110C)  
Ally—Gnome Warlock, 1 [Shadow] / 1 Health  
On your turn: [Activate] >>> This ally deals 3 shadow damage to each hero and ally.

Litori Frostburn, Alliance (Azerath-5)  
Hero—Human Mage (Frost),  
Alchemy/Herbalism, 25 Health  
(2), Flip Litori >>> Target hero or ally can't attack this turn.

Living Bomb, 1, Mage (Scourgewar-54R)  
Ability—Fire  
**Fire Talent** (*You can't put Arcane Talents or Frost Talents in your deck.*) <p> Attach to target hero. <p> Ongoing: At the start of your turn, add a fuse counter. Then, if there are ten or more, your hero deals 50 fire damage to attached hero, and destroy this ability.

Living Pyre, 3, Mage (Betrayed-63C)  
Instant Ability—Fire  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each ability named Living Pyre attached to it.

Living Roots, 1, Druid (Twilight-32C)  
Ability—Balance  
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust unless its controller pays (2).

Llyras Keeneye, 2, Alliance (Betrayed-142C)  
Ally—Night Elf Hunter, 3 [Ranged] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> This ally has +1 / +1 for each ally you control with cost 3 or more.

Loate Grimtusk, 3, Horde (Iccrown-138C)  
Ally—Troll Rogue, 3 [Melee] / 3 Health  
**Long-Range** (*While this ally is attacking, the defender can't deal combat damage to it.*) <p> When this ally attacks, put him from play into his owner's hand at the end of this turn.

Lobotomize, 5, Rogue (Azerath-100R)  
Ability—Combat  
Destroy target resource. If your hero has **Stealth**, put the top card of your deck into your resource row face down and exhausted.

The Lobotomizer, 5, HuRoShWa (Dark Portal-278U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike  
When this weapon enters play, each player destroys a resource he controls.

Locked Away (Worldbreaker-262C)  
Quest  
You pay (4) less to complete this quest if you control a quest named The Key to Freedom. <p> Pay (5) to complete this quest. <p> Reward: Draw a card.

Lockjaw, 2, DrPaPrSh (Worldbreaker-243U)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
Once per turn: (2) >>> Your hero heals 2 damage from target hero or ally.

Lodur, Herald of the Elements, 4, Alliance (Throne-120U)  
Ally—Dwarf Shaman, 4 [Melee] / 4 Health  
**Empower Shaman:** When this ally enters play, if you control another Shaman hero or ally, target opposing ally becomes 1 / 1 and is also a Frog this turn.

Logor Blackfist, 6, Horde (Drums-180C)  
Ally—Orc Warlock, 3 [Shadow] / 5 Health  
When this ally enters play, target opponent discards two cards if he has more cards in his hand than you.

Lo'Gosh, 5, Alliance, Horde (Gladiators-148E)  
Arena Ally—Human Warrior, Unique, 4 [Melee] / 4 Health  
**Protector** <p> Opposing heroes and allies have -1 / -1 while in combat with this ally for each Arena ally you control.

Lohn'goron, Bow of the Torn-heart, 6, HuRoWa (Drums-230U)  
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 3 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> Exhaust an ally you control >>> It deals 1 ranged damage to target hero.

Lok'delar, Stave of the Ancient Keepers, 2, Hunter (Dark Portal-279R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 2 Strike  
When you play a [Hunter] ability, Ranged weapons you control have +1 ATK this turn.

Lokholar the Ice Lord, 14, Horde (Dark Portal-222E)  
Ally—Elemental, Unique, 10 [Frost] / 10 Health  
You pay (1) less to play this ally for each non-token Horde ally you control. <p> At the start of each opponent's turn, this ally deals 2 frost damage to each hero and ally that player controls. A character dealt damage this way can't attack this turn.

Lolly the Unsuspecting, 4, Alliance (Drums-134R)  
Ally—Gnome Mage, 2 [Arcane] / 3 Health  
All targets are chosen at random.

The Longeye, Horde (Drums-12, Naxxramas-9)  
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.

Loque, 7, Hunter (Alliance Hunter-7R, Elements-42R)  
Ally—Spirit Beast, Pet (1), 8 [Arcane] / 8 Health  
**Beast Mastery Talent** (*You can't put Marksmanship Talents or Survival Talents in your deck.*) <p> **Elusive, Stealth, Untargetable** <p> Damage that this ally would deal is unpreventable.

Loraala, 3, Alliance (Drums-135C)  
Ally—Draenei Mage, 3 [Fire] / 4 Health  
This ally can't attack. <p> [Activate] >>> This ally deals 3 fire damage to target hero.

Loraala the Frigid, Alliance (Class-13, Honor-5, Naxxramas-2)  
Hero—Draenei Mage (Frost),  
Jewelcrafting/Mining, 25 Health  
(2), Flip Loraala >>> Loraala deals 3 frost damage to target hero. A hero dealt damage this way can't attack this turn.

Lord Alexander's Battle Axe, 5, HuPaWa (Onyxia-30R)  
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee], 0 Strike

Lord Anton Lightbane, 6, Alliance (WOTLK Promo-2R)  
Ally—Human Death Knight, 4 [Shadow] / 5 Health  
This ally and Ghouls you control have **Protector**. <p> (3) >>> Remove target ally in a graveyard from the game and put a 1 [Melee] / 1 [Health] Ghoul ally token into play.

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] / 3 Health  
At the end of your turn, you may put target ability into its owner's hand.

Lord Darion Mograine, 5 (Champ Promo-7E, Scourgewar-211E)  
Ally—Human Death Knight, Unique, 5 [Frost] / 6 Health  
(1), Destroy a Death Knight you control >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Lord Darius Crowley, 7, Alliance (Twilight-118R)  
Ally—Worgen Warrior, Darius (1), 7 [Melee] / 4 Health  
**Aberration** <p> When this ally enters play, you may howl. If you do, put three 1 [Melee] / 1 [Health] Worgen ally tokens into play with **Ferocity**.

Lord Godfrey, 6 (Dungeon Treasure-30E)  
Ally—Undead Lord, Godfrey (1), 2 [Shadow] / 6 Health  
At the start of your turn, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play. <p> At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoul you control.

Lord Grayson Shadowbreaker, 7, Alliance (Azeroth-201E)  
Ally—Human Paladin, Unique, 4 [Holy] / 7 Health  
**Protector** <p> When this ally exhausts, he heals 2 damage from target hero or ally.

Lord Jorach Ravenholdt, 4 (Champ Promo-8E, Scourgewar-212E)  
Ally—Human Rogue, Unique, 5 [Melee] / 4 Health  
(1), Exhaust a Rogue you control >>> Exhaust target hero or ally.

Lord of Icecrown (Blizzard 2010-1E)  
See *The Lich King*.

Lordann the Bloodreaver, 2, Horde (Throne-161R)  
Ally—Blood Elf Warrior, 2 [Melee] / 3 Health  
**Protector** <p> This ally has +3 / +3 while your hero has 15 or more damage.

Lordbane Scepter, 3, MaPrLo (Alliance Mage-22R, Elements-198R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike  
When you play an ability, this weapon has +2 ATK this turn.

Lorekeeper Darian, 6, Alliance (Azeroth-202R)  
Ally—Human Mage, 2 [Arcane] / 6 Health (X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.

Loriam Argos, 2, Alliance (Worldbreaker-149C)  
Ally—Worgen Rogue, 3 [Nature] / 2 Health  
**Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*) <p> **Stealth** (*This ally can't be protected against.*)

Lor'themar Theron, 9, Horde (Outland-171E)  
Ally—Blood Elf Paladin, Unique, 8 [Melee] / 7 Health  
Exhaust a Blood Elf you control >>> Interrupt target ability.

Lose Control, 1, PrRo (Drums-100C)  
Ability—Shadow Subtlety  
Target player discards a random card.

Lost Isles, Horde (Worldbreaker-270R)  
Location  
(1), [Activate] >>> Target Goblin you control has **Assault 1** this turn for each equipment you control.

Lost! (Outland-239R)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Put a 0 [Melee] / 1 [Health] Unique Goblin ally token named Ringo into play with “At the start of your turn, draw a card.”

The Love Potion (Azeroth-356C)  
Quest  
Exhaust two allies you control and pay (1) to complete this quest. <p> Reward: Draw a card.

“Lowdown” Luppo Shadefizzle, 2, Alliance (Dark Portal-177R)  
Ally—Gnome Rogue, 2 [Melee] / 1 Health  
Gnome Hero Required <p> **Elusive**, **Stealth**, **Untargetable**

Lt. Commander Dufefella, 3, Alliance (Azeroth-203R)  
Ally—Human Mage, 1 [Frost] / 3 Health (1), [Activate] >>> This ally deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Lucky Strike Axe, 4, HuPaShWa (Illidan-228R)  
Equipment—2H Weapon—Axe, Melee (1), 1 [Melee], 0 Strike  
This weapon enters play with three +1 ATK counters if an opponent went first this game.

Lucy Elizabeth, 2, Alliance (Crown-91C)  
Ally—Human Paladin, 3 [Holy] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Lu'ka de Wall, 6, Horde (Horde Rogue-18C, Illidan-160C)  
Ally—Troll Warrior, 6 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally is dealt damage, you may exhaust target hero or ally.

Lumbering Ogre Axe, 2, DkPaShWa (Crown-184C)  
Equipment—2H Weapon—Axe, Melee (1), 4 [Melee] / 6 Strike  
Your hero has **Smash**. (*If your hero would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Lunen the Moon Baron, 3, Alliance (Betrayal-143R)  
Ally—Night Elf Druid, 2 [Arcane] / 2 Health  
**Elusive** <p> [Arcane] allies you control have “[Activate] >>> Draw a card.”

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.

Lust for Battle, 4, Horde (Azeroth-154R)  
Ability  
Ongoing: All allies have **Ferocity**.

Luumon, 5, Alliance (Illidan-133C)  
Ally—Draenei Shaman, 5 [Fire] / 5 Health  
**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)

Lynda Steele, 5, Alliance (Dark Portal-178C)  
Ally—Human Warrior, 3 [Melee] / 5 Health  
**Protector** <p> (1) >>> Target ally must attack this turn if able.

Lynxia, 2, Warlock (Wrathgate-84U)  
Ally—Succubus Demon, Pet (1), 1 [Shadow] / 3 Health  
At the start of each turn, you may exhaust target ally.

Lyrana of Eldre'Thalas, 7, Alliance (Twilight-119R)  
Ally—Night Elf Mage, 6 [Fire] / 4 Health  
When this ally enters play, she deals fire damage to each opposing hero and ally equal to the number of [Fire] cards you control. <p> **Stash**: Fire ([Fire]) damage that your hero and allies you control would deal is unpreventable this turn.

Lyshala Ravenshot, 4, Alliance (Wrathgate-123C)  
Ally—Night Elf Hunter, 3 [Ranged] / 4 Health  
This ally has **Long-Range** while an opponent controls an ally with cost 4 or more.

Maazhum, 3, Warlock (Alliance Warlock-8C, Elements-93C, Horde Warlock-9C)  
Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health  
When this ally enters play, he deals 3 shadow damage to target hero and heals 3 damage from your hero.

Madison Alters, 6, Alliance (Illidan-134U)  
Ally—Human Mage, 3 [Fire] / 3 Health  
**Untargetable** <p> This ally has +1 / +1 for each hero in play.

Madrea Bluntbrew, 6, Alliance (Citadel Raid-62C, Icecrown-111C)  
Ally—Dwarf Rogue, 6 [Melee] / 4 Health  
**Frost Resistance** (*Prevent all frost ([Frost]) damage that would be dealt to this ally.*) <p> When this ally enters play, look at target opponent's hand and choose an ability or equipment. He discards that card.

Maelstrom of Steel, 3, Shaman (Grand Melee-9R)  
Arena Ability—Enhancement  
**Preparation** (*On your first turn, you may play this card without paying its cost.*) <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 a Melee weapon you control. <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] / 5 Health  
**Protector** <p> This ally has -2 ATK while exhausted.

Magdeline Prideheart, 5, Alliance (Legion-157C)  
Ally—Human Paladin, 4 [Holy] / 4 Health  
**Protector** <p> When this ally defends, she heals 1 damage from target hero or ally.

Mage Armor, 3, Mage (Illidan-50U)  
Ability—Arcane  
Ongoing: (1), Remove an ability in your graveyard from the game >>> Prevent the next 2 damage that your hero would be dealt this turn.

Mage Training, 1, Mage (Legion-48U)  
Ability—Arcane  
Attach to target friendly ally. <p> Ongoing: Attached ally has “[Activate] >>> This ally deals 1 arcane damage to each opposing hero and ally.”

Magical Ogre Idol, 4, DkDrHuMaPaPrRoShLoWa (Crown-175R, Crown Loot-2L)  
Equipment—Item  
This item enters play exhausted. <p> On your turn: [Activate], Destroy this item >>> This turn, your hero becomes an Oger Monster hero and has +6 ATK and **Smash**.

Magiskull Cuffs, 3, MaPrLo (Dark Portal-255U)  
Equipment—Armor—Cloth, Wrist (1), 0 DEF  
[Activate] >>> You pay (1) less to play your next ability this turn.

Magister Ashi, 1 (Legion-233C)  
Ally—Blood Elf Mage, 2 [Fire] / 1 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> **Stealth** (*This ally can't be protected against.*) <p> When this ally enters play, look at the top card of your deck. You may put it on the bottom of your deck.

Magister Lashan, 4 (Legion-234U)  
Ally—Blood Elf Mage, 3 [Fire] / 1 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> **Sabotage:** Resource (*This ally can attack opposing resources.*) <p> When this ally sabotages a resource, destroy it.

Magistrix Dianas, 4 (Betrayal-200C)  
Ally—Blood Elf Mage, 4 [Arcane] / 3 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> When this ally enters play, look at the top card of your deck. Either draw it or put it on the bottom. If you draw it, put this ally from play into her owner's hand.

Magistrix Fyalenn, 6 (Legion-235E)  
Ally—Blood Elf Mage, Unique, 3 [Arcane] / 6 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> You can't discard cards.

Magistrix Larynna, 7 (Betrayal-201E)  
Ally—Blood Elf Mage, Unique, 3 [Fire] / 8 Health  
Scrier Reputation <p> **Sabotage:** Graveyard <p> When this ally 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] / 3 Health  
You may destroy two resources you control rather than pay this ally's cost.

Magistrix Oleinas, 5 (Legion-236R)  
Ally—Blood Elf Mage, 4 [Arcane] / 5 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> Allies in your hand are instant.

Magistrix Tibrana, 3 (Legion-237U)  
Ally—Blood Elf Mage, 3 [Arcane] / 2 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck.*) <p> **Sabotage:** Attachment (*This ally can attack opposing attachmentss.*) <p> When this ally 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] / 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 Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health  
Ongoing: At the start of your turn, this Totem deals 1 fire damage to each opposing hero and ally. <p> (*Totems can't attack.*)

Magni, Lord of Ironforge, 7, Alliance (Class-1E)  
Ally—Dwarf Warrior King, Unique, 6 [Melee] / 7 Health  
**Protector** <p> When this ally is dealt combat damage by an attacking ally, you may put an [Alliance] ally with cost less than or equal to that attacking ally's cost from your hand into play.

Magni, the Mountain King, 4, Alliance (Worldbreaker-150E)  
Ally—Dwarf Warrior King, Magni (1), 4 [Melee] / 4 Health  
**Protector** <p> Dwarves you control have +[Health] equal to the combined [DEF] of armor you control. <p> **Stash:** Put a 1 [Melee] / 1 [Health] [Alliance] Dwarf Warrior ally token into play.

Magnificent Flying Carpet, 2, DkDrHuMaPaPrRoShLoWa (Wrathgate Crafted-3E)  
Equipment—Item, Mount (1)  
Tailoring Hero Required <p> You can control any number of locations. <p> When you place a resource face up into your resource row, you may ready all locations you control.

Magnus Longbarrel, 2, Alliance (Drums-136C)  
Ally—Dwarf Hunter, 3 [Ranged] / 2 Health (1), Destroy this ally >>> Turn target resource face down.

Magnus the Depriver, Alliance (Honor-6)  
Hero—Dwarf Hunter (Beast Mastery), Herbalism/Alchemy, 28 Health  
On your turn: (2), Flip Magnus >>> Target player turns a face-up resource he controls face down.

Magraff "Sparroweye" Ironhammer, 1, Alliance (Outland-128U)  
Ally—Dwarf Hunter, 1 [Ranged] / 1 Health (1) >>> This ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Magran Proudstep, 3, Horde (Dark Portal-223C)  
Ally—Tauren Hunter, 1 [Ranged] / 2 Health  
**Ferocity** <p> **Long-Range** (*Defenders deal no combat damage to this ally.*)

Mahna Lightsky, 4, Horde (Worldbreaker-183U)  
Ally—Tauren Paladin, 3 [Melee] / 4 Health  
**Protector** <p> This ally has **Nature Resistance** on opposing turns.

Maiev Shadowsong, 8 (Illidan-202E)  
Ally—Night Elf Warden, Unique, 5 [Ranged] / 1 Health  
Loyal Hero Required <p> **Elusive, Ferocity, Long-Range, Protector, Stealth, Untargetable**

Maim, 1, Druid (Elements-34C)  
Instant Ability—Feral  
Exhaust target hero or ally. If you control a Form, your hero deals 3 melee damage to that character.

Maimgor's Bite, 4, RoSh (Crown-185R)  
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 0 Strike  
**Dual Wield** <p> Double the ATK of this and other weapons you control.

Major Healing Potion, 1, DrHuMaPaPrRoShLoWa (Dark Portal-265U)  
Equipment—Item—Potion  
(1), Destroy this item >>> Your hero heals 5 damage from itself.

Makta the Rumbler, 7, Horde (Scourgewar-184U)  
Ally—Tauren Warrior, 8 [Melee] / 6 Health  
While you control a Shout, allies you control have +1 / +1, and opposing allies have -1 / -1.

Malar Silverfrost, 4, Alliance (Jaina-17C, Throne-121C)  
Ally—Night Elf Death Knight, 3 [Frost] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, opposing allies have -1 [Health] this turn.

Malaxia Wizwhirl, Horde (Worldbreaker-15)  
Hero—Goblin Shaman (Elemental), 28 Health  
[Front]: (2) >>> Flip Malaxia face down.  
[Back]: When an opposing ally is dealt nature ([Nature]) damage, Malaxia may deal 1 nature damage to target hero.

Malefic Necromancer, 2 (Icecrown-152C)  
Scourge Ally—Necromancer, Unlimited, 3 [Shadow] / 1 Health  
Scourge Hero Required <p> When this ally enters play, you may put target ally in your graveyard on top of your deck.

Maleo the Blur, Horde (Drums-13)  
Hero—Tauren Druid (Feral), Alchemy/Jewelcrafting, 28 Health  
(2), Flip Maleo >>> This turn, Maleo has **Cat Form**, Cat Form, and Form (1) until you strike with a weapon or play a non-Feral ability. (+1 ATK while attacking in **Cat Form**.)

Malfunction, 4 (Dark Portal-147C)  
Instant Ability  
Target player destroys an equipment he controls.

Malfurion Stormrage, 8 (Elements-177E)  
Ally—Night Elf Archdruid, Malfurion (1), 3 [Nature] / 8 Health  
**Protector, Stealth, Untargetable** <p> At the start of your turn, you may put target ally with cost less than or equal to the number of resources you control from your graveyard into play.

Malfurion's Gift, 5, Druid (Crown-12R)

Instant Ability—Restoration

**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Put target ally with cost less than or equal to the number of resources you control from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +2 / +2. <p> When this ability leaves play, destroy attached ally.

Malicious Mallina, 3, Horde (Drums-181U)

Ally—Blood Elf Rogue, 5 [Melee] / 1 Health

As this ally enters play, choose arcane, fire, frost, nature, or shadow. <p> This ally has the chosen **Resistance**.

Malistra the Demonmistress, 3, Horde (Horde Warlock-17U, Outland-173U)

Ally—Blood Elf Warlock, 3 [Fire] / 2 Health  
Friendly Pets have +2 ATK.

Maloc, Herald of Trickery, 4, Alliance (Throne-122U)

Ally—Human Rogue, 4 [Melee] / 1 Health

**Empower Rogue:** When this ally enters play, if you control another Rogue hero or ally, gain control of target opposing equipment.

Maloduri, Horde (Scourgewar-15)

Hero—Troll Warrior (Fury),

Blacksmithing/Jewelcrafting, 30 Health

If you control another Warrior: Flip Maloduri >>> Target hero or ally has -2 ATK this turn.

Mana Agate, 2, Mage (Alliance Mage-9U, Azeroth-57U, Class-54U, Horde Mage-10U, Jaina-7U)

Ability—Arcane

Ongoing: (1), Destroy this ability >>> Draw two cards.

Mana Burn, 3, Priest (Dark Portal-74R)

Ability—Discipline

Exhaust all of target player's ready resources. Your hero deals 1 shadow damage to that player's hero for each resource exhausted this way.

Mana Burst, 4, Priest (Illidan-71U)

Ability—Discipline

Ready all of target opponent's exhausted resources. Your hero deals 1 shadow damage to his hero for each resource readied this way.

Mana Diamond, 3, Mage (Worldbreaker-59R)

Ability—Arcane

Ongoing: At the start of your turn, add a mana counter to this ability. Then, you may destroy this ability. If you do, draw a card for each mana counter.

Mana-Etched Crown, 4, MaPrLo (Betrayal-225R)

Equipment—Armor—Cloth, Head (1), 1 DEF

If you have seven or more cards in your hand: [Activate] >>> Put target ability from your graveyard into your resource row face down and exhausted.

Mana-Etched Pantaloons, 5, MaPrLo (Outland-199R)

Equipment—Armor—Cloth, Legs (1), 1 DEF

If you have seven or more cards in your hand: [Activate] >>> Draw a card.

Mana-Etched Spaulders, 2, MaPrLo (Illidan-213U)

Equipment—Armor—Cloth, Shoulder (1), 1 DEF

[Activate] >>> Your hero heals 1 damage from itself for each armor you control with Mana-Etched in its name.

Mana-Etched Vestments, 3, MaPrLo (Legion-264U)

Equipment—Armor—Cloth, Chest (1), 1 DEF

If you have seven or more cards in your hand: [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Mana Jade, 3, Mage (Outland-42C)

Ability—Arcane

Ongoing: (2), Destroy this ability >>> Draw three cards.

Mana Ruby, 5, Mage (Gladiators-36R)

Ability—Arcane

Ongoing: (2), Destroy this ability >>> Draw cards until you reach your maximum hand size.

Mana Sapphire, 3, Mage (Scourgewar-55R)

Ability—Arcane

Ongoing: (X), Destroy this ability >>> If X is 5 or less, draw X cards.

Mana Shield, 2, Mage (Dark Portal-52R)

Instant Ability—Arcane

Ongoing: (X), [Activate] >>> Prevent the next X combat damage that would be dealt to your hero by allies this turn.

Mana Shift, 5, Mage (Worldbreaker-60R)

Ability—Arcane

Gain control of any number of opposing abilities with combined cost less than or equal to the number of resources you control. For each of those abilities that's attached, you may reattach it.

Mana-Sphere Shoulderguards, 3, PrLo (Betrayal-226R)

Equipment—Armor—Cloth, Shoulder (1), 1 DEF

When an opponent discards a card, your hero deals 1 shadow damage to each hero and ally that opponent controls.

Mana Spring Totem, 3, Shaman (Legion-96U)

Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health

Ongoing: At the start of your turn, draw a card. <p> (*Totems can't attack.*)

Mana Tide Totem, 4, Shaman (Dark Portal-99R)

Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 1 Health

**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*) <p> Ongoing: At the start of your turn, draw a card for each hero and ally you control. <p> (*Totems can't attack.*)

Manaforge B'naar (Betrayal-248C)

Quest

Scryer Reputation (*You can't put cards with other reputations in your deck.*) <p> Pay (2) to complete this quest. <p> Reward: Exhaust target ally.

Manaspark Gloves, 3, MaPrLo (Legion-265R)

Equipment—Armor—Cloth, Hands (1), 0 DEF

At the start of your turn, if a player has fewer cards in his hand than each other player, he draws a card.

Mandible of Beth'tilac, 3, DkPaWa (Crown-186C)

Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike

Mandokir's Tribute, 6, Hunter (Crown-187U)

Equipment—Weapon—Bow, Ranged (1), 2 [Ranged] / 0 Strike

**Longe-Range** (*When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.*) <p> This weapon has +3 ATK for each Pet you control.

Manhunt, Alliance (Dark Portal-291C)

Quest

On your turn: Pay (3) to complete this quest. <p> Reward: Choose one: Name an ally, then target player reveals his hand and discards a card with that name; or draw a card. If your hero is a Human, you may choose both.

Manthos the Recently Sewn, 5, Horde (Outland-174U)

Ally—Undead Warrior, 4 [Melee] / 8 Health

This ally enters play with 3 damage.

Marauding Geist, 1 (Icecrown-153C)

Scourge Ally—Geist, Unlimited, 3 [Melee] / 1 Health

Scourge Hero Required <p> This ally can't attack unless there is at least one card in each graveyard.

Marcus Dominar, 5, Alliance (Worldbreaker-151C)

Ally—Worgen Warrior, 5 [Melee] / 4 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> **Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*)

Mardun Valorhearth, 5, Alliance (Scourgewar-145C)

Ally—Dwarf Paladin, 4 [Holy] / 4 Health

**Mend 4** (*At the start of your turn, this ally may heal 4 damage from target hero or ally.*)

Margaret Fowl, 4, Alliance (Dark Portal-179C)

Ally—Human Rogue, 5 [Melee] / 3 Health

You pay (1) less to strike with weapons. <p> Opponents pay (1) more to strike with weapons.

Marilyn of the Sacred Vows, 5, Alliance (Outland-129C)

Ally—Human Paladin, 5 [Holy] / 3 Health

[Activate] >>> Prevent all damage that would be dealt to target ally this turn.

Marius Jator, 5, Alliance (Worldbreaker-152U)  
Ally—Worgen Hunter, 2 [Nature] / 6 Health  
**Long-Range** (*When this ally attacks, defenders deal no combat damage to it.*) <p> Once on each of your turns: (1) >>> This ally has **Assault 3** and loses and can't have **Long-Range** this turn.

Mark of Elderlimb, 2, Druid (Crown-13U)  
Ability—Balance  
Attach to target ally. <p> Ongoing: When attached ally deals damage to an opposing hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Mark of Goldrinn, 5, Druid (Elderlimb-6C, Throne-35C)  
Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +5 / +5.

Mark of Life, 3, Druid (Ic crown-27C)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Mend 1**. (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Mark of the Ancients, 1, Druid (Crown-14C)  
Ability—Restoration  
Attach to target ally you control. <p> Ongoing: Attached ally has +1 / +1 and **Harmonize**. (*You pay (1) less to play allies with printed cost 4 or more.*)

Mark of the Untamed, 1, Druid (Worldbreaker-37U)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1 and **Nature Resistance**. (*Prevent all nature ([Nature]) damage that would be dealt to it.*)

Mark of the Wild, 2, Druid (Alliance Druid-6C, Azeroth-24C, Class-31C, Horde Druid-7C)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Mark of Undeath, 3, Death Knight (Ic crown-23U)  
Ability—Unholy  
Attach to target friendly non-token ally. <p> Ongoing: When attached ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> When attached ally is destroyed, put this ability from its owner's graveyard into play attached to target friendly non-token ally.

Mark V Is Alive! (Gladiators-192R)  
Quest  
On your turn: Pay (5) to complete this quest. <p> Reward: Put a 0 [Melee] / 1 [Health] Mechanical ally token named Mark V into play with "At the start of your turn, Mark V deals 5 melee damage to target hero or ally."

Marka Addington, 5, Horde (Legion-195U)  
Ally—Undead Warlock, 7 [Fire] / 7 Health  
At the start of your turn, this ally deals 3 fire damage to herself.

Marked for Death, 2, Hunter (Azeroth-39U)  
Instant Ability—Marksmanship  
Attach to target opposing hero or ally. <p> Ongoing: Allies you control have +1 ATK while attacking attached character.

Marks of Kil'jaeden (Betrayal-245C)  
Quest  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> If you control an ally with **Inspire**, pay (1) to complete this quest. <p> Reward: Draw a card.

Marksmanship, 6 (Legion-218U)  
Ally—Draenei Hunter, 3 [Ranged] / 5 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Long-Range** (*Defenders deal no combat damage to this ally.*) <p> Opposing heroes and allies lose and can't have **Long-Range**.

Marksmanship Eowan, 4 (Betrayal-190U)  
Ally—Draenei Hunter, 3 [Ranged] / 2 Health  
Aldor Reputation <p> **Long-Range** <p> When an opposing ally is dealt non-ranged damage, this ally deals 1 ranged damage to it.

Marksmanship Glous, 2 (Betrayal-191R)  
Ally—Draenei Hunter, 3 [Ranged] / 2 Health  
Aldor Reputation <p> **Inspire**: Quest <p> When a quest is inspired this way, you pay (1) less to complete it this turn.

Marksmanship's Legguards, 1, HuSh (Honor-160U)  
Equipment—Armor—Mail, Legs (1), 1 DEF (1), Destroy this armor >>> Target ally has **Long-Range** this turn.

Marlowe Christophers, Alliance (Betrayal-4, Class-14)  
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 (Betrayal-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] / 5 Health  
[Activate] >>> This ally heals 5 damage from target hero or ally.

Marshal Reginald Windsor, 5, Alliance (Dark Portal-180E)  
Ally—Human Warrior, Unique, 5 [Melee] / 5 Health  
(3), Destroy this ally >>> Destroy target ally with cost 7 or more.

Marta Spires, Alliance (Illidan-7)  
Hero—Human Priest (Holy), Herbalism/Enchanting, 26 Health  
On your turn: (6), Flip Marta >>> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Martiana the Mindwrench, Alliance (Drums-3, Naxxramas-3)  
Hero—Dwarf Priest (Shadow), Engineering/Jewelcrafting, 26 Health (1), Flip Martiana >>> Target player discards a card if he already discarded a card this turn.

Martyr's Mending, 3, Paladin (Legion-61R)  
Instant Ability—Holy  
Your hero heals any amount of damage from other friendly heroes and allies. Put that much damage on your hero.

Marundal the Kindred, 4, Alliance (Honor-108R)  
Ally—Night Elf Druid, 4 [Arcane] / 4 Health  
Each ally has ATK and [Health] equal to its cost, and can't gain or lose ATK or [Health].

Masons Fraternity Ring, 3, DrHuPaRoShWa (Azeroth-307U)  
Equipment—Item, Ring (2)  
Your hero has +1 ATK while attacking.

Masquerade Gown, 6, DrPr (Drums-210R)  
Equipment—Armor—Cloth, Chest (1), 0 DEF [Activate] >>> Target ally you control becomes a copy of a second target ally you control this turn.

Mass Dispel, 4, Priest (Outland-57U)  
Ability—Discipline  
Destroy any number of abilities.

Mass of McGowan, 3, DrPaRoShWa (Onyxia-31R)  
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike  
This weapon has +2 ATK while your hero is attacking an ally.

Mass Purge, 2, Shaman (Scourgewar-88C)  
Ability—Elemental  
Destroy any number of abilities that aren't attached to friendly cards.

Massacre, 3, Rogue (Illidan-80U)  
Ability—Assassination  
**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Destroy X target exhausted allies.

Masten Everspirit, 5, Horde (Azeroth-250R)  
Ally—Tauren Shaman, 4 [Nature] / 2 Health  
When this ally is destroyed, you may put him from his owner's graveyard into his hand.

Master Cannoneer Boots, 3, PaWa (Outland-200U)  
Equipment—Armor—Plate, Feet (1), 2 DEF (2), Destroy this armor >>> Your hero deals 2 melee damage to target hero or ally.

Master Instinct, 2, Druid (Drums-25C)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: Your hero has **Bear Form**. <p> [Activate] >>> This turn, your hero loses **Bear Form** and has **Cat Form** while you control this ability. This ability loses Bear Form and has Cat Form this turn.

Master Marksman, 2, Hunter (Twilight-44R)  
Ability—Marksmanship  
**Marksmanship Talent** (*You can't put Beast Mastery Talents or Survival Talents in your deck.*)  
<p> Ongoing: Your hero has Ranged Dual Wield.  
<p> Ranged weapons you control have +1 ATK, and you pay (1) less to strike with them.

Master Marksman McGee, 5, Alliance (Illidan-135R)  
Ally—Dwarf Hunter, 5 [Ranged] / 4 Health  
[Ranged] allies you control have **Long-Range**.

Master Mathias Shaw, 7, Alliance (Dark Portal-181E)  
Ally—Human Rogue, Unique, 6 [Melee] / 4 Health  
**Stealth** (*This ally can't be protected against.*)  
<p> When an ally you control deals combat damage to a defending hero, draw a card.

Master of Deception, 2, Rogue (Dark Portal-83R)  
Ability—Subtlety  
**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Ongoing: Your hero has **Stealth**. (*It can't be protected against.*)

Master of the Hunt, 3, Hunter (Alliance Hunter-8R, Azeroth-40R)  
Ability—Beast Mastery  
Ongoing: Pets you control have +2 / +2.

Master Poisoner, 2, Rogue (Wrathgate-68R)  
Ability—Assassination  
**Assassination Talent** (*You can't put Combat Talents or Subtlety Talents in your deck.*) <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 that character.

Master Sniper Simon McKey, Alliance (Throne-5)  
Hero—Human Hunter, 28 Health  
On your turn: (2), Flip Simon >>> Simon deals ranged damage to target hero or ally equal to the ATK of a Pet you control.

Master's Call, 1, Hunter (Scourgewar-46U)  
Instant Ability—Beast Mastery  
If you control a Pet, destroy any number of abilities attached to your hero. <p> While you control a Pet this turn, your hero has **Untargetable**, and Pets you control can protect your hero.

Master's Embrace, 3, Hunter, Warlock (Crown-59U, Sylvanas-8U)  
Ability—Beast Mastery Demonology  
Choose one: Search your deck for a Pet, reveal it, and put it into your hand; or attach to target Pet.  
<p> Ongoing: Attached Pet has +4 / +4.

Master's Stable, 3, HuLo (Wrathgate-99U)  
Ability—Beast Mastery Demonology  
Ongoing: You can control an additional Pet. <p> Pets you control have +1 / +1 for each Hunter and Warlock you control.

Masterwork Stormhammer, 3, PaRoShWa (Horde Shaman-23R, Outland-216R)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike  
(5), [Activate] >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

Matalo Trailfinder, 1, Horde (Betrayer-170U)  
Ally—Tauren Hunter, 1 [Ranged] / 1 Health  
This ally has +1 ATK while attacking for each quest you control.

A Matter of Time (Worldbreaker-263C)  
Quest  
Pay (6) to complete this quest. <p> Reward: Draw two cards. If you control ten or more resources, draw another two cards.

Maul, 2, Druid (Azeroth-25U)  
Instant Ability—Feral Bear Form, Form (1)  
Your hero has +1 ATK this turn. <p> Ongoing: Your hero has **Bear Form**. (*Has Protector. Destroy this card when you strike with a weapon or play a non-Feral ability.*)

Maurice Steelson, 4, Alliance (Twilight-120U)  
Ally—Worgen Warrior, 1 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, your hero and allies you control have **Assault 1** this turn.

The Maw of Iso'rath (Elderlimb-29C, Twilight-214C)  
Quest  
If three or more allies you controlled dealt damage this turn: Pay (2) to complete this quest.  
<p> Reward: Draw a card.

Maxie the Blaster, 3, Horde (Elements-140R)  
Ally—Goblin Mage, 2 [Arcane] / 4 Health  
**Time is Money** <p> [Activate] >>> The next time target hero or ally you control would deal arcane ([Arcane]) damage this turn, it deals that much +2 instead.

Maxum Ironbrew, 4, Alliance (Azeroth-204C)  
Ally—Dwarf Paladin, 2 [Melee] / 4 Health  
When this ally defends, he heals 2 damage from himself.

Mayla Finksputter, 3, Alliance (Honor-109C)  
Ally—Gnome Mage, 3 [Arcane] / 1 Health  
**Escape Artist** (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*) <p> When this ally leaves play, you may draw a card.

Mazar, Alliance (Outland-4)  
Hero—Gnome Warlock (Destruction), Engineering/Jewelcrafting, 28 Health  
On your turn: (3), Flip Mazar, remove a Pet in your graveyard from the game >>> Destroy target ally.

Mazu'kon, 6, Horde (Throne-162E)  
Ally—Troll Shaman, 6 [Nature] / 6 Health  
**Ferocity** <p> When this ally is destroyed, put a 6 [Nature] / 6 [Health] [Horde] Troll Shaman ally token named Mazu'kon into play with **Ferocity**.

McCloud the Fox, 2, Hunter (Crown-17C)  
Ally—Fox, Pet (1), 2 [Melee] / 1 Health  
**Elusive, Ferocity, Stealth**

Medallion of the Alliance, 2, Alliance, DrHuMaPaPrRoShLoWa (Drums-219U)  
Equipment—Item, Trinket (2), 1 DEF  
(1), Put this item on the bottom of your deck  
>>> Interrupt target ability that's targeting your hero if it was played by a [Horde] player. <p> (*This item can prevent damage like an armor.*)

Medallion of the Horde, 2, Horde, DrHuMaPaPrRoShLoWa (Drums-220U)  
Equipment—Item, Trinket (2), 1 DEF  
(1), Put this item on the bottom of your deck  
>>> Interrupt target ability that's targeting your hero if it was played by an [Alliance] player. <p> (*This item can prevent damage like an armor.*)

Medallion of the Lightbearer, 1, DrHuMaPaPrRoShLoWa (Illidan-220U)  
Equipment—Item, Neck (1)  
Aldor Reputation <p> Heroes and allies you control with **Inspire** also have **Protector**.

Medoc Spiritwarden, 5, Alliance (Azeroth-205U)  
Ally—Dwarf Priest, 1 [Holy] / 5 Health  
[Activate] >>> Put target ally from your graveyard into your hand.

Meekway Humzinger, 2, Alliance (Dark Portal-182U)  
Ally—Gnome Mage, 1 [Arcane] / 2 Health  
**Elusive** <p> (1), [Activate], Put this ally into her owner's hand >>> Draw a card.

Meeting Stone, 10 (Legion-129E)  
Ability  
Ongoing: [Activate], Exhaust two allies you control >>> Search your deck for an ally and put it into play.

Meeting with the Master (Betrayer-255C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Draw a card for each five resources you control.

Megamorph, 8, Mage (Outland-43R)  
Ability—Arcane  
Target any number of allies controlled by one player. <p> Ongoing: Those allies can't attack or protect, lose and can't have powers, and are also Sheep.

Meganna Callaghan, 5, Alliance (Drums-137C)  
Ally—Human Rogue, 4 [Melee] / 5 Health  
This ally can attack **Elusive** heroes and allies.

Meganna the Stalker, Alliance (Honor-7)  
Hero—Human Rogue (Assassination), Herbalism/Skinning, 27 Health  
(3), Flip Meganna >>> This turn, heroes and allies you control have **Stealth**, and they can attack **Elusive** heroes and allies.

Mekkatorque, King of the Gnomes, 5, Alliance (Throne-123E)  
Ally—Gnome Warrior, Mekkatorque (1), 4 [Melee] / 4 Health  
At the start of your turn, you may put target equipment from any graveyard into play under your control. <p> Mekkatorque has +2 / +2 for each equipment you control.

Melgwy Pingzot, 2, Alliance (Azeroth-206U)  
Ally—Gnome Mage, 1 [Fire] / 3 Health  
(5), [Activate] >>> This ally deals 5 fire damage to target hero or ally.

Melissa Gerrard, 1, Horde (Gladiators-139C)  
Ally—Undead Warlock, 1 [Shadow] / 1 Health  
When this ally attacks, target hero or ally has -1 [Health] this turn.

Melodious Slippers, 2, MaPrLo (Aftermath Justice-1E)  
Equipment—Armor—Cloth, Feet (1), 1 DEF  
At the end of each turn, if you played two or more abilities this turn, draw a card.

Melt Face, 2, Priest (Class-73C, Betrayer-82C)  
Ability—Shadow  
Target player destroys an ally he controls.

Meltdown, X, Mage (Gladiators-37U)  
Ability—Fire  
Choose one: Your hero deals X fire damage to target ally; or destroy target weapon with cost X.

Memento of Tyrande, 3, DrMaPaPrShLo (Black Temple-4R)  
Equipment—Item, Trinket (2)  
When a non-token ally is destroyed, its controller may put a 1 [Holy] / 1 [Health] Spirit ally token into play.

Memri the Channeler, Alliance (Legion-9)  
Hero—Draenei Shaman (Elemental), Skinning/Leatherworking, 28 Health  
(2), Flip Memri >>> Memri deals 1 nature damage to target hero or ally for each Totem you control.

Menace, 2, Warrior (Drums-87C)  
Ability—Fury  
Put target ally on top of its owner's deck.

Mend or End, 2, Shaman (Illidan-91U)  
Instant Ability—Restoration Enhancement  
Choose one: Your hero heals 5 damage from target ally; or attach to a Melee weapon you control. <p> Ongoing: Attached weapon has +2 ATK.

Mental Anguish, 3, Priest (Legion-73C)  
Ability—Shadow  
Target player discards two cards.

Mental Focus, 3, Priest (Citadel-6U)  
Ability—Discipline  
Attach to target friendly ally. <p> Ongoing: Friendly players pay (1) less to play cards, to a minimum of (1).

Mercenary Dominic, 3 (Dungeon Treasure-31U)  
Ally—Undead Rogue, Mercenary Dominic (1), 3 [Melee] / 3 Health  
Once per turn: (2) >>> Your hero has **Assault 2** this turn. *(It has +2 ATK on your turn.)*

Merciless Gladiator's Battlegear, 8, Warrior (Drums-211E)  
Arena Equipment—Armor Set—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 8 DEF  
If your hero would deal damage with a weapon, it deals double that much instead. <p> [Activate] >>> Exhaust target hero or ally, and your hero deals 1 melee damage to it.

Merciless Gladiator's Crossbow of the Phoenix, 3, Hunter (Gladiators-180R)  
Arena Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 2 Strike  
This weapon has +X ATK, where X is the combined ATK of Pets you control. <p> When you strike with this weapon, your hero has **Long-Range** this combat.

Merciless Gladiator's Gavel, 5, DrPrSh (Honor-178R)  
Arena Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 4 Strike  
If your hero would deal non-combat damage, it deals double that much instead.

Merciless Gladiator's Greatsword, 6, PaWa (Drums-231R)  
Arena Equipment—2H Weapon—Sword, Melee (1), 7 [Melee], 4 Strike  
When this weapon enters play or you strike with it, your hero deals 1 melee damage to each opposing hero and ally.

Merciless Gladiator's Pursuit, 8, Hunter (Gladiators-164E)  
Arena Equipment—Armor Set—Mail, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 7 DEF  
At the start of your turn, you may put a 4 [Melee] / 4 [Health] Bear ally token into play with Pet (1), and "This ally can protect your hero." <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 Equipment—Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF  
Each hero and ally you control has +X [Health], where X is its printed [Health]. <p> [Activate] >>> Target opponent puts three allies he controls into their owners' hands.

Merciless Strikes, 3, Warrior (Elements-99U)  
Instant Ability—Fury  
Your hero deals 3 melee damage to each damaged opposing hero and ally.

Mercy for the Bound (Twilight-215C)  
Quest  
On your turn, if a [Fire], [Frost], [Melee], or [Nature] ally entered play under your control this turn: Pay (3) to complete this quest. <p> Reward: Draw a card.

Merissa Firebrew, Alliance (Elements-7)  
Hero—Dwarf Shaman, 28 Health  
[Front]: (3) >>> Flip Merissa face down.  
[Back]: When you play an equipment, Merissa has **Assault 1** this turn.

Merithra, 4 (Twilight-167R)  
Ally—Green Dragonkin, Merithra (1), 4 [Nature] / 4 Health  
When a resource you control is turned face down, this ally deals nature damage to target hero or ally equal to the number of Green Dragonkin you control.

Message to Freewind Post, Horde (Class-5C)  
Quest  
Exhaust your hero and pay (2) to complete this quest. <p> Reward: Draw a card.

Metalmorph, 1, Mage (Betrayer-64C)  
Ability—Arcane  
Attach to target equipment. <p> Ongoing: Attached equipment loses and can't have powers and can't exhaust.

Metamorphosis, 7, Warlock (Icecrown-79R)  
Master Hero—Demon Warlock Demonology, 1 [Fire] / 35 Health  
**Demonology Talent** *(You can't put Affliction Talents or Destruction Talents in your deck.)* <p> At the start of your turn, put your starting hero back into play unless you destroy an ally you control. If you destroyed an ally this way, your hero deals shadow damage equal to that ally's cost to target hero or ally.

Meteor Shard, 2, Rogue (Dungeon Treasure-51R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 1 Strike  
When you strike with this weapon, you may reveal the top card of target opponent's deck. If it's an ability, ally, or equipment with cost 4 or less, this weapon has +3 ATK this turn.

Metzen the Reindeer, 1 (Winter Veil-6R)  
Ally—Reindeer, Unique, 0 [Melee] / 2 Health  
**Elusive** <p> When this ally enters play, target opponent puts three 1 [Melee] / 1 [Health] Pirate ally tokens into play. <p> If no Pirates are in play: [Activate] >>> Ready target hero or ally.

Mezzik Darkspark, 1, Alliance (Azeroth-207U)  
Ally—Gnome Warlock, 1 [Shadow] / 1 Health  
[Activate], Destroy an ally you control >>> This ally deals X shadow damage to target hero or ally, where X was the ATK of that ally you destroyed.

Miandra, 5, Alliance (Outland-130R)  
Ally—Draenei Paladin, 4 [Melee] / 4 Health  
This ally enters play with a divine shield counter. <p> While this ally has a divine shield counter, prevent all damage that would be dealt to her. When damage is prevented this way, remove her divine shield counter.

Mias the Putrid, 2, Horde (Azeroth-251C, Class-187C)  
Ally—Undead Warlock, 1 [Shadow] / 1 Health  
When this ally enters play, target player discards a card.

Michael Garrett, Bat Handler, 1, Horde (Drums-182U)  
Ally—Undead Flight Master, Unique, 1 [Melee] / 1 Health  
When this ally enters play, reveal the top four cards of your deck. Put a revealed location into your hand and the rest on the bottom of your deck. <p> This ally has +1 / +1 while you control a location.

Mighty Shadow Protection Potion, 1, DkDrHuMaRoShWa (Scourgewar-230C)  
Equipment—Item—Potion  
Destroy this item >>> Target friendly hero or ally has **Shadow Resistance** this turn. (*Prevent all shadow ([Shadow]) damage that it would be dealt.*)

The Mighty U'cha (Worldbreaker-264C)  
Quest  
On your turn: Pay (2) to complete this quest. <p> Reward: Put a 1 [Nature] / 1 [Health] Gorilla ally token named U'cha into play.

Mikael the Blunt, 2, Alliance (Gladiators-112U)  
Ally—Dwarf Hunter, 2 [Ranged] / 2 Health  
When an opposing hero or ally readies, this ally deals 2 ranged damage to it.

Militia Commander Balor, 7, Alliance (Throne-124R)  
Ally—Human Warrior, 4 [Melee] / 8 Health  
This ally can protect Peasants. <p> At the start of your turn, you may put two 1 [Melee] / 1 [Health] Peasant ally tokens into play. <p> Peasants you control can be exhausted to pay costs as though they were resources.

Millhouse Manastorm, 3 (Betrayal-211E)  
Ally—Gnome Mage, Unique, 6 [Frost] / 7 Health  
This ally enters play with three monologue counters and can't attack while he has any. <p> (1), Say "Lowly? Nobody refers to the mighty Millhouse Manastorm as lowly!" >>> Remove a monologue counter. <p> (2), Say "Ice, Ice, Baby!" >>> Remove a monologue counter. <p> (3), Say "I'm gonna light you up, sweet cheeks!" >>> Remove a monologue counter. <p> Use each of these powers only once per game.

Milo the Unmerciful, 2, Alliance (Azeroth-208C, Class-145C)  
Ally—Night Elf Warrior, 3 [Melee] / 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 this ability.

Mind Freeze, 4, Death Knight (Knight-10U)  
Instant Ability—Frost  
Interrupt target ability or ally. If you do, exhaust all of its controller's resources.

Mind Melt, 5, Priest (Elements-68R, Horde Priest-7R)  
Ability—Shadow  
**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <p> Your hero deals 3 shadow damage to target hero or ally. That character's controller discards a card for each damage dealt this way.

Mind-Numbing Poison, 3, Rogue (Twilight-72U, Dark Portal-84U)  
Instant Ability—Poison  
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of attached hero's controller's turn, that player exhausts a ready resource he controls.

Mind Sear, 4, Priest (Iccrown-55U)  
Ability—Shadow  
Your hero deals 2 shadow damage to each opposing hero and ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to each opposing hero and ally if its controller has no cards in his hand.

Mind Soothe, 1, Priest (Outland-58C)  
Ability—Shadow  
Attach to target ally. <p> Ongoing: Attached ally can't attack your hero.

Mind Spike, 2, Priest (Azeroth-82C, Horde Priest-8C)  
Ability—Shadow  
Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt this way.

Mind Vision, 1, Priest (Dark Portal-75C)  
Ability—Shadow  
Choose an opponent. <p> Ongoing: That opponent plays with his hand revealed. <p> When you play a card, destroy this ability. If you do, draw a card.

Mindbender Ghur'sha, 7 (Hogger-14R, Throne-203R)  
Monster Ally—Merciless One, Ghur'sha (1), 4 [Melee] / 8 Health  
While you control one or more other Monster heroes and/or allies, Ghur'sha has **Ferocity**. <p> While you control two or more other Monster heroes and/or allies, Ghur'sha has **Assault 4**. <p> While you control three or more other Monster heroes and/or allies, Ghur'sha has **Invincible**.

Mindflip, 3, Priest (Illidan-72R)  
Ability—Shadow  
You may choose an ally you control and have target player gain control of it. If you do, gain control of target ally he controls.

Mindtwister Quimtrix, Horde (Elements-15)  
Hero—Goblin Priest, 26 Health  
[Front]: (4) >>> Flip Quimtrix face down.  
[Back]: When an ally you control is destroyed, Quimtrix may deal 1 shadow damage to target ally.

Miner Harshdin, 1, Alliance (Legion-159U)  
Ally—Dwarf Rogue, 1 [Melee] / 2 Health  
At the start of your turn, target player puts the top card of his deck into his graveyard.

Miner Moggun, 1, Alliance (Dark Portal-183C)  
Ally—Dwarf Hunter, 1 [Ranged] / 1 Health  
**Elusive** <p> [Activate] >>> Put the top two cards of your deck into your graveyard.

Miner Steelwhiskers, 2, Alliance (Betrayal-144C)  
Ally—Dwarf Warrior, 2 [Melee] / 3 Health  
**Protector** <p> When this ally protects, put the top two cards of target opponent's deck into his graveyard.

Miner Stonedeep, 7, Alliance (Legion-160R)  
Ally—Dwarf Paladin, 5 [Holy] / 7 Health  
At the start of your turn, target player puts the top five cards of his deck into his graveyard.

Miniature Voodoo Mask, 1, MaPrLo (Crown-176R)  
Equipment—Item, Trinket (2)  
As this item enters play, name an ability or equipment with cost 3 or less. <p> Opposing cards in play with the chosen name lose and can't have powers.

Mining Monkey, 3 (Dungeon Treasure-35C)  
Ally—Monkey, 2 [Melee] / 2 Health  
When this ally enters play, each friendly player may draw a card (*including you*).

Minions of the Shadow Council (Illidan-244R)  
Quest  
When an opposing ally is destroyed, add a corpse counter. <p> Remove all corpse counters and pay (3) to complete this quest. <p> Reward: If you removed three or more counters this way, draw three cards.

Mioma Shadowflint, 6, Alliance (Scourgewar-146C)  
Ally—Dwarf Priest, 4 [Shadow] / 6 Health  
**Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*) <p> When this ally heals damage, you may destroy target ability.

Miranda McMiserson, 1, Alliance (Gladiators-113R)  
Ally—Dwarf Rogue, 1 [Melee] / 1 Health  
**Elusive** <p> [Activate] >>> Name a card, then reveal the top card of your deck. If it has that name, draw it. Otherwise, put it on the bottom of your deck.

Mirror Image, 2, Mage (Scourgewar-56R)  
Ability—Arcane  
Put three 0 [Arcane] / 1 [Health] Mirror ally tokens into play with "If damage would be dealt to your hero, it's dealt to a random hero or Mirror you control instead."

Misdirection, 4, Hunter (Outland-31R)  
Ability—Survival  
Ongoing: At the start of each opponent's turn, choose an ally you control. Opposing allies can attack only that ally this turn if able.

Misery, 2, Priest (Drums-54R)  
Ability—Shadow  
**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <p> Ongoing: (X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.

The Missing Diplomat, Alliance (Azeroth-342U)  
Quest  
On your turn: Pay (4) to complete this quest.  
<p> Reward: Search your deck for an ally, reveal it, and put it into your hand.

Mission: The Abyssal Shelf (Legion-307R)  
Quest  
Pay (6) to complete this quest. <p> Reward: Roll six dice one at a time from 6 inches above play. For each die that lands on an opposing ally, put damage on it equal to that roll.

Mist of 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)  
Equipment—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] / 5 Health  
When this ally attacks, she deals 1 fire damage to each other hero and ally.

Mithran the Sniper, 3, Alliance (Wrathgate-124C)  
Ally—Dwarf Hunter, 2 [Ranged] / 4 Health  
When an opposing ability, ally, or equipment enters play, destroy this ally. If you do, destroy that opposing card.

Mithrios, Bronzebeard’s Legacy, 7, DkPaWa (Citadel-20R)  
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 1 Strike  
Dwarves you control have **Protector**. <p> At the end of each turn, put a 1 [Melee] / 1 [Health] Dwarf Warrior ally token into play.

Moala Stonebinder, Alliance (Outland-5)  
Hero—Draenei Shaman (Enhancement), Mining/Jewelcrafting, 28 Health  
(2), Flip Moala >>> Weapons you control can’t be destroyed this turn.

Moccasins of Verdurous Gloom, 2, HuSh (Aftermath Justice-2E)  
Equipment—Armor—Mail, Feet (1), 1 DEF  
When an ally you control exhausts, you may pay (1). If you do, your hero has **Assault 1** this turn. *(It has +1 ATK on your turn.)*

Mocking Blow, 1, Warrior (Azeroth-144R)  
Instant Ability—Arms  
Your hero deals 1 melee damage to target hero or ally. This turn, that character must attack if able and can attack only your hero if able.

Modric Sternbeard, 3, Alliance (Honor-110C)  
Ally—Dwarf Paladin, 2 [Holy] / 3 Health  
**Protector** <p> **Find Treasure** *(When this ally enters play, you may draw a card. If you do, discard a card.)* <p> When this ally defends, he may heal all damage from target ally.

Mogor, 5 (Gladiators-152R)  
Arena Ally—Ogre Shaman, Unique, 5 [Melee] / 5 Health  
When this ally is destroyed, you may pay (3). If you do, his owner puts him from his graveyard into play under his control.

Mogor’s Anointing Club, 4, DrPaPrSh (Gladiators-181R)  
Arena Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
On your turn: [Activate], Destroy an ally you control >>> Put an ally with lower cost than that ally from your graveyard into play.

Mograin’s Might, 3, DkPaWa (Dungeon Treasure-52U)  
Equipment—2H Weapon—Mace, Melee (1), 1 [Holy] / 1 Strike  
When a [Holy] ally enters play under your control, this weapon has +X ATK this turn, where X is that ally’s cost.

Moharu the Skyseer, 5, Horde (Crown-114R)  
Ally—Tauren Priest, 1 [Holy] / 1 Health  
When this ally deals combat damage to an opposing hero, you may put up to three allies from your hand into play.

Moir’a Darkheart, 4, Alliance (Azeroth-209C, Class-146C)  
Ally—Night Elf Rogue, 3 [Melee] / 4 Health (1), Destroy this ally >>> Destroy target armor or weapon.

Mojo Doctor Zin’tar, 2, Horde (Betrayal-171U, Horde Shaman-18U)  
Ally—Troll Shaman, 2 [Nature] / 2 Health  
When this ally attacks, he heals 1 damage from target hero or ally you control and deals 1 nature damage to target opposing hero or ally.

Mojo Masher Shakko, 2, Horde (Honor-134C)  
Ally—Troll Shaman, 2 [Frost] / 1 Health  
When another ally you control is destroyed, you may destroy target ability.

Mojo Masher Ven’dango, 3, Horde (Honor-135C)  
Ally—Troll Rogue, 4 [Melee] / 1 Health  
When another ally you control is destroyed, you may destroy target equipment.

Mojo Master Zandum, Horde (Wrathgate-16)  
Hero—Troll Priest (Holy), Leatherworking/Skinning, 26 Health  
Flip Zandum, discard a Priest >>> Zandum heals 4 damage divided as you choose from any number of target heroes and/or allies.

Mojo Mender Ja’nah, Horde (Dark Portal-15)  
Hero—Troll Priest (Holy), Jewelcrafting/Tailoring, 26 Health  
(2), Flip Ja’nah >>> Ja’nah heals all damage from target ally.

Mojo Mistress Zurania, 3, Horde (Scourgewar-185C)  
Ally—Troll Priest, 2 [Shadow] / 4 Health  
**Mend 2** *(At the start of your turn, this ally may heal 2 damage from target hero or ally.)*

Mojo Shaper Ojo’mon, Horde (Outland-14)  
Hero—Troll Shaman (Restoration), Skinning/Leatherworking, 28 Health  
On your turn: (4), Flip Ojo’mon >>> Put an ally with cost 2 or less from your graveyard into play.

Mok’Nathal Wildercloak, 2, DrHuMaPaPrRoShLoWa (Drums-212U)  
Equipment—Armor—Cloth, Back (1), 0 DEF  
When an opposing ally is destroyed, add a +1 [DEF] counter.

Moko Hunts-at-Dawn, 6, Horde (Azeroth-252U, Class-188U, Horde Hunter-20U, Horde Warrior-15U)  
Ally—Tauren Hunter, 5 [Ranged] / 4 Health  
**Ferocity** *(This ally can attack immediately.)*

Mollie Brightheart, 4, Alliance (Drums-138C)  
Ally—Human Mage, 3 [Fire] / 4 Health  
**Diplomacy**: Draenei *(You pay (1) less to play Draenei allies, to a minimum of (1).)* <p> [Activate] >>> This ally deals 1 fire damage to target hero or ally.

Molten Armor, 2, Mage (Outland-44R)  
Ability—Fire  
Ongoing: (1), Remove an ability in your graveyard from the game >>> If your hero is defending, it deals 1 fire damage to target attacker.

Molten Scorch, 3, Mage (Throne-49U)  
Instant Ability—Fire  
Your hero deals 3 fire damage to target hero or ally. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Mongoose Bite, 2, Hunter (Wrathgate-42C)  
Instant Ability—Survival  
Your hero deals 2 melee damage to target attacker, and that attacker has -2 ATK this turn.

Monstrous Boon, 4, Druid (Crown-15R)  
Ability—Balance  
Reveal cards from the top of your deck equal to the number of Monster heroes and allies you control, then place them into your resource row exhausted as additional resources.

Monstrous Cleave, 4, Warrior (Hogger-6U, Throne-86U)  
Ability—Fury  
Target up to two allies. Your hero deals 4 melee damage to the first target. If you control two or more Monster heroes and/or allies, your hero deals 4 melee damage to the second target.

Monstrous Essence, 5, Death Knight (Throne-30R)  
Ability—Blood  
Ongoing: When a Monster ally you control is destroyed, your hero deals shadow damage to target hero equal to that ally’s ATK and heals damage from itself equal to that ally’s [Health].

Monstrous Frostbolt Volley, 3, Mage (Throne-50R)  
Ability—Frost  
Target Monster hero or ally you control deals frost damage equal to its ATK to each opposing hero and ally.

Monstrous Mark, 4, Hunter (Throne-43R)  
Ability—Marksmanship  
Attach to target hero or ally. <p> Ongoing:  
Monster heroes and allies you control have  
**Assault 2** while in combat with attached  
character. <p> When this ability is destroyed, its  
owner may put it from his graveyard into his  
hand.

Monstrous Strike, 2 (Murkdeep-5C, Throne-  
88C)  
Ability  
Target hero or ally has +1 ATK this turn, or +4 if  
it's a Monster.

Monstrous Totem, 3, Shaman (Crown-42R)  
Ability Ally—Enhancement, Earth Totem (1), 0  
[Melee] / 5 Health  
Ongoing: When you play a Monster ally from  
your hand, you may search your deck for an ally  
with the same name as that ally and put it into  
play. (*Totems can't attack.*)

Monstrous Upheaval, 3 (Hogger-7C, Throne-  
89C)  
Ability  
Your hero deals 2 melee damage to target hero  
or ally for each Monster hero and ally you  
control.

Monstrous Void, 4, Warlock (Crown-49R)  
Ability—Demonology  
Play only if an opposing hero has 15 or more  
damage on it. <p> Put a 5 [Shadow] / 5 [Health]  
Void Terror Demon Monster ally token into play  
for each Demon and/or Monster hero and ally  
you control.

Mooncaller Jynalla Nightpath, 6, Alliance  
(Alliance Warrior-14U, Scourgewar-147U)  
Ally—Night Elf Warrior, 5 [Melee] / 5 Health  
This ally has +3 / +3 and **Protector** while you  
control a Shout.

Mooncloth Robe, 4, MaPrLo (Azeroth-298R)  
Equipment—Armor—Cloth, Chest (1), 0 DEF  
(2), [Activate], Exhaust your hero >>> Draw a  
card.

Moonfire, 2, Druid (Outland-24R)  
Instant Ability—Balance  
Attach to target hero or ally, and your hero deals  
1 arcane damage to it. <p> Ongoing: At the start  
of your turn, if this ability is in play, your hero  
deals 1 arcane damage to attached character.  
<p> (1) >>> Put this ability into its owner's  
hand.

Moonflare, 3, Druid (Drums-26U)  
Ability—Balance  
Ongoing: When a resource enters play under  
your control, your hero may deal 1 arcane  
damage to target ally.

Moonkin Form, 2, Druid (Dark Portal-23R)  
Instant Ability—Balance, Form (1)  
**Balance Talent** (*You can't put Feral Talents or  
Restoration Talents in your deck.*) <p>  
Ongoing: Armor you control have +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 this  
ability.

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.

Moonshard, 2, Druid (Elderlimb-7C, Elements-  
35C)  
Ability—Balance  
Your hero deals 4 arcane damage to target ally.

Moonstrider Boots, 2, DrRo (Outland-201C)  
Equipment—Armor—Leather, Feet (1), 1 DEF  
(1), [Activate] >>> Your hero has **Stealth** this  
turn.

Mordotz, 5, Horde (Outland-175E)  
Ally—Undead Warlock, 4 [Shadow] / 4 Health  
This ally has +1 / +1 for each ability you control  
attached to opposing heroes and allies.

The More, the Scarier, X, Mage (Illidan-51R)  
Ability—Fire  
Your hero deals X fire damage to each of X target  
allies.

Morfiel, 4, Warlock (Class-109U, Dark Portal-  
109U)  
Ally—Felhunter Demon, Pet (1), 4 [Melee] / 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] / 2 Health  
**Ferocity** <p> When this ally attacks, each player  
draws a card.

Morkad Sharptooth, 3, Horde (Honor-136C)  
Ally—Orc Warlock, 5 [Fire] / 3 Health  
At the start of your turn, choose a hero or ally  
you control. Other characters can't attack this  
turn.

Morlug Soulslayer, 2, Horde (Outland-176R)  
Ally—Orc Warlock, 3 [Shadow] / 1 Health  
When a resource you control is destroyed, this  
ally deals 1 shadow damage to target hero.

Morn Salts-the-Land, Horde (Betrayal-32)  
Hero—Tauren Hunter (Traitor),  
Herbalism/Alchemy, 29 Health  
(3), Flip Morn >>> You can play target ability  
from an opponent's graveyard this turn.

Morn Walks-the-Path, Horde (Betrayal-23)  
Hero—Tauren Hunter (Survival),  
Herbalism/Alchemy, 29 Health  
(3), Flip Morn >>> You can play target ability  
from your graveyard this turn.

Moro Wildmesa, 3, Horde (Throne-163C)  
Ally—Tauren Shaman, 3 [Fire] / 3 Health  
When this ally enters play, target ally has +3  
ATK this turn.

Morova of the Sands, Horde (Class-23, Dark  
Portal-17)  
Hero—Tauren Druid (Balance),  
Leatherworking/Skinning, 28 Health  
(10), Flip Morova >>> Morova deals 7 nature  
damage to target hero or ally.

Mortal Delights, 3, Warlock (Dark Portal-110U)  
Ability—Affliction  
Ongoing: (1), Put 3 damage on your hero >>>  
Draw a card.

Mortal Slash, 1, Warrior (Wrathgate-90C)  
Ability—Arms  
Attach to target hero or ally. <p> Ongoing:  
Attached character can't be healed. <p> At the  
start of your turn, your hero deals 1 melee  
damage to attached character.

Mortal Strike, 2, Warrior (Azeroth-145R)  
Instant Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or  
Protection Talents in your deck.*) <p> Your hero  
deals melee damage to target hero or ally equal  
to 1 plus the ATK of a Melee weapon you  
control. That character can't be healed this turn.

Mortok, 3, Horde (Drums-184C)  
Ally—Orc Rogue, 4 [Melee] / 4 Health  
This ally can attack only exhausted heroes and  
allies.

Mor'zul Bloodbringer, 5 (Champ Promo-9E,  
Scourgewar-213E)  
Ally—Human Warlock, Unique, 6 [Shadow] / 5  
Health  
(1), Remove a Warlock ally you control from the  
game >>> Remove target ally from the game.

Mother Misery (Illidan-22)  
Hero—Shivan Demon, 30 Health  
[Front]: **Sextuple Wield** (*Can control up to six  
hands of Melee weapons and can strike with any  
number of them during the same combat.*)  
[Back]: **Sextuple Wield** <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*).

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.

Mottled Drake, 2 (Worldbreaker-219E,  
Worldbreaker Loot-3L)  
Ally—Dragonkin, Mount (1), 0 [Nature] / 3  
Health  
When you place a resource into your resource  
row face up, ready target Dragonkin ally you  
control. Your hero heals all damage from it. <p>  
(*Mounts can't attack or be attacked.*)

Mr. Goldmine's Wild Ride (Twilight-216C)  
Quest  
Pay (6) to complete this quest. <p> Reward:  
Reveal the top three cards of your deck. You  
may put any number of revealed cards with  
different card types into your hand and the rest  
on the bottom of your deck.

Mrglrglmrglmrrrlggg, 5 (Blizzcon 2007E)  
Ally—Murloc, 2 [Melee] / 2 Health  
When this ally attacks, say  
“Mrglrglmrglmrrrlggg!” Then, put two 1 [Melee]  
/ 1 [Health] Murloc ally tokens into play with  
**Ferocity**.

Muddle, 3, Warlock (Worldbreaker-108U)  
Ability—Affliction  
Ongoing: When this ability enters play, you may  
put target opposing ability into its owner’s  
hand. <p> Opponents pay (1) more to play  
abilities.

Mugger’s Belt, 6, Rogue (Dark Portal-256U)  
Equipment—Armor—Leather, Waist (1), 1 DEF  
When your hero deals combat damage to a hero,  
that hero’s controller discards a card and you  
draw a card.

Muln Earthfury, 5 (Crown-169R)  
Ally—Tauren Shaman, Muln (1), 5 [Nature] / 4  
Health  
**Harmonize, Protector** <p> When Muln enters  
play, reveal cards from the top of your deck  
equal to the number of cards with **Harmonize**  
you control. Put all revealed allies with cost 4 or  
more into your hand and the rest on the bottom  
of your deck.

Multi-Shot, 5, Hunter (Azeroth-41R, Citadel  
Raid-40R, Class-40R, Sylvanas-3R)  
Instant Ability—Marksmanship  
Your hero deals 2 ranged damage to each of up  
to three target heroes and/or allies.

Muluno Sunbreath, 3, Horde (Crown-115U)  
Ally—Tauren Paladin, 2 [Holy] / 4 Health  
At the start of your turn, this ally heals damage  
from target hero or ally equal to this ally’s ATK.

Munkin Blackfist, 4, Horde (Drums-185C)  
Ally—Orc Warrior, 2 [Melee] / 4 Health  
**Protector** <p> When this ally enters play,  
destroy target equipment if its controller has  
more equipment than you.

Muradin Bronzebeard, 5, Alliance (Citadel-11R)  
Ally—Dwarf Warrior, Muradin (1), 4 [Melee] / 4  
Health  
At the end of your turn, this ally deals 4 melee  
damage to each damaged opposing hero and  
ally.

Murderous Torment, 3, Mage (Betrayal-65U)  
Ability—Traitor  
Traitor Hero Required <p> Ongoing: When an  
opponent draws a card, your hero deals 1  
arcane damage to his hero.

Murkdeep (Murkdeep-1)  
Monster Hero—Murloc Shaman, 28 Health  
[Front]: (4) >>> Flip Murkdeep face down.  
[Back]: **RwlRwlRwl!**: When a Murloc ally enters  
play under your control, Murkdeep deals 1  
nature damage to target opposing hero and  
heals 1 damage from himself.  
Deckbuilding: You can’t put [Horde] or  
[Alliance] cards in your deck.

Murloc Coastrunner, 1 (Hogger-15C, Murkdeep-  
16C, Throne-188C)  
Monster Ally—Murloc Rogue, Unlimited, 2  
[Frost] / 1 Health

Murphy Watson, 4, Horde (Horde DK-19C,  
Wrathgate-142C)  
Ally—Undead Mage, 2 [Fire] / 4 Health  
This ally has **Assault 3** while an ally is in your  
graveyard. (*He has +3 ATK on your turn.*)

Muruna the Savage, 5, Horde (Wrathgate-143U)  
Ally—Tauren Druid, 5 [Melee] / 3 Health  
**Protector** <p> Allies you control have +2  
[Health] while you control a Form.

Mustang Sally, 1, Horde (Outland-177C)  
Ally—Undead Rogue, 2 [Melee] / 1 Health  
(4), Destroy another ally you control >>>  
Destroy target ally with cost 4 or less.

Mutilate, 2, Rogue (Outland-70R)  
Instant Ability—Assassination Combo  
**Assassination Talent** (*You can’t put Combat  
Talents or Subtlety Talents in your deck.*) <p>  
Your hero deals melee damage to target hero or  
ally equal to 1 plus the combined ATK of  
Daggers you control.

Muzzle, 3 (Hogger-16C)  
Monster Ally—Gnoll Warrior, 4 [Melee] / 3  
Health

Mya, Dragonling Wrangler, 3, Alliance (Dark  
Portal-184C)  
Ally—Gnome Mage, 2 [Frost] / 2 Health  
When this ally enters play, put a 1 [Melee] / 1  
[Health] Mechanical Dragonling ally token into  
play.

Myriam Starcaller, 4, Alliance (Betrayal-145C)  
Ally—Night Elf Druid, 3 [Arcane] / 4 Health  
**Untargetable** <p> [Activate] >>> This ally deals  
5 arcane damage to target hero.

Myrmidon’s Signet, 3, DrPaRoShWa (Azeroth-  
308U)  
Equipment—Item, Ring (2)  
Your hero has +5 [Health].

Myrodan Silversong, 7, Alliance (Scourgewar-  
148C)  
Ally—Night Elf Rogue, 8 [Melee] / 8 Health  
This ally can’t attack heroes.

Mystery Goo (Alliance DK-32C, Alliance Druid-  
27C, Alliance Hunter-28C, Alliance Mage-28C,  
Alliance Priest-31C, Alliance Rogue-30C,  
Alliance Shaman-34C, Alliance Warlock-29C,  
Horde Druid-32C, Horde Hunter-31C, Horde  
Mage-31C, Horde Paladin-30C, Horde Priest-  
30C, Horde Shaman-29C, Worldbreaker-265C)  
Quest  
Pay (3) to complete this quest. <p> Reward:  
Reveal the top five cards of your deck. Put a  
revealed ability into your hand and the rest on  
the bottom of your deck.

Mystic Denial, 5, Mage (Drums-37R)  
Instant Ability—Arcane  
Interrupt target card. <p> Ongoing: When an  
opponent plays a card, destroy this ability. If  
you do, interrupt that card.

Mystical Refreshment, 3, Mage (Elements-53R)  
Ability—Arcane  
Draw a card for each [Arcane] ally you control.

Mythen of the Fang, Alliance (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, Class-  
15)  
Hero—Night Elf Druid (Restoration),  
Leatherworking/Skinning, 27 Health  
(2), Flip Mythen >>> Mythen heals 2 damage  
from target hero or ally for each quest you  
control.

Naan the Selfless, 1, Alliance (Honor-111C)  
Ally—Draenei Shaman, 0 [Nature] / 3 Health  
**Protector** <p> When this ally defends, he deals  
1 nature damage to target hero or ally and heals  
1 damage from a second target hero or ally.

Naaru Belt of Precision, 2, DrRo (Illidan-214R)  
Equipment—Armor—Leather, Waist (1), 0 DEF  
This armor has +X [DEF], where X is your hero’s  
ATK.

Naaru Lightwarden’s Band, 4, DrPaPrSh  
(Magtheridon-13R)  
Equipment—Item, Ring (2)  
Friendly heroes have +5 [Health].

Naedia of Silvermoon City, Horde (Horde  
Paladin-1)  
Hero—Blood Elf Paladin, 29 Health  
On your turn: (3), Flip Naedia >>> Naedia deals  
2 unpreventable holy damage to target hero or  
ally.

Nag the Twisted, 6, Hunter (Twilight-45U)  
Ally—Snake, Pet (1), 6 [Nature] / 4 Health  
As an additional cost to play this ally, destroy an  
ability, ally, or equipment you control. <p>  
When this ally enters play, you may destroy  
target ally or equipment with cost 4 or more.

Najan Spiritbinder, 6, Horde (Outland-178C)  
Ally—Orc Shaman, 3 [Nature] / 4 Health  
**Ferocity** <p> When this ally deals combat  
damage to a hero, you may destroy target  
ability.

Nakistis, Exodar Armorer, 1, Alliance (Alliance  
Warrior-15C, Scourgewar-149C)  
Ally—Draenei Warrior, 2 [Melee] / 1 Health  
This ally has +1 / +1 while you control an  
armor.

Nala Stalks-the-Night, 4, Horde (Horde Mage-  
18U, Outland-179U)  
Ally—Tauren Druid, 2 [Melee] / 4 Health  
**Ferocity** (*This ally can attack immediately.*) <p>  
**Stealth** (*This ally can’t be protected against.*)

Naliss the Silencer, 6, Horde (Gladiators-140R)  
Ally—Blood Elf Mage, 6 [Arcane] / 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] / 4 Health  
[Activate] >>> This ally heals 2 damage from  
each hero and ally controlled by target player.

Nalona, 2, Horde (Outland-180C)  
Ally—Blood Elf Priest, 2 [Holy] / 2 Health  
You may destroy a resource you control rather than pay this ally's cost.

The Name of the Beast (Legion-308C)  
Quest  
Pay (3) to complete this quest. <p> Reward:  
Choose "ability," "ally," "equipment," or "quest."  
Reveal the top four cards of your deck. Put a revealed card of that kind into your hand and the rest on the bottom of your deck.

Nami Dabpox, 1, Alliance (Alliance Warlock-19C, Worldbreaker-153C)  
Ally—Gnome Warlock, 1 [Fire] / 2 Health  
**Elusive** (*This ally can't be attacked.*)

Naolin Sunsurge, 4, Horde (Dark Portal-225R)  
Ally—Blood Elf Mage, 3 [Arcane] / 2 Health  
Blood Elf Hero Required <p> When you play an ability for the first time on each of your turns, draw a card. <p> At the end of your turn, if you didn't play an ability this turn, destroy this ally.

Narmak Doomratchet, 7, Alliance (Outland-132R)  
Ally—Gnome Warlock, 3 [Shadow] / 3 Health  
**Elusive** <p> [Activate], Put X damage on your hero >>> This ally deals X shadow damage to target ally.

Narthadus, 6, Alliance (Betrayer-146C)  
Ally—Night Elf Priest, 3 [Holy] / 6 Health  
**Elusive** (*This ally can't be attacked.*) <p> At the end of your turn, you may destroy target ability.

Natasha Hutchins, 2, Horde (Illidan-161C)  
Ally—Undead Mage, 3 [Shadow] / 2 Health  
**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)

Nathadan, Horde (Outland-15)  
Hero—Blood Elf Paladin (Protection), Mining/Blacksmithing, 29 Health (3), Flip Nathadan >>> If target ally you control is defending, remove it from combat.

Nathaniel Voran, 2, Horde (Honor-137C)  
Ally—Undead Mage, 2 [Frost] / 3 Health  
**Will of the Forsaken** (*This ally can't leave play unless it has fatal damage or 0 [Health].*)

Nathanos Blightcaller, 4, Horde (Scourgewar-186E)  
Ally—Undead Ranger, Unique, 2 [Ranged] / 2 Health  
When this ally enters play, put two 2 [Melee] / 2 [Health] Blighthound ally tokens into play with **Protector**. <p> This ally can't be destroyed while you control a Blighthound.

Nathar Wilderson, 1, Alliance (Elements-120C)  
Ally—Worgen Druid, 1 [Arcane] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> **Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*)

Nathressa Darkstrider, Alliance (Dark Portal-3)  
Hero—Night Elf Rogue (Subtlety), Skinning/Leatherworking, 27 Health (1), Flip Nathressa >>> Nathressa has **Stealth** this turn. (*She can't be protected against.*)

Natural Alignment, 2, Shaman (Onyxia-4U)  
Instant Ability—Elemental  
Your hero deals X nature damage to target hero or ally and heals X damage from target hero or ally, where X is the number of friendly players.

Natural Conduit, 3, Shaman (Class-100C, Drums-71C, Horde Shaman-11C)  
Instant Ability—Elemental  
Your hero deals 3 nature damage to target ally and heals 3 damage from itself.

Natural Defenses, 1, Druid (Azeroth-26R)  
Instant Ability—Feral  
Ongoing: Armor you control have +1 [DEF] while you control a Bear Form.

Natural Disaster, 6, DrSh (Drums-101C)  
Ability—Balance Elemental  
Your hero deals 6 nature damage to target hero or ally.

Natural Genesis, 3, Druid (Legion-26R)  
Ability—Restoration  
Ongoing: Each player may place an additional resource on his turn.

The Natural Order, 2, Druid (Betrayer-43C, Class-32C)  
Ability—Balance  
Destroy target ability or equipment.

Natural Reclamation, 3, Druid (Icecrown-28R)  
Ability—Balance  
Ongoing: When you complete a quest, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Natural Remedies (Legion-309C)  
Quest  
Pay (0) to complete this quest. <p> Reward:  
Look at the top two cards of your deck. Put one on top of your deck and the other on the bottom.

Natural Repossession, 3, Druid (Scourgewar-37U)  
Ability—Balance  
Choose one or both: Destroy target ability; or destroy target equipment.

Natural Selection, 3, Druid (Azeroth-27C, Horde Druid-8C)  
Instant Ability—Restoration  
Choose one: Your hero deals 3 nature damage to target hero or ally; or your hero heals 3 damage from target hero or ally.

Nature of the Beast, 1, Druid (Dark Portal-24U)  
Ability—Feral  
Ongoing: While you control a Bear Form or Cat Form, your hero has +1 ATK while attacking.

Nature Resistance Totem, 3, Shaman (Worldbreaker-99U)  
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health  
Ongoing: When this card enters play, it deals 2 nature damage to target hero or ally. <p> Other friendly heroes and allies have **Nature Resistance** (*Prevent all nature ([Nature]) damage that would be dealt to them.*) <p> (*Totems can't attack.*)

Nature Unleashed, 7, DrHu (Drums-102C)  
Ability—Feral Beast Mastery  
Put five 1 [Melee] / 1 [Health] Bear ally tokens into play with **Protector**.

Nature's Focus, 2, Druid (Alliance Druid-7C, Scourgewar-38C)  
Instant Ability—Balance  
Choose one: Your hero deals 4 nature damage to target ally; or your hero heals 4 damage from target hero.

Nature's Fury, 1, Druid (Worldbreaker-38R)  
Instant Ability—Balance  
Your hero deals X nature damage to target hero or ally, where X is the highest ATK among [Nature] cards you control.

Nature's Guidance, 3, Druid (Grand Melee-3R)  
Arena Ability—Feral  
**Preparation** (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: You pay (1) less to play Feral abilities, to a minimum of (1).

Nature's Majesty, 5, Druid (Dark Portal-25C)  
Instant Ability—Balance  
Choose one: Your hero deals 5 nature damage to target hero or ally; or your hero heals 5 damage from target hero or ally.

Nature's Reach, 4, Druid (Elderlimb-8R, Gladiators-20R)  
Ability—Balance  
**Balance Talent** (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: Ally tokens you control have +1 / +1. <p> (3), [Activate] >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Nature's Swiftess, 3, Druid (Azeroth-28R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p> You pay (5) less to play your next card this turn.

Nature's Vengeance, 5, Druid (Wrathgate-34R)  
Ability—Balance  
Destroy all resources you control. <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play for each resource destroyed this way.

Nautilus Ring, 4, DrHuRoSh (Throne-240U)  
Equipment—Item, Ring (2)  
You have no maximum hand size. <p> At the start of your turn, your hero heals damage from itself equal to the number of cards in your hand.

Nazgrel, Advisor to Thrall, 7, Horde (Legion-196E)  
Ally—Orc Shaman, Unique, 7 [Melee] / 6 Health  
**Protector** <p> When this ally enters play, destroy target [Alliance] ally.

Nazguk Sharptongue, 5, Horde (Honor-138R)  
Ally—Orc Shaman, 7 [Frost] / 5 Health  
At the start of your turn, choose a hero or ally you control. Other characters can't attack this turn. <p> (2), Destroy another ally you control >>> This ally has **Ferocity** this turn.

Naz'jar Harpooner, 2 (Throne-207C)  
Monster Ally—Naga Hunter, 3 [Melee] / 1 Health  
When this ally enters play, **Delve.** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Naz'jar Myrmidon, 3 (Elderlimb-20C, Throne-208C)  
Monster Ally—Naga Warrior, 3 [Melee] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Naz'jar Sorceress, 2 (Throne-209C)  
Monster Ally—Naga Mage, 1 [Frost] / 2 Health [Activate] >>> Target ally can't attack this turn.

Nazuk Darkblood, 4, Horde (Throne-164C)  
Ally—Orc Warlock, 5 [Shadow] / 3 Health (2) >>> This ally has **Ferocity** this turn. (*It can attack immediately.*)

Nea Sunmark, 4, Horde (Gladiators-141C)  
Ally—Blood Elf Priest, 3 [Holy] / 3 Health  
**Ferocity** (*This ally can attack immediately.*) <p> **Arcane Torrent** (*When this ally enters play, target opposing card in play loses and can't have powers this turn.*)

Neboz Tombwex, 5, Horde (Worldbreaker-184U)  
Ally—Goblin Death Knight, 4 [Melee] / 5 Health  
**Protector** <p> On your turn: (5) >>> Put target equipment on the bottom of its owner's deck.

Necessary Sacrifice, 1, PaLo (Icecrown-94U)  
Instant Ability—Protection Demonology  
Destroy target Demon, Ghoul, or Scourge ally with cost X or less, where X is the cost of a non-hero Paladin or Warlock you control.

Necrotic Strike, 3, Death Knight (Twilight-28U)  
Instant Ability—Unholy  
You pay (3) less to play this ability if an opposing hero or ally was healed this turn. <p> Your hero deals 3 shadow damage to target hero or ally.

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 (Betrayal-256R)  
Quest  
On your turn: Pay (2) to complete this quest. <p> Reward: Put a 1 [Melee] / 1 [Health] Unique Ghost Cow ally token named Bessy into play with "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] / 1 Health  
**Elusive** <p> [Activate] >>> This ally heals 1 damage from target hero or ally.

Nefarian, 8 (Twilight-153R)  
Ally—Black Dragonkin, Nefarian (1), 8 [Shadow] / 8 Health  
When this ally enters play, put an 8 [Fire] / 8 [Health] Black Dragonkin ally token named Onyxia into play with Onyxia (1).

Neferset Darkcaster, 2 (Crown-161C, Elderlimb-21C)  
Monster Ally—Tol'vir Mage Shaman, 2 [Fire] / 3 Health

Nemesis Leggings, 5, Warlock (Molten Core-8R)  
Equipment—Armor—Cloth, Legs (1), 1 DEF  
When you play a [Warlock] ability, you may pay (1). If you do, your hero deals 1 shadow damage to target opposing hero for each ability attached to that hero.

Nemesis Skullcap, 2, Warlock (Onyxia-16E)  
Equipment—Armor—Cloth, Head (1), 0 DEF [Activate] >>> Your hero heals 1 damage from itself. <p> When you play a [Warlock] ability, ready this armor.

Neophyte Morandi, 3 (Legion-219C)  
Ally—Draenei Paladin, 1 [Holy] / 3 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> If another ally you control would be dealt damage, it's dealt to this ally instead.

Neph'Lahim, 8 (Throne-195R)  
Monster Ally—Ogre Warlock, Neph'Lahim (1), 8 [Shadow] / 8 Health  
**Smash** (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*) <p> Other Ogre heroes and allies you control have **Assault 2** and **Smash**.

Neptulon, 10 (Throne-25E)  
Monster Master Hero—Water Elemental Lord, 3 [Frost] / 38 Health  
**Fire Resistance** <p> When your hero becomes Neptulon, reveal the top ten cards of your deck. Remove all revealed Frost and [Frost] cards from the game, and put the rest on the bottom of your deck. <p> **Tidal Surge:** Allies you control have +1 / +1 for each card removed this way.

Neptulon the Tidehunter, 7 (Elements-175E)  
Ally—Water Elemental Lord, Neptulon (1), 6 [Frost] / 5 Health  
Water Elementals you control have **Elusive**. <p> At the start of your turn, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> Exhaust a Water Elemental you control >>> Your hero heals 2 damage from target hero or ally.

Nerra Lifeboon, 5, Alliance (Azeroth-210C)  
Ally—Night Elf Druid, 4 [Melee] / 4 Health  
Other allies you control have +1 [Health].

Nerubian Conqueror, 3, Hunter (Wrathgate-194R)  
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> If a card would enter an opposing graveyard, remove it from the game instead unless it's a hero from play.

Nerves of Steel, 1, Rogue (Drums-62R)  
Instant Ability—Combat  
**Combat Talent** (*You can't put Assassination Talents or Subtlety Talents in your deck.*) <p> Ready your hero. Opposing cards and effects can't exhaust it this turn.

Nesingwary 4000, 1, Hunter (Icecrown-197U)  
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> While there are four or more allies with the same name in one opposing graveyard, this weapon's ATK becomes 4000.

Nesmend Darkbreaker, 2, Alliance (Outland-134U)  
Ally—Dwarf Paladin, 2 [Melee] / 3 Health (5), Destroy this ally >>> Target ally has **Elusive** and **Untargetable** this turn.

Nespirah, 8 (Throne-214R)  
Monster Ally—Demigod, Nespirah (1), 9 [Melee] / 9 Health  
If Nespirah would deal damage to an opposing hero, she deals that much divided as you choose among any number of opposing heroes and/or allies instead.

Nessera Goldenrose, 3, Alliance (Elements-121C)  
Ally—Night Elf Warrior, 2 [Melee] / 4 Health (2) >>> Another target ally has **Assault 1** this turn. (*It has +1 ATK on your turn.*)

Nether Balance, 5, Warlock (Throne-79R)  
Ability—Demonology  
Ongoing: When this ability enters play, your hero deals 5 shadow damage to target ally. <p> When an opposing ally is destroyed, you may pay (2). If you do, put a 2 [Shadow] / 2 [Health] Demon Skull Monster ally token into play.

Nether Blast, 1 (Dungeon Treasure-8C)  
Ability  
Ongoing: When a Warlock ally enters play under your control or a friendly player's control, your hero deals 1 shadow damage to target opposing hero and heals damage from itself equal to the damage dealt this way.

Nether Fissure, 4, Mage (Honor-37U)  
Instant Ability—Arcane  
This ability can't be interrupted. <p> Interrupt target card.

Nether Fracture, 3, Mage (Legion-50C)  
Instant Ability—Arcane  
Interrupt target ability, ally, or equipment.

Nether Inversion, 3, Warlock (Worldbreaker-109C)  
Instant Ability—Affliction  
Target ally has +3 / -3 this turn.

Nether Rift, 4, Warlock (Icecrown-80R)  
Ability—Demonology  
Search your deck for a Felhunter, Imp, Succubus, and Voidwalker ally and reveal them. If you revealed four cards this way, put them into your hand. Otherwise, shuffle them into your deck.

Netherbane, 1, PaShWa (Drums-232U)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike  
Cards in play you control can't be removed from the game.

Netherbreath Spellblade, 5, DrMaPrLo (Scourgewar-240R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 5 Strike  
If you would draw a card, you may skip drawing it instead. <p> When you first skip drawing a card this way on each of your turns, put target ability from your graveyard into your hand.

Netherdrake Gloves, 4, HuSh (Crafted-4E)  
Equipment—Armor—Mail, Hands (1), 3 DEF [Activate], Destroy this armor >>> Put a 3 [Melee] / 3 [Health] Netherdrake ally token into play.

Nethermaven Donna Chastain, 5, Alliance (Alliance Priest-18C, Alliance Warlock-20C, Wrathgate-125C)  
Ally—Human Warlock, 3 [Shadow] / 6 Health  
**Assault 3** (*This ally has +3 ATK on your turn.*)

Nethershards, 3, DrMaPrShLo (Gladiators-182R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike  
On your turn: (2), Exhaust your hero >>> Target opponent removes a card in his hand from the game.

Netherwind Crown, 3, Mage (Onyxia-17E)  
Equipment—Armor—Cloth, Head (1), 0 DEF (1), [Activate] >>> Your hero deals 1 arcane damage to target ally. <p> When you play a [Mage] ability, ready this armor.

Netherwind Pants, 3, Mage (Molten Core-9R)  
Equipment—Armor—Cloth, Legs (1), 1 DEF  
When you play a [Mage] ability, you may pay (1). If you do, you and target opponent each draw a card.

Netherwind Presence, 7, Mage (Wrathgate-49R)  
Ability—Arcane  
**Arcane Talent** (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Draw seven cards.

Netherwing Protector's Shield, 2, PaShWa (Illidan-215U)  
Equipment—Armor—Shield, Off-Hand (1), 1 DEF  
Your hero has **Dual Shield**. (*Can control a second Shield instead of a Melee weapon.*)

A New Plague, Horde (Dark Portal-304C)  
Quest  
On your turn: Pay (4) to complete this quest. <p> Reward: Choose one: If you control an ally, each player destroys an ally he controls; or draw a card. If your hero is an Undead, you may choose both.

Next Stop, Menethil Harbor!, 1, Alliance (Scourgewar-123C)  
Instant Ability  
Each player puts an [Alliance] ally he controls into its owner's hand.

Nexus Link, 2, Mage (Citadel-4U)  
Ability—Arcane  
Ongoing: When you or a friendly player plays a fire or [Fire] card, your hero may deal 1 fire damage to target hero. <p> When you or a friendly player plays a frost or [Frost] card, your hero may deal 1 frost damage to target ally.

Nexus Torch, 4, MaPrLo (Legion-286U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
When combat damage is dealt with this weapon to a defending hero, that hero's controller discards a card.

Nibbler, 2 (Hogger-17C, Throne-189C)  
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health  
When this or another Murloc ally enters play under your control, it deals 1 melee damage to target opposing hero.

Nicholas Merrick, Alliance (Gladiators-8)  
Hero—Human Mage (Fire), Mining/Engineering, 25 Health  
On your turn: (3), Flip Nicholas >>> Nicholas deals 2 fire damage to each opposing ally.

Nifflevar Bearded Axe, 4, HuRoSh (Aftermath Crafted-6E)  
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee], 4 Strike  
When your hero deals damage with this weapon, you pay (4) less to complete your next quest this turn.

Nightbloom, 2, Alliance (Azeroth-211R)  
Ally—Night Elf Druid, 1 [Nature] / 1 Health (1), [Activate] >>> You may put a card from your hand into your resource row face down and exhausted.

Nightfire, 3, Hunter (Outland-32R)  
Ally—Dragonhawk, Pet (1), 3 [Fire] / 4 Health (2) >>> This ally has +1 ATK this turn.

Nightmare Ender, 3, MaPrLo (Citadel-21U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike  
On your turn: Destroy this weapon >>> Shuffle your hand into your deck, then draw that many cards.

Nightsaber Cub, 4 (Twilight-176U, Twilight Loot-1L)  
Ally—Cat, 4 [Melee] / 2 Health  
**Ferocity** (*This ally can attack immediately.*)

Nightstalker Austen, 6, Alliance (Worldbreaker-154C)  
Ally—Human Hunter, 6 [Ranged] / 5 Health  
Opposing allies lose and can't have **Elusive**.

Nikka Blastbor, 1, Horde (Elements-141C, Horde Druid-19C, Horde Hunter-21C, Horde Mage-19C, Horde Paladin-20C, Horde Priest-16C, Horde Warrior-16C)  
Ally—Goblin Hunter, 2 [Arcane] / 1 Health

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] / 3 Health  
This ally can't attack. <p> [Activate] >>> This ally heals 1 damage from each hero and ally you control.

Niyore of the Watch, 6 (Betrayer-192R)  
Ally—Draenei Warrior, 5 [Melee] / 6 Health  
Aldor Reputation <p> If your hero would be dealt damage, it's dealt to this ally instead. <p> When this ally is dealt damage, he deals 2 melee damage to its source.

No Man's Land, 2, DrLo (Honor-87C)  
Ability—Restoration Demonology  
Attach to target ally you control. <p> Ongoing: When attached ally is destroyed, draw two cards.

No Mere Dream, Druid (Wrathgate-201U)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Reveal the top card of your deck and put it into your resource row face down and exhausted. If it was a location or quest, you may turn it face up.

No One to Save You (Wrathgate-210C)  
Quest  
If your hero was dealt 5 or more damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Noggenfogger Elixir, 2, DrHuMaPaPrRoShLoWa (Azeroth-309R)  
Equipment—Item—Potion  
Destroy this item >>> Choose an ally you control and roll a die. <p> 1-2: That ally can't be destroyed this turn. <p> 3-4: Ready that ally. <p> 5-6: That ally can't be attacked this turn.

Nok'tal the Savage, 5, Horde (Drums-186C)  
Ally—Troll Warrior, 3 [Melee] / 5 Health  
**Protector** <p> **Berserking** (*This ally has +1 ATK for each damage on it.*)

Nomak the Blazingclaw, Alliance (Twilight-6)  
Hero—Worgen Mage, 25 Health  
[Front]: (4) >>> Flip Nomak face down.  
[Back]: When Nomak deals fire ([Fire]) damage for the first time on each of your turns, allies you control have **Assault 1** this turn. This power triggers only once per turn.

Nordrassil, the World Tree (Crown-198R)  
Location  
[Activate] >>> Add a life counter to this location. <p> On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <p> On your turn: [Activate], Remove three life counters from this location >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Norrund Grovewalker, 6, Alliance (Outland-135C)

Ally—Night Elf Druid, 5 [Nature] / 4 Health  
**Elusive** (*This ally can't be attacked.*) <p>  
**Untargetable**

Nourish, 3, Druid (Scourgewar-39R)

Ability—Restoration

Ongoing: If damage would be healed from your hero, that much +5 is healed instead. <p> When damage is healed from an ally you control, you may draw a card.

Nox the Lifedrain, 7, Horde (Crown-116R)

Ally—Goblin Warlock, 0 [Shadow] / 0 Health  
This ally has +1 / +1 for each damage on opposing heroes.

Noxel Shroudhaggle, 1, Alliance (Honor-112C)

Ally—Gnome Warlock, 1 [Fire] / 2 Health

**Escape Artist** (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*) <p> Your hero has  
**Untargetable**.

Noxious Trap, 3, Hunter (Elements-43R)

Instant Ability—Survival

**Trap** (*You may exhaust your defending hero rather than pay this ability's cost.*) <p> Your hero deals 3 nature damage to target attacker. Then, if that attacker has fatal damage, you may ready up to three resources you control.

Nozdormu the Timeless, 25 (Elements-22E)

Master Hero—Bronze Dragonkin Aspect, 1

[Melee] / 35 Health

You may pay up to (X) less to play Nozdormu, where X is the combined cost of cards you control. <p> When your hero becomes Nozdormu, if you control no ready resources, target player skips his next turn.

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.

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.

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.

Nylaith, Guardian of the Wild, Alliance (Scourgewar-6)

Hero—Night Elf Druid (Feral),

Leatherworking/Jewelcrafting, 27 Health

If you control another Druid: Flip Nylaith >>>

Nylaith has **Protector** this turn.

Nyn'jah, 4, Horde (Dark Portal-226C)

Ally—Troll Rogue, 3 [Melee] / 3 Health

When this ally enters play, you may ready target opposing equipment. You control that equipment while this ally remains under your control.

Nyn'jah's Tabi Boots, 6, DrRo (Drums-213R)

Equipment—Armor—Leather, Feet (1), 1 DEF  
Other players can't use payment (>>>) powers during your turn. <p> You can use the payment powers of any cards in play during your turn (*including opposing cards*).

Oakenclaw, Alliance (Drums-4, Naxxramas-4)

Hero—Night Elf Druid (Feral),

Alchemy/Engineering, 27 Health

(1), Flip Oakenclaw >>> This turn, Oakenclaw has **Bear Form**, Bear Form, and Form (1) until you strike with a weapon or play a non-Feral ability.

Oathbinder, Charge of the Ranger-General, 4,

DrHu (Citadel-22U)

Equipment—2H Weapon—Polearm, Melee (1), 1 [Melee], 4 Strike

At the start of your turn, your hero deals 1 nature damage to target hero for each ability, ally, and equipment you control.

The Oathkeeper, 4, DrPaSh (Drums-233E)

Equipment—2H Weapon—Mace, Melee (1), 6 [Melee], 2 Strike

When this weapon enters play, choose an oath:

"I won't play cards;" or "I won't draw cards."

<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. (*It can't be protected against.*)

Obliterate, 2, Death Knight (Horde DK-8C,

Scourgewar-28C)

Ability—Frost

Your hero deals 2 melee damage to target hero or ally, or 4 if you control a Disease.

Oblivion (Illidan-23)

Hero—Pit Lord Demon, 25 Health

[Front]: You can control 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 (Betrayer-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 that opponent controls.

Obora the Wise, Alliance (Betrayer-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)

Equipment—Armor—Shield, Off-Hand (1), 2 DEF

This armor enters play exhausted.

Obsidia, 4 (Twilight-154R)

Ally—Black Dragonkin, Obsidia (1), 5 [Fire] / 4 Health

This ally has +1 / +1 for each other Black and Twilight Dragonkin you control.

Obsidian Drakonid, 4 (Twilight-155C)

Ally—Black Dragonkin, 4 [Fire] / 3 Health

When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target ability.

Obsidian Drudge, 3 (Twilight-156C)

Ally—Black Dragonkin, 3 [Fire] / 2 Health

When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target equipment.

Obsidian Edged Blade, 4, PaWa (Molten Core-24R)

Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 1 Strike

(1), Discard this weapon from your hand >>> Put a +1 ATK counter on target Two-Handed Sword.

Obsidian Enforcer, 5 (Twilight-157C)

Ally—Black Dragonkin, 4 [Fire] / 4 Health

When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target [Horde] or [Alliance] ally.

Obsidian Pyrewing, 6 (Twilight-158C)

Ally—Black Dragonkin, 6 [Fire] / 4 Health

When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target face-up resource.

Obsidian Skyterror, 5 (Twilight-159C)

Ally—Black Dragonkin, 5 [Fire] / 3 Health

When this or another Black or Twilight Dragonkin ally you control is destroyed, you may destroy target Dragonkin ally.

Obsidium Executioner, 5, DkPaWa (Horde Paladin-24C, Twilight-200C)

Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike

Odo's Ley Staff, 3, DrMaPrLo (Dungeon Treasure-53C)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 3 Strike

When you draw a card, your hero heals 1 damage from target hero or ally.

Offender Gora, 1, Horde (Illidan-162U)

Ally—Orc Shaman, 2 [Melee] / 1 Health

**Ferocity** <p> This ally has -2 ATK on each opponent's turn.

Offering to the Nether, 4, Warlock (Scourgewar-99C)

Ability—Destruction

Ongoing: At the start of your turn, remove this ability from the game. If you do, you may remove target ability, ally, or equipment from the game.

Ol' Stonewall, 2, Alliance (Illidan-136C)

Instant Ally—Dwarf Warrior, 4 [Melee] / 4 Health

**Protector** <p> At the start of your turn, destroy this ally.

Olaf Steelbreaker, 5, Alliance (Alliance DK-17C, Citadel Raid-63C, Class-147C, Scourgewar-150C)

Ally—Dwarf Warrior, 4 [Melee] / 6 Health

**Protector**

Old Bones, 4, Hunter (Azeroth-42U, Class-41U)  
Ally—Bear, Pet (1), 4 [Melee] / 4 Health  
This ally can protect your hero.

Olivia Demascas, Alliance (Elements-8)  
Hero—Worgen Priest, 26 Health  
[Front]: (4) >>> Flip Olivia face down.  
[Back]: When a hero or ally you control deals shadow ([Shadow]) damage to an opposing hero, you may put the top two cards of that hero's controller's deck into his graveyard.

Omedus the Punisher, Horde (Azeroth-12)  
Hero—Undead Priest (Shadow),  
Alchemy/Herbalism, 26 Health  
(3), Flip Omedus >>> Omedus deals shadow damage to target hero equal to 7 minus the number of cards in its controller's hand.

Omen of Clarity, 3, Druid (Honor-22R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p>  
Ongoing: At the start of your turn, you may reveal the top card of your deck. If you do, you pay (2) less the next time you play or complete a card with that name this turn.

The Omens of Terror, 2, Priest (Gladiators-51U)  
Instant Ability—Shadow  
Your hero deals 1 shadow damage to target hero or ally. Its controller reveals a card in his hand for each damage dealt this way. Choose a revealed card, and he discards it.

On Ruby Wings (Wrathgate-211R)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Put a 0 [Fire] / 3 [Health]  
Wyrmmrest Vanquisher ally token into play with Mount (1) and "When you place a resource face up into your resource row, you may draw a card."

On the Brink, 1, Rogue (Legion-85C)  
Ability—Assassination Combo  
Attach to target ally. <p> Ongoing: When attached ally exhausts, destroy it.

On Your Feet, 3 (Azeroth-164C)  
Instant Ability  
Play this ability only on an opponent's turn. <p>  
Ready target ally you control. It has **Protector** this turn.

Ona Skyshot, Horde (Outland-16)  
Hero—Tauren Hunter (Marksmanship),  
Engineering/Jewelcrafting, 29 Health  
(2), Flip Ona >>> Ready target Ranged weapon.

One 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] / 5 Health  
**Protector** <p> At the start of your turn, an opponent chooses one: This ally can't attack this turn; or this ally must attack this turn if able.

Onnekra Bloodfang, 1, Horde (Horde Mage-20C,  
Horde Warlock-18C, Worldbreaker-185C)  
Ally—Orc Warlock, 2 [Fire] / 1 Health  
**Ferocity** (*This ally can attack immediately.*) <p>  
This ally can attack only heroes.

Onslaught, 5, Warrior (Worldbreaker-119R)  
Ability—Fury  
Destroy all equipment.

Onslaught Girdle, 4, PaWa (Dark Portal-258R)  
Equipment—Armor—Plate, Waist (1), 2 DEF  
Exhaust an armor you control >>> Weapons you control have +1 ATK this turn.

Onyxia Blood Talisman, 6, PaShWa (Onyxia-23E)  
Equipment—Item, Trinket (2)  
Friendly allies have +2 [Health].

Onyxia Hide Backpack, 2,  
DrHuMaPaPrRoShLoWa (Onyxia-24U)  
Equipment—Item, Bag (5)  
[Activate], Discard an equipment >>> Draw a card.

Onyxia Tooth Pendant, 6, DrHuPaRoShWa (Onyxia-25E)  
Equipment—Item, Neck (1)  
Friendly allies have +2 ATK while attacking.

An OOX of Your Own (Legion-310R)  
Quest  
On your turn: Pay (6) to complete this quest.  
<p> Reward: Put three 0 [Melee] / 1 [Health]  
Mechanical Chicken ally tokens into play. At the start of your next turn, remove them from the game and draw a card for each ally removed this way.

Operation Recombobulation, Alliance (Dark Portal-292R)  
Quest  
Gnome Hero Required <p> Pay (4) to complete this quest. <p> Reward: When an opposing non-token ally is destroyed this turn, you may put an ally from your graveyard into your hand.

Ophelia Barrows, 4, Horde (Azeroth-253C)  
Ally—Undead Warrior, 1 [Melee] / 5 Health  
**Protector** <p> (1) >>> Remove target ally in a graveyard from the game. If you do, this ally heals 1 damage from herself.

Oppress, 2, Priest (Worldbreaker-77C)  
Ability—Discipline  
Destroy target ability. If you do, its controller discards a card.

Optimize, 4, HuPr (Gladiators-86C)  
Ability—Survival Discipline  
Ongoing: [Activate] >>> You may ready or exhaust target resource.

Oracle Talisman of Ablution, 1,  
DkDrHuMaPaPrRoShLoWa (Scourgewar-227U)  
Equipment—Item, Trinket (2)  
Allies you control that share a class with your hero have **Assault 1**.

Orbaz Bloodbane, 7 (Icecrown-154R)  
Scourge Ally—Undead Death Knight, Unique, 7 [Melee] / 7 Health  
Scourge Hero Required <p> Put 3 damage on this ally, destroy a quest or location you control >>> Target player destroys a card of that type he controls. <p> **Death Rattle**: Your hero has **Assault 1** this turn.

Order Must Be Restored, Alliance (Drums-241C)  
Quest  
Pay (1) to complete this quest. <p> Reward:  
Target opponent chooses an ally he controls. When that ally is destroyed this turn, draw a card.

Orderkeeper Calister, 4, Alliance (Betrayal-147C)  
Ally—Human Warrior, 2 [Melee] / 5 Health  
**Protector** <p> Opponents pay (2) more to play equipment.

Orderkeeper Henley, 5, Alliance (Betrayal-148C)  
Ally—Human Mage, 5 [Frost] / 3 Health  
Opponents pay (2) more to play abilities.

Orderkeeper Vesra, 3, Alliance (Betrayal-149U)  
Ally—Human Paladin, 4 [Melee] / 1 Health  
Opponents pay (2) more to play allies.

Orders from Lady Vashj (Betrayal-257C)  
Quest  
Pay (2) to complete this quest. <p> Reward: If you have no cards in your hand, draw two cards.

Organic Lifeform Inverter, 4, HuRoSh (Twilight-201U)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 0 Strike  
When this weapon is destroyed, you may destroy target ally.

Orgrimmar, Horde (Gladiators-207R)  
Location—City  
Orc Hero Required <p> [Activate] >>> Target Orc you control has **Ferocity** this turn.

Orgrimmar Grunts, 2, Horde (Azeroth-254C)  
Ally—Orc Warrior, Unlimited, 1 [Melee] / 1 Health  
This ally has +1 ATK for each other ally named Orgrimmar Grunts you control.

Orgrim's Hammer, Horde (Icecrown-219R)  
Location (2)  
When a quest you control turns face down, add a cannonball counter. <p> On your turn: (1), [Activate], Remove two cannonball counters >>> Your hero deals 4 ranged damage to target ally.

Orion, 5, Horde (Class-189C, Drums-187C)  
Ally—Blood Elf Paladin, 2 [Holy] / 7 Health  
**Protector**

Orkahn of Orgrimmar, 4, Horde (Worldbreaker-186U)  
Ally—Orc Warrior, 3 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, you may put target equipment from your graveyard into your hand.

Orlund, 4, Alliance (Honor-113C)  
Ally—Dwarf Priest, 1 [Shadow] / 6 Health  
**Find Treasure** (*When this ally enters play, you may draw a card. If you do, discard a card.*) <p>  
When an opponent discards a card, this ally deals 3 shadow damage to that opponent's hero.

Ornate Adamantium Breastplate, 5, PaWa (Class-209U, Dark Portal-259U)  
Equipment—Armor—Plate, Chest (1), 6 DEF

Orono the Great, 4, Alliance (Alliance Paladin-16U, Alliance Priest-19U, Class-148U, Drums Starter-3U)  
Ally—Draenei Shaman, 4 [Melee] / 4 Health

Oruk Starstorm, 3, Horde (Horde Druid-20C, Horde Priest-17C, Horde Rogue-19C, Worldbreaker-187C)  
Ally—Tauren Druid, 4 [Arcane] / 3 Health

Osha Shadowdrinker, 6, Horde (Legion-197R)  
Ally—Undead Warlock, 5 [Shadow] / 5 Health  
When a [Shadow] ally you control deals combat damage, ready up to that many resources you control.

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] / 5 Health  
When an opposing ability, ally, equipment, or resource is destroyed, remove it from the game.

Ossus the Ancient, 6, Alliance (Gladiators-114R)  
Ally—Draenei Paladin, 5 [Holy] / 5 Health  
Draenei Hero Required <p> **Inspiring Presence** <p> Prevent all combat damage that would be dealt.

Outbreak, 4, Death Knight (Alliance DK-9R, Elements-29R)  
Ability—Unholy  
Opposing allies have -X / -X this turn, where X is the cost of a Disease you control.

Outland Sucks! (Drums-249C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card, or two cards if an opponent controls a Blood Elf, Draenei, or Demon.

Outrider Zarg, 4, Horde (Dark Portal-227C)  
Ally—Orc Hunter, 4 [Melee] / 2 Health  
**Ferocity** <p> At the end of your turn, if this ally dealt no damage this turn, destroy him.

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.

Overload, 2, Mage (Crown-24U)  
Instant Ability—Arcane  
Interrupt target ally.

Overlord Drakuru, 2 (Icc crown-155R)  
Scourge Ally—Troll Death Knight, Unique, 1 [Frost] / 4 Health  
Scourge Hero Required <p> This ally has **Assault X**, where X is the highest cost among Scourge allies you control.

Overlord Or'barokh, 8, Horde (Illidan-163R)  
Ally—Orc Warrior, Unique, 8 [Melee] / 1 Health  
**Ferocity** <p> When this ally enters play, you may destroy target damaged ally.

Overpower, 6, Warrior (Honor-79R)  
Ability—Arms  
Ongoing: Opposing cards can't exhaust on your turn.

Overseer Oilfist, 2 (Dark Portal-245C)  
Ally—Dwarf Warrior, Unique, 1 [Melee] / 2 Health  
When this ally enters play, reveal the top four cards of your deck. Put a revealed equipment into your hand and the rest on the bottom of your deck.

Overseer Savryn, Rogue (Icc crown-7)  
Scourge Hero—Human Rogue (Combat), 27 Health  
[Front]: On your turn: Flip Savryn, remove a Rogue in your graveyard from the game >>> This turn, Melee weapons you control have **Assault 1**, and combat damage your hero would deal is unpreventable.  
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Rogue] cards, [Rogue] Combat Talents, neutral cards, and Scourge cards. You can't include cards with reputations or other text restrictions.

The Overseer's Shadow (Scourgewar-262C)  
Quest  
Pay (4) to complete this quest. <p> Reward: If you control an ability, draw a card. If you control an equipment, draw a card.

Overwhelm, 2, Death Knight, Druid (Crown-60U)  
Ability—Unholy Balance  
Ongoing: On your turn: (2), [Activate] >>> Put a token copy of target token ally you control into play. <p> On your turn: (2), [Activate] >>> Token allies you control have +1 ATK this turn.

Owned!, 6 (Drums-109R, Drums Loot-2L)  
Ability  
Remove target ally from the game. Search its owner's deck, graveyard, hand, and party for all allies with the same name as that ally and remove them from the game.

Ozzati, Alliance (Outland-6)  
Hero—Draenei Mage (Fire),  
Enchanting/Jewelcrafting, 25 Health  
On your turn: (4), Flip Ozzati >>> Ozzati deals 1 fire damage to each opposing hero and ally.

Ozumat, 8 (Throne-215E)  
Monster Ally—Leviathan, Ozumat (1), 8 [Shadow] / 7 Health  
**Ferocity, Eternal** (*When this enters your graveyard from anywhere, you may shuffle it into your deck.*) <p> When Ozumat becomes targeted by an opposing card or effect, he deals 10 shadow damage to that opponent's hero.

Pack Tactics, 3, Druid (Honor-23U)  
Instant Ability—Feral Cat Form Combo, Form (1)  
Ongoing: Allies you control have +1 / +1. <p> Your hero has **Cat Form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Packleader Ivar Bloodfang, 6, Alliance (Dungeon Treasure-14U)  
Ally—Worgen Warrior, Ivar (1), 3 [Melee] / 6 Health  
**Aberration** <p> Once per turn: Growl >>> Allies you control have **Assault 2** this turn.

Pact of Shadow, 7, Priest (Outland-59R)  
Ability—Shadow  
Ongoing: When an opponent discards a card, your hero deals 3 shadow damage to target hero or ally.

Pads of the Dread Wolf, 1, DrRo (Dark Portal-260U)  
Equipment—Armor—Leather, Feet (1), 1 DEF

Pagatha Soulfinder, Horde (Dark Portal-18)  
Hero—Undead Warlock (Destruction), Mining/Engineering, 28 Health (5), Flip Pagatha >>> Interrupt target ally.

Pain Suppression, 4, Priest (Outland-60R)  
Ability—Discipline  
**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <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] / 2 Health  
When The this ally enters play, you may destroy target ready weapon.

Paint Bomb, 1 (Icc crown-97U, Icc crown Loot-1L)  
Ability  
Attach to target ally. <p> Ongoing: As this ability enters play, name a class. <p> Allies in attached ally's party have that class and lose all other classes.

Paladin Training - MotL, 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.

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.

Panax the Unstable, 5, Horde (Azeroth-255R)  
Ally—Undead Mage, 3 [Arcane] / 5 Health (X), Destroy this ally >>> This ally deals X arcane damage to each ally.

Pandamonium!, 7 (Drums-110R)  
Ability  
Put three 1 [Melee] / 1 [Health] Pandaren ally tokens into play with “This ally has +1 / +1 for each other Pandaren you control.”

Papa Hummel’s Old-Fashioned Pet Biscuit, X (Betrayal-127U, Betrayal Loot-1L)  
Ability  
Attach to target Pet ally you control and add X growth counters. <p> Ongoing: Attached ally has +1 / +1 for each growth counter.

Paper Airplane, 1 (Legion-130R, Legion Loot-1L)  
Ability  
Put this ability on top of target player’s deck. *(He owns it for the rest of the game.)*

Pappy Ironbane, 7, Alliance (Gladiators-115U)  
Ally—Dwarf Warrior, 2 [Melee] / 7 Health  
**Protector** <p> At the end of your turn, you may destroy target ability or equipment.

Paralyze, 2, Rogue (Icecrown-65U)  
Ability—Subtlety  
Choose “ability,” “ally,” or “equipment.” Target player can’t play cards of that kind during his next turn.

Paralyzing Strike, 1, Rogue, Warrior (Crown-61U)  
Ability—Combat Arms  
Exhaust target hero, ally, or equipment. It can’t ready during its controller’s next ready step.

Paraxia, Herald of the Shadows, 5, Horde (Throne-165U)  
Ally—Goblin Priest, 3 [Shadow] / 5 Health  
**Empower Priest:** When this ally enters play, if you control another Priest hero or ally, target opponent discards two random cards.

Parren Shadowshot, 2, Alliance (Class-149U, Outland-136U)  
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health (1), [Activate] >>> Target hero or ally has **Long-Range** this turn. *(Defenders deal no combat damage to it.)*

Parvink, 3, Alliance (Alliance Priest-20C, Azeroth-212C)  
Ally—Gnome Warrior, 2 [Melee] / 2 Health  
**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)* <p> When this ally enters play, draw a card.

Path of 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 (Class-228C, Illidan-245C)  
Quest  
If no opposing allies are in play: Pay (2) to complete this quest. <p> Reward: Draw a card.

Path of Frost, 0, Death Knight (Alliance DK-10C, Worldbreaker-29C)  
Ability—Frost  
Put target ally from your graveyard on top of your deck.

Path of Life, 2, Druid (Citadel-2U)  
Ability—Restoration  
Put target ally from a graveyard into its owner’s resource row face down and exhausted.

Pathaleon the Calculator, 6 (Betrayal-212R)  
Ally—Blood Elf Mage Traitor, Unique, 6 [Arcane] / 5 Health  
Traitor Hero Required <p> (2), Remove this ally from the game >>> Put any number of cards from your hand on the bottom of your deck, then draw that many cards. You can use this power if this ally is in your hand or under your control.

Pathfinder Fansal, 6, Alliance (Icecrown-112R)  
Ally—Night Elf Hunter, 4 [Frost] / 6 Health  
**Long-Range** <p> At the start of your turn, you may look at the top card of target player’s deck. You may put it into its owner’s graveyard. <p> **Death Rattle:** Each player reveals the top card of his deck. You may put any number of those cards into their owners’ graveyards.

Patient Shot, 3, Hunter (Illidan-38C)  
Ability—Marksmanship  
Ongoing: Your hero has “[Activate] >>> This hero deals 1 ranged damage to target hero or ally.”

Patricia Potter, 3, Alliance (Alliance DK-18C, Alliance Priest-21C, Alliance Warlock-21C, Alliance Warrior-16C, Elements-122C)  
Ally—Human Warlock, 4 [Fire] / 3 Health

Pauldrons of Desolation, 4, HuSh (Illidan-216R)  
Equipment—Armor—Mail, Shoulder (1), 2 DEF  
When you strike with a weapon, target ally you control has **Long-Range** this turn.

Pauldrons of the Crimson Flight, 4, PaWa (Outland-202E)  
Equipment—Armor—Plate, Shoulder (1), 3 DEF  
At the end of your turn, ready an armor you control.

Payment of Blood, 4, Warrior (Icecrown-85U)  
Ability—Fury  
Destroy target equipment. If you do, put X damage on your hero and draw X cards, where X is that equipment’s cost.

Peerless Guard, 1, Warrior (Elements-100C)  
Instant Ability—Protection  
The next time combat damage would be dealt to target defending ally you control this turn, it’s dealt to your hero instead. Draw a card.

Penance, 4, Paladin (Drums-47R)  
Ability—Retribution  
Each ally deals holy damage to itself equal to its ATK.

Pendant of Quiet Breath, 3, DkPaWa (Worldbreaker Badge-3E)  
Equipment—Item, Neck (1)  
At the end of your turn, if your hero didn’t attack this turn, add a tactics counter to this item. <p> Your hero has **Assault 1** for each tactics counter.

Penelope’s Rose, 4, DrMaPrLo (Dark Portal-266U)  
Equipment—Item, Off-Hand (1)  
When you complete a quest, draw a card.

Penetrating Shots, X, Hunter (Icecrown-36R)  
Instant Ability—Marksmanship  
Play only if you control a Ranged weapon. <p> Choose X of the following: Your hero deals 3 ranged damage to target hero; your hero deals 3 ranged damage to target ally; target hero has -3 ATK this turn; or target ally has -3 ATK this turn.

Perdition’s Blade, 2, RoShWa (Class-219R, Horde Rogue-24R, Molten Core-25R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike  
When this weapon enters play, your hero deals 1 fire damage to target hero or ally.

The 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.

Perforation Poison, 1, Rogue (Scourgewar-83C)  
Instant Ability—Poison  
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals nature damage to attached hero equal to 1 plus the number of weapons you control.

The Perforator, 4, RoSh (Elements-200R)  
Equipment—1H Weapon—Fist, Melee (1), 0 [Melee], 0 Strike  
This weapon has +X ATK, where X is the highest cost among Dragonkin allies you control.

Periinkle Cloak, 3, MaPrLo (Throne-223U)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
On your turn: (2), [Activate] >>> Choose one: Each player discards a card; or each player draws a card.

Pernicious Poison, 2, Rogue (Alliance Rogue-8U, Drums-63U)  
Instant Ability—Poison  
Attach to target hero or ally that your hero dealt combat damage to this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character.

Personal Weather Maker, 3 (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.

Pestilence, 3, Death Knight (Wrathgate-28R)  
Ability—Blood  
Ongoing: At the start of your turn, your hero deals 2 shadow damage to each exhausted opposing hero and ally.

Peter Hottelet, Alliance (Worldbreaker-8)  
Hero—Human Warrior (Arms), 30 Health  
[Front]: (4) >>> Flip Peter face down.  
[Back]: When you strike with a Melee weapon, you may add a +1 ATK counter to it.

Petreus Roffe, 3, Alliance (Alliance DK-19C, Alliance Priest-22C, Citadel Raid-64C, Class-150C, Scourgewar-151C)  
Ally—Human Paladin, 3 [Holy] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Phadalus the Enlightened, Alliance (Dark Portal-4)  
Hero—Draenei Shaman (Restoration), Engineering/Jewelcrafting, 28 Health  
On your turn: (3), Flip Phadalus >>> Put a Totem from your graveyard into your hand.

Phantom Armor, 3, DkPaWa (Dungeon Treasure-40C)  
Equipment—Armor—Plate, Chest (1), 6 DEF  
This armor can prevent only melee ([Melee]) damage.

Phantrich, 5, Alliance (Icc crown-113C)  
Ally—Draenei Shaman, 3 [Frost] / 6 Health  
**Mend 3** (*At the start of your turn, this ally may heal 3 damage from target hero or ally.*)

Phase Hound, 4, HuLo (Gladiators-87C)  
Ally—Beast Demon, Pet (1), 5 [Melee] / 5 Health  
**Stealth** (*This ally can't be protected against.*)

Phoenix-fire Band, 2, DrHuMaPaPrRoShLoWa (Magtheridon-14R)  
Equipment—Item, Ring (2)  
(1), Destroy this item >>> Prevent all fire damage that would be dealt to target hero or ally this turn.

Phosphus the Everburning, Horde (Illidan-13)  
Hero—Undead Mage (Fire), Engineering/Tailoring, 25 Health  
On your turn: (4), Flip Phosphus >>> Choose one: Phosphus deals 4 fire damage to target ally; or Phosphus deals 2 fire damage to each of two target allies.

Phylactery of the Nameless Lich, 2, DrMaPrShLo (Citadel-17U)  
Equipment—Item, Trinket (2)  
At the end of your turn, you may put an Unlimited ally from your hand into play if its cost is less than or equal to the cost of an Unlimited ally you control.

Piana, 1, Alliance (Legion-161C)  
Ally—Draenei Shaman, 0 [Nature] / 2 Health  
[Activate] >>> Target up to three heroes and/or allies. This ally heals 3, 2, and 1 damage from them, respectively.

Piccolo of the Flaming Fire, 3, DrHuMaPaPrRoShLoWa (Azeroth-310R)  
Equipment—Item, Trinket (2)  
On your turn: (1), [Activate] >>> Exhaust all heroes and allies.

Pick Lock, 1, Rogue (Wrathgate-69C)  
Ability—Subtlety  
Look at target player's hand and choose a location or quest. He discards that card.

Pick Pocket, 1, Rogue (Outland-71C)  
Ability—Subtlety  
Name a card, and then target opponent reveals his hand and discards all cards with that name.

Pidge 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.

Pierce, 2, Warrior (Icc crown-86C)  
Ability—Arms  
Attach to target ally, and your hero deals 2 melee damage to it. <p> Ongoing: Attached ally has -2 [Health].

Piercing Howl, 5, Warrior (Legion-117R)  
Ability—Fury  
**Fury Talent** (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Target opponent puts three allies he controls on top of their owners' decks.

Pilfer, 3, Rogue (Betrayal-94U)  
Ability—Subtlety Combo  
Target opponent discards his hand. For each card discarded this way, that opponent draws a card and your hero deals 1 melee damage to his hero.

Pin, 1, HuRo (Honor-88C)  
Instant Ability—Marksmanship Subtlety Combo  
Target player can't play allies this turn.

Piñata, 2, DkDrHuMaPaPrRoShLoWa (Honor-166R, Honor Loot-2L)  
Equipment—Item  
Friendly allies can attack this item as though it were an opposing ally. <p> When this item defends, destroy it. If you do, draw two cards.

Pithran Mithrilshot, 5, Alliance (Alliance Hunter-18U, Dark Portal-185U)  
Ally—Dwarf Hunter, 3 [Ranged] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> **Long-Range** (*When this ally attacks, defenders deal no combat damage to it.*)

Pixia Darkmist, 5, Alliance (Worldbreaker-155C)  
Ally—Gnome Death Knight, 4 [Melee] / 3 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> Your hero has **Protector**.

Piztog, 1, Warlock (Dark Portal-111C)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 2 Health  
**Elusive** <p> Other allies you control have +1 [Health].

Plague Demonsoul, Horde (Betrayal-33)  
Hero—Undead Warlock (Traitor), Mining/Engineering, 28 Health  
(2), Flip Plague >>> If a Demon you control would be dealt damage this turn, it's dealt to Plague instead.

Plague Eruptor, 3 (Icc crown-156U)  
Scourge Ally—Zombie, Unlimited, 3 [Nature] / 3 Health  
Scourge Hero Required <p> When this ally is dealt non-fatal damage, destroy it. If you do, it deals that much nature damage to each opposing hero and ally.

Plague Fleshbane, Horde (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 you control. If you do, that damage is dealt to that Demon instead.

Plague Igniter, 3, MaPrLo (Naxxramas-35R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
When your hero deals shadow ([Shadow]) damage to a hero, allies in its party have -1 [Health] this turn.

Plague Strike, 2, Death Knight (Knight-11U)  
Ability—Unholy Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When damage is dealt this way, target ally in attached hero's party has -1 [Health] this turn.

Plagueborn Meatwall, 5, Horde (Dark Portal-228U)  
Ally—Undead Abomination, 0 [Shadow] / 6 Health  
**Protector** <p> When this ally defends against an ally, remove all damage from this ally, and he deals that much melee damage to each attacking ally.

Plagued Mind, 3, Death Knight (Throne-31U)  
Ability—Unholy Disease  
Attach to target hero. <p> Ongoing: When attached hero's controller draws a card, your hero deals 1 shadow damage to attached hero.

Plainsrunner Marun, 1, Horde (Honor-139C)  
Ally—Tauren Druid, 1 [Melee] / 1 Health  
**Ferocity** (*This ally can attack immediately.*) <p> When this ally attacks, you pay (1) less to complete your next quest this turn.

Plainswatcher Taro, 7, Horde (Class Promo-8R, Honor-140R)  
Ally—Tauren Warrior, 5 [Melee] / 5 Health  
**Protector** <p> While you control four or more cards in play with the same name, you may play this ally without paying his cost.

Planned Assault, 1, Hunter (Honor-30R)  
Instant Ability—Survival  
You can play target ability from your graveyard this turn if able. If an ability would enter your graveyard this turn, remove it from the game instead.

Planning for the Future (Wrathgate-212C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Target opponent chooses one. Put that card into your hand and the other into your graveyard.

Plasma Rat's Hyper-Scythe, 6, PaWa (Betrayer-237U)  
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike  
Exhaust an armor you control or weapons >>> Ready a resource you control.

Plasu, 2, Alliance (Scourgewar-152C)  
Ally—Draenei Hunter, 2 [Ranged] / 2 Health  
**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)  
<p> This ally has **Assault 2** while an opponent controls a [Shadow] card. (+2 ATK on your turn)

Platinum Disks of Swiftess, 1, DkDrHuMaPaPrRoShLoWa (Wrathgate-184R)  
Equipment—Item, Trinket (2)  
[Activate] >>> You pay (1) less to play your next ally that shares a class with your hero this turn.

Platinum Shield of the Valorous, 3, PaShWa (Legion-266U, Murkdeep-19U)  
Equipment—Armor—Shield, Off-Hand (1), 0 DEF  
This armor has +1 [DEF] for each face-down resource you control.

Plunder, 4, Rogue (Scourgewar-84R)  
Ability—Subtlety  
Attach to target location or quest. <p> Ongoing: You control attached resource.

Poach, 1, Rogue (Iccrown-66C)  
Ability—Subtlety  
Look at target player's hand and choose an ability, ally, or equipment with cost 4 or less. He discards that card.

Point Blank, 2, Hunter (Dark Portal-37C)  
Instant Ability—Marksmanship  
If your hero is defending, it deals 3 ranged damage to target attacker.

Poison Bomb, 5, Rogue (Throne-67R)  
Ability—Assassination  
Your hero deals 3 nature damage to each opposing hero and ally. <p> Ongoing: This ability enters play with three gas counters on it. <p> At the start of your turn, remove a gas counter from this ability. If you do, your hero deals 1 nature damage to each opposing hero and ally. Then, if no gas counters remain, destroy this ability.

Poison Tipped, 2 (Dungeon Treasure-9C)  
Ability  
Ongoing: When a Rogue ally enters play under your control or a friendly player's control, your hero deals 2 nature damage to each opposing hero.

"Poison Tongue" McGillicutty, 5, Horde (Legion-199U)  
Ally—Undead Priest, 3 [Shadow] / 3 Health  
When this ally is destroyed, you may destroy target resource.

Poison Water, Horde (Dark Portal-305C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Choose one: Shuffle any number of cards from your graveyard into your deck; or draw a card. If your hero is a Tauren, you may choose both.

Poison the Well, 2, Rogue (Crown-39U)  
Instant Ability—Assassination  
Destroy all allies with cost 2 or less. (*Token allies have a cost of 0.*)

Poisonfire Greatsword, 3, DkPaWa (Elements-199R)  
Equipment—2H Weapon—Sword, Melee (1), 2 [Nature], 2 Strike  
Exhaust an ally you control >>> This weapon has +2 ATK this turn.

Polished Breastplate of Valor, 3, DkPaWa (Worldbreaker-222R)  
Equipment—Armor—Plate, Chest (1), 3 DEF (3) >>> Add a +1 [DEF] counter to target armor you control. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add a +1 ATK counter to target weapon you control.

Polished Helm of Valor, 2, DkPaWa (Twilight-181R)  
Equipment—Armor—Plate, Head (1), 2 DEF  
If this armor has three or more heirloom counters: [Activate] >>> Allies you control have **Assault 3** this turn. <p> **Stash**: Add an heirloom counter to target equipment you control.

Polished Spaulders of Valor, 4, DkPaWa (Elements-184R)  
Equipment—Armor—Plate, Shoulder (1), 2 DEF  
You pay (1) less to play equipment, and an additional (1) less for each heirloom counter on this armor, to a minimum of (1). <p> **Stash**: Add an heirloom counter to target equipment you control.

Polymorph, 2, Mage (Alliance Mage-10C, Azeroth-58C, Class-55C, Horde Mage-11C)  
Ability—Arcane  
Attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Sheep.

Polymorph: Penguin, 3, Mage (Scourgewar-57C)  
Instant Ability—Arcane  
Attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Penguin.

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 play under his control.

Portal, 2, Mage (Legion-51R)  
Ability—Arcane  
Search your deck for an ally, reveal it, and put it into your hand.

Portal Stone, 2, DkDrHuMaPaPrRoShLoWa (Iccrown-183R, Iccrown Loot-2L)  
Equipment—Item, Hearthstone (1)  
On your turn: (1), [Activate] >>> Remove target ally you control from the game. <p> On your turn: (1), [Activate] >>> Put an ally removed by a card named Portal Stone into play under your control.

Porto, 2, Alliance (Outland-137C)  
Ally—Draenei Shaman, 2 [Nature] / 2 Health  
**Protector** <p> Friendly Totems have **Untargetable**.

Potentate's Letter Opener, 3, DrMaPrShLo (Throne-251U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Fire], 4 Strike  
On your turn: (3), [Activate], Exhaust your hero >>> Your hero deals 2 fire damage to target hero or ally.

Potential Energy Source (Betrayer-258U)  
Quest  
Pay (2) to complete this quest. <p> Reward: You pay (4) less to complete your next quest this turn.

Power Generator Hood, 2, MaPrLo (Crown-173C)  
Equipment—Armor—Cloth, Head (1), 1 DEF  
When this armor enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Power Infusion, 3, Priest (Iccrown-56R)  
Ability—Discipline  
**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: At the start of your turn, add a haste counter. <p> For each haste counter, you pay (1) less to play your first card each turn.

Power Word: Absorb, 3, Priest (Twilight-66C)  
Instant Ability—Discipline  
The next time damage would be dealt to target hero or ally this turn, prevent it. Draw a card.

Power Word: Barrier, 1, Priest (Twilight-67R)  
Instant Ability—Discipline  
**Discipline Talent** (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: This ability enters play with two bubble counters. <p> If a hero or ally you control would be dealt damage, remove a bubble counter from this ability. If you do, prevent that damage. Then, if none remain, destroy this ability.

Power Word: Courage, 3, Priest (Grand Melee-7R)  
Arena Ability—Discipline  
**Preparation** (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: Allies you control have +1 [Health].

Power Word: Endurance, 4, Priest (Elements-69U)  
Ability—Discipline  
Ongoing: Friendly heroes and allies have +2 [Health].

Power Word: Faith, 2, Priest (Wrathgate-62C)  
Instant Ability—Discipline  
Attach to target ally. <p> Ongoing: Attached ally has **Mend 3**. <p> When attached ally heals damage, you may destroy target ability.

Power Word: Fortitude, 3, Priest (Azeroth-83C, Class-74C)  
Ability—Discipline  
Attach to target hero or ally. <p> Ongoing: Attached character has +5 [Health].

Power Word: Preservation, 1, Priest (Worldbreaker-78C)  
Instant Ability—Discipline  
Attach to target ally. <p> Ongoing: Attached ally has -3 / +3.

Power Word: Purity, 1, Priest (Throne-61C)  
 Instant Ability—Holy  
 Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 [Health] and **Mend 2**. *(At the start of your turn, it may heal 2 damage from target hero or ally.)*

Power Word: Restore, 2, Priest (Gladiators-52U)  
 Instant Ability—Holy  
 Attach to target hero, and you may turn it face up. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached hero.

Power Word: Sanctuary, 5, Priest (Scourgewar-73U)  
 Ability—Discipline  
 Attach to target ally you control. <p> Ongoing: Prevent all damage that would be dealt to attached ally. <p> **Death Rattle** *(When this ability enters your graveyard from anywhere):* Prevent all damage that would be dealt to target ally you control this turn.

Power Word: Shelter, 2, Priest (Worldbreaker-79U)  
 Instant Ability—Discipline  
 Attach to target ally. <p> Ongoing: Prevent all damage that would be dealt to attached ally. <p> At end of turn, destroy this ability.

Power Word: Shield, 1, Priest (Class-75C, Dark Portal-76C)  
 Instant Ability—Discipline  
 Attach to target hero or ally. <p> Ongoing: Prevent all damage that would be dealt to attached character. When damage is prevented this way, destroy this ability.

Power Word: Vigor, 2, Priest (Alliance Priest-8C, Horde Priest-9C, Scourgewar-74C)  
 Instant Ability—Discipline  
 Attach to target ally. <p> Ongoing: Attached ally has +5 [Health].

Power Word: Vitality, 0, Priest (Throne-62U)  
 Ability—Discipline  
 Attach to target ally you control. <p> Ongoing: Attached ally has +3 [Health].

Prayer of Fortitude, 6, Priest (Horde Priest-10R, Legion-74R)  
 Ability—Discipline  
 Ongoing: Heroes and allies you control have +5 [Health].

Prayer of Healing, 3, Priest (Azeroth-84U, Class-76U)  
 Ability—Holy  
 Your hero heals 3 damage from each hero and ally you control.

Prayer of Mending, 1, Priest (Betrayal-83C)  
 Instant Ability—Holy  
 Attach to target friendly ally. <p> Ongoing: At the start of your turn, your hero heals 3 damage from attached ally. <p> When attached ally is destroyed, put this ability from its owner's graveyard into play attached to target friendly ally.

Prayer of Shadow Protection, 1, Priest  
 (Scourgewar-75U)  
 Instant Ability—Shadow  
 Friendly heroes and allies have **Shadow Resistance** this turn. *(Prevent all shadow [Shadow]) damage that they would be dealt.)*

Prayer of Spirit, 4, Priest (Iccrown-57U)  
 Ability—Discipline  
 Ongoing: [Activate] >>> Ready a resource you control for each ally you control.

Prayer of Vitality, 3, Priest (Iccrown-58C)  
 Ability—Discipline  
 Your hero heals all damage from allies you control. <p> Ongoing: Allies you control have +1 [Health].

Praze Whiptrick, 3, Horde (Throne-166C)  
 Ally—Goblin Rogue, 3 [Melee] / 2 Health  
 You pay (3) less to play this ally if you played an equipment this turn.

Precognition, X, Priest (Drums-55R)  
 Ability—Shadow  
 Target opponent reveals his hand and chooses an ally in it with cost X or less. Put that ally into play under your control.

Predatory Gloves, 3, DrRo (Outland-203R)  
 Equipment—Armor—Leather, Hands (1), 1 DEF  
 When this armor enters play, target opponent discards a card and you draw a card.

Predatory Sense, 2, Druid (Iccrown-29C)  
 Instant Ability—Feral Cat Form Combo, Form (1)  
 Your hero has **Assault 2** this turn. <p> Ongoing: Your hero has **Cat Form**. *(It has +1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)*

Predatory Strikes, 1, Druid (Azeroth-29R)  
 Ability—Feral  
**Feral Talent** *(You can't put Balance Talents or Restoration Talents in your deck.)* <p> Ongoing: While you control a Bear Form or Cat Form, your hero has +2 ATK while attacking.

Premeditation, 4, Rogue (Azeroth-101R)  
 Ability—Subtlety  
**Subtlety Talent** *(You can't put Assassination Talents or Combat Talents in your deck.)* <p> Search your deck for up to two Combos, reveal them, and put them into your hand.

Preparing for War (Betrayal-259C)  
 Quest  
 Pay (X) to complete this quest. <p> Reward: Shuffle X target cards from any number of graveyards into their owners' decks.

Presence of Mind, 0, Mage (Drums-38R)  
 Instant Ability—Arcane  
**Arcane Talent** *(You can't put Fire Talents or Frost Talents in your deck.)* <p> Cards in your hand are instant this turn until you play a card.

Presence of the Divine, 4, Paladin (Wrathgate-54U)  
 Ability—Retribution  
 Ongoing: When an attacking ally deals damage to an ally you control, you may destroy that attacker.

Preserve and Protect, 1 (Crown-71R)  
 Instant Ability  
**Empower Paladin:** If you control a Paladin hero or ally, allies you control have **Protector** this turn. <p> **Empower Priest:** If you control a Priest hero or ally, prevent all combat damage that would be dealt to defending allies you control this turn.

Prey on the Weak, 2, Rogue (Class-87C, Dark Portal-85C, Horde Rogue-11C)  
 Instant Ability—Assassination  
 Destroy target ally with cost 4 or less.

Pride of the Fel Horde (Legion-311C)  
 Quest  
 Pay (2) to complete this quest. <p> Reward: If you control no ready resources, draw a card.

Priest Training, 1, Priest (Legion-75U)  
 Ability—Holy  
 Attach to target friendly ally. <p> Ongoing: Attached ally has "[Activate]" >>> This ally heals 5 damage from target hero or ally."

Priestess Katianna, 2, Alliance (Alliance Priest-23U, Class-151U, Drums Starter-4U)  
 Ally—Night Elf Priest, 2 [Shadow] / 3 Health  
**Elusive** *(This ally can't be attacked.)*

Priestess of Dementia, 4 (Black Temple Raid-38C)  
 Ally—Shivan Demon Traitor, 4 [Melee] / 2 Health  
 Traitor Hero Required <p> (2), Destroy an ally you control >>> Each opponent destroys an ability or equipment he controls.

Primal Dexterity, 3, Shaman (Elements-83U)  
 Ability—Enhancement  
 Ongoing: Your hero has Dual Wield. <p> When you play or strike with a weapon, you may pay (1). If you do, your hero deals 2 nature damage to target hero or ally.

Primal Focus, 4, Hunter (Iccrown-37U)  
 Ability—Beast Mastery  
 Ongoing: At the end of your turn, ready up to two resources you control.

Primal Mending, 1, Druid (Azeroth-30U)  
 Instant Ability—Restoration  
 Attach to target ally, and your hero heals 2 damage from it. <p> Ongoing: At the end of each turn, your hero heals 1 damage from attached ally.

Primal Strike, 1, Shaman (Alliance Shaman-10C, Twilight-83C)  
 Instant Ability—Enhancement  
 Target ally or weapon has +3 ATK this turn.

Primal Taming, 1, HuSh (Iccrown-95U)  
 Ability—Survival Restoration  
 Attach to target ally or weapon. <p> Ongoing: Attached card has -X ATK, where X is the highest cost among Hunter and Shaman allies you control.

Primal Totem, 1, Shaman (Drums-72U)  
Instant Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 1 Health  
Ongoing: When a Totem you control is destroyed, it deals 1 nature damage to each opposing hero and ally. <p> (*Totems can't attack.*)

Primalist Naseth, 6, Alliance (Dark Portal-186U)  
Ally—Draenei Shaman, 3 [Nature] / 3 Health  
[Activate] >>> This ally deals 4 nature damage to target hero or ally and heals 4 damage from a second target hero or ally.

Prince Anduin Wrynn, 7, Alliance (Twilight-121E)  
Ally—Human Priest, Anduin (1), 2 [Holy] / 5 Health  
Other friendly Humans can protect this ally. <p> Other friendly allies have +1 / +1 for each different card type you control.

Prince Kael'thas Sunstrider, 9 (Betrayal-213E)  
Ally—Blood Elf Mage Traitor, Unique, 8 [Arcane] / 8 Health  
Traitor Hero Required <p> At the end of your turn, gain control of all ready opposing resources. (*Move them to your resource row.*)

Prince Xavalis, 3 (Crown-147E)  
Monster Ally—Satyr Demon Rogue, Xavalis (1), 4 [Shadow] / 3 Health  
At the end of your turn, if an opposing hero has 15 or more damage on it, put a 1 [Shadow] / 1 [Health] Terror Fiend Demon Monster ally token into play with "When this ally deals combat damage to a hero, destroy that hero."

The Princess Trapped (Azeroth-357C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Target opponent chooses one. Put that card into your hand and the other one on the bottom of your deck.

Prized Beastmaster's Mantle, 4, HuSh (Worldbreaker-223R)  
Equipment—Armor—Mail, Shoulder (1), 1 DEF  
Non-[Horde], non-[Alliance] allies you control have +3 [Health]. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero heals 3 damage from target non-[Horde], non-[Alliance] ally you control.

Promenade Sentinel, 7 (Black Temple Raid-39C)  
Ally—Mechanical Traitor, 5 [Arcane] / 3 Health  
Traitor Hero Required <p> When this ally enters play, it deals 2 arcane damage to each of up to three target heroes and/or allies.

Prometha, Alliance (Scourgewar-7)  
Hero—Draenei Shaman (Enhancement), Leatherworking/Jewelcrafting, 28 Health  
If you control another Shaman: Flip Prometha >>> Ready target Melee weapon.

The Promises of Darkness, 1, Warlock (Gladiators-73U)  
Instant Ability—Affliction  
Your hero deals 1 shadow damage to target hero or ally. For each damage dealt this way, put 1 damage on your hero and draw a card.

A Proper String, Hunter (Icecrown-203U)  
Quest  
On your turn: Pay (2) to complete this quest. <p> Reward: Heroes and allies you control have **Long-Range** this turn.

Prophet Velen, 9, Alliance (Outland-138E)  
Ally—Draenei Shaman, Unique, 7 [Nature] / 8 Health  
Exhaust a Draenei you control >>> This ally deals 1 nature damage to target opposing hero or ally and heals 1 damage from target friendly hero or ally.

Protect the Master, 1, Hunter (Dark Portal-38U)  
Instant Ability—Beast Mastery  
Ongoing: Pets you control have **Protector**.

Protective Barricade of the Light, 4, PaSh (Wrathgate-176R)  
Equipment—Armor—Shield, Off-Hand (1), 4 DEF  
[Paladin] Hero: This armor has +2 [DEF]. <p> [Shaman] Hero: You pay (2) less to play this armor.

Proto-Handler's Gauntlets, 2, HuSh (Twilight-182C)  
Equipment—Armor—Mail, Hands (1), 1 DEF  
As this armor enters play, choose one of the following: Black, Blue, Bronze, Green, Red, or Twilight. <p> Dragonkin you control are also the chosen color.

Prototype Reaper, 3 (Dungeon Treasure-36C)  
Monster Ally—Mechanical Reaper, 1 [Melee] / 1 Health  
When this ally enters play, leaves play, exhausts, or readies, it may deal 1 melee damage to target ally.

Proving Grounds (Citadel Raid-89C, Honor-196C)  
Quest  
On your turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Provoke, 2, Warrior (Scourgewar-108C)  
Ability—Arms  
Attach to target hero. <p> Ongoing: At the start of attached hero's controller's turn, your hero deals 1 melee damage to it. This turn, a hero dealt damage this way must attack if able and can attack only your hero if able.

Prowl, 1, Druid (Outland-25U)  
Ability—Feral  
Ongoing: While you control a Cat Form, your hero also has **Stealth**. <p> When your hero deals damage, put this ability into its owner's hand.

Psychic Melt, 4, Priest (Twilight-68C)  
Instant Ability—Shadow  
Target opponent chooses and destroys an ally he controls.

Psychic Scream, 6, Priest (Azeroth-85R)  
Instant Ability—Shadow  
Each opponent puts three allies he controls into their owners' hands.

Psychic Screech, 2, Priest (Throne-63U)  
Instant Ability—Shadow  
Put target ally into its owner's hand. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Psychic Shriek, 4, Priest (Icecrown-59R)  
Ability—Shadow  
Put each ally into its owner's hand.

Psychic Wail, 1, Priest (Worldbreaker-80U)  
Ability—Shadow  
Target player puts an ally he controls into its owner's hand. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Exhaust target resource.

Pugg, 1, Horde (Azeroth-256U)  
Ally—Orc Warrior, 2 [Melee] / 2 Health  
Other allies you control have -1 [Health].

Pugius, Fist of Defiance, 3, RoSh (Citadel-23E)  
Equipment—1H Weapon—Fist, Melee (1), 1 [Melee], 0 Strike  
When your hero is dealt damage for the first time each turn, you may add a +1 ATK counter to this weapon.

Pulverize, 2, Warrior (Gladiators-80U)  
Instant Ability—Fury  
Choose one: Destroy target damaged ally; or destroy target ability or equipment with one or more counters.

Pummel, 3, Warrior (Illidan-109R)  
Instant Ability—Fury  
You may exhaust a Melee weapon you control rather than pay this ability's cost. <p> Interrupt target ability.

Puncture, 3, Warrior (Legion-118C)  
Ability—Protection  
Destroy target ally or equipment.

Pure Evil (Scourgewar-258C)  
Quest  
Pay (6) to complete this quest. <p> Reward: If an ability is in your graveyard, draw a card. <p> If an ally is in your graveyard, draw a card. <p> If an equipment is in your graveyard, draw a card.

Purge, 1, Shaman (Azeroth-114U, Class-101U)  
Instant Ability—Elemental  
Destroy target ability if it's not attached to a friendly hero or ally.

Purloin, 1, Rogue (Dark Portal-86C)  
Ability—Subtlety  
Look at target opponent's hand and choose an ability or equipment. That opponent discards that card.

Putrefying Poison, 1, DkRo (Scourgewar-118U)  
Instant Ability—Unholy Disease Poison  
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached hero. <p> When damage is dealt this way, your hero deals 1 shadow damage to target ally in attached hero's party.

Putting the Pieces Together (Elements-214U)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play.

Puzzle Box of Yogg-Saron, 7,  
DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-4E)  
Equipment—Item  
Players play with the top card of their decks revealed. <p> At the start of each player's turn, if the top card of his deck is a master hero, ability, ally, or equipment, he may play it without paying its cost. <p> [Activate] >>> Shuffle target player's deck.

PX-238 Winter Wondervolt, 3 (Winter Veil-2R)  
Ability  
Ongoing: As this ability enters play, choose an ally type. <p> All allies also have that type.  
(Examples of types are Chicken, Demon, Druid, Gnome, and Yeti.)

Pyroblast, 8, Mage (Azeroth-59R)  
Ability—Fire  
**Fire Talent** (You can't put Arcane Talents or Frost Talents in your deck.) <p> Attach to target hero or ally, and your hero deals 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, add an inferno counter. <p> At the start of your turn, your hero deals 1 fire damage to attached hero for each inferno counter.

Pyromancer Davins, 6, Alliance (Worldbreaker-156R)  
Ally—Worgen Warlock, 5 [Fire] / 7 Health  
**Aberration** <p> (1) >>> Target friendly ally has +2 / -2 this turn. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Target friendly ally has +2 / -2 this turn.

Pyromaniac, 10, Mage (Twilight-51R)  
Ability—Fire  
**Fire Talent** (You can't put Arcane Talents or Frost Talents in your deck.) <p> You pay (1) less to play this ability for each [Fire] card you control. <p> Your hero deals 10 fire damage to target hero or ally.

Quagmirran's Eye, 3, DrMaPaPrShLo (Betrayers-231R)  
Equipment—Item, Trinket (2)  
You pay (1) less to play abilities, to a minimum of (1).

Quakelord Razek Warhoof, 3, Horde (Drums-188R)  
Ally—Tauren Druid, 3 [Nature] / 4 Health  
Tauren Hero Required <p> **War Stomp** <p> When this ally attacks or defends, target opponent exhausts each ability and equipment he controls.

Quantum Blade, 5, HuPaWa (Betrayers-238E)  
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 5 Strike  
Remove the top ten cards of your deck from the game >>> You pay (5) less the next time you strike with this weapon this turn.

Queen Angerboda, Mage (Iccrown-8)  
Scourge Hero—Vrykul Mage (Frost), 25 Health  
[Front]: Flip Angerboda, remove a Mage in your graveyard from the game >>> Target ally can't attack this turn.  
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Mage] cards, [Mage] Frost Talents, neutral cards, and Scourge cards. You can't include cards with reputation or other text restrictions.

Queen Azshara's Dressing Gown, 2, MaPrLo (Worldbreaker Crafted-7E)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
When an Elf you control is destroyed, it may deal arcane damage equal to its ATK to target hero or ally.

Queen Sylvanas Windrunner, 9, Horde (Dark Portal-229E)  
Ally—Undead Banshee Ranger, Unique, 5 [Melee] / 7 Health  
Other Undead heroes and allies you control can't be destroyed.

Quenlan Lifeboon, 1, Alliance (Honor-114C)  
Ally—Night Elf Priest, 2 [Holy] / 1 Health  
Destroy this ally >>> This ally heals 3 damage from target hero or ally.

A Question of Gluttony (Gladiators-193C)  
Quest  
You pay (1) less to complete this quest for each card in your hand. <p> Pay (7) to complete this quest. <p> Reward: Draw a card.

Quick Strike, 3 (Azeroth-165C)  
Instant Ability  
Your hero deals 2 melee damage to target hero or ally.

Quick Trap, 2, Hunter (Crown-18U)  
Instant Ability—Survival  
**Trap** (You may exhaust your defending hero rather than pay this card's cost.) <p> Your hero deals 3 melee damage to target attacking ally.

Quickdraw, 2, Hunter (Class-42C, Gladiators-30C)  
Instant Ability—Marksmanship  
Your hero deals 2 ranged damage to target ally, or 6 if that ally entered play this turn.

"Quickhands" Spigotgulp, 4, Alliance (Gladiators-116C)  
Ally—Gnome Warrior, 3 [Melee] / 4 Health  
**Protector** <p> If you would draw a card, you may skip drawing it instead. <p> When you skip drawing a card this way, opposing allies have -1 / -1 this turn.

Quickstrider Moccasins, 4, HuSh (Gladiators-165R)  
Equipment—Armor—Mail, Feet (1), 2 DEF  
[Activate] >>> Ready another target card in play.

Quigley Slipshade, 1, Alliance (Betrayers-150C)  
Ally—Gnome Rogue, 2 [Melee] / 1 Health  
(1) >>> This ally has **Elusive** this turn. <p> (1) >>> This ally has **Untargetable** this turn.

Ra'chee, 1, Horde (Dark Portal-230C, Horde Priest-18C)  
Ally—Troll Priest, 1 [Holy] / 2 Health  
When this ally enters play, he 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 a Pet you control 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] / 5 Health  
At the end of your turn, choose whether this ally has **Elusive** or **Protector** until the end of your next turn.

Raene's Cleansing, Alliance (Dark Portal-294C)  
Quest  
If you've completed a quest this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Raesa Morningstar, Horde (Outland-17)  
Hero—Blood Elf Priest (Discipline), Enchanting/Alchemy, 26 Health  
On your turn: (2), Flip Raesa >>> Put target ability into its owner's hand.

Raezi, 4, Horde (Crown-117C)  
Ally—Troll Shaman, 3 [Melee] / 5 [Health]  
**Harmonize** (You pay (1) less to play allies with printed cost 4 or more.)

Rage of the Elements, 1, Shaman (Crown-43U)  
Ability—Enhancement  
Attach to target ally. <p> Ongoing: Attached ally has **Assault 2** and **Smash**. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.) <p> When attached ally is destroyed, if it was a Monster, put this ability from the graveyard into its owner's hand.

Raging Shout, 3, Warrior (Worldbreaker-120U)  
Ability—Fury Shout  
Ongoing: Allies you control have **Assault 1**. <p> **Stash** (As this enters your resource row, you may have it enter face up. Immediately turn it face down.): Your hero has **Assault 1** this turn.

Ragnaros the Firelord, 7 (Elements-173E)  
Ally—Fire Elemental Lord, Ragnaros (1), 5  
[Fire] / 6 Health  
Fire Elementals you control have **Ferocity**. <p>  
At the start of your turn, put a 2 [Fire] / 1  
[Health] Fire Elemental ally token into play. <p>  
Destroy a Fire Elemental you control >>> This  
ally deals 1 fire damage to target hero or ally.

Rahn Grimstaff, 2, Alliance (Legion-162C)  
Ally—Human Warlock, 1 [Shadow] / 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 this  
ability 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 you control  
no Ghouls, you may remove target ally in a  
graveyard from the game. If you do, put a 3  
[Melee] / 3 [Health] Ghoul ally token into play.

Raise from the Ashes, 3, Shaman (Illidan-92R)  
Instant Ability—Restoration  
As an additional cost to play, destroy an ally you  
control. <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] / 1 Health  
When this ally enters play, ready your hero and  
a Weapon you control.

Rakala Deathsmash, 3, Horde (Twilight-146C)  
Ally—Orc Death Knight, 4 [Melee] / 2 Health  
When this ally is destroyed, target opposing ally  
has -3 ATK this turn.

Rakasa Mournewind, 6, Horde (Honor-141C)  
Ally—Tauren Shaman, 3 [Frost] / 6 Health  
**Protector** <p> When this ally deals damage,  
target opposing hero or ally can't attack or  
protect this turn.

Rake, 1, Druid (Dark Portal-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 you control a Cat Form, your  
hero deals 1 melee damage to attached  
character.

Rakzi the Earthgraced, 2, Horde (Elements-  
142R)  
Ally—Goblin Shaman, 1 [Nature] / 4 Health  
This ally has **Assault 1** for each equipment you  
control. <p> **Stash**: Target weapon you control  
has **Assault 1** this turn.

Rally the Troops, 3 (Azeroth-166C)  
Instant Ability  
Allies you control have +1 ATK this turn.

Rallying Cry of the Dragonslayer, 1 (Throne-  
93C)  
Ability  
Attach to target ally. <p> **Ongoing**: Attached ally  
has +1 / +1.

Rallying Shout, 2, Warrior (Outland-95U)  
Instant Ability—Protection Shout  
Ongoing: Allies you control have **Protector**.

Rallying Swarm, 1, Warrior (Throne-87R)  
Ability—Arms  
Ongoing: If an equipment entered play under  
your control this turn: [Activate] >>> Search  
your deck for an Unlimited Murloc and put it  
into play.

Ramaladni's Blade of Culling, 4, DkPaWa  
(Worldbreaker-244R)  
Equipment—2H Weapon—Axe, Melee (1), 7  
[Melee], 2 Strike  
Opposing heroes and allies have **Protector**.

Rames the Purifier, 4, Alliance (Betrayer-151C)  
Ally—Human Priest, 4 [Holy] / 3 Health  
At the end of your turn, you may destroy an  
ability attached to a hero or ally you control.

Rampage, 3, Warrior (Outland-96R)  
Ability—Fury  
**Fury Talent** (*You can't put Arms Talents or  
Protection Talents in your deck.*) <p> Ongoing:  
When your hero deals combat damage with a  
weapon, add a slaughter counter. <p> Your hero  
has +1 ATK while attacking for each slaughter  
counter.

Ramstein's Lightning Bolts, 3,  
DrHuMaPaPrRoShLoWa (Dark Portal-267U)  
Equipment—Item, Trinket (2)  
(2), Destroy this item >>> Your hero deals 1  
nature damage to each hero and ally.

Randipan, 3, Alliance (Alliance Rogue-17U,  
Azeroth-213U, Class-152U)  
Ally—Gnome Rogue, 2 [Melee] / 2 Health  
When this ally deals combat damage to a  
defending hero, draw a card.

Randolphe Mortimer, Alliance (Knight-1,  
Naxxramas-5)  
Hero—Human Death Knight (Frost),  
Mining/Jewelcrafting, 29 Health  
(3), Flip Randolphe >>> This turn, opposing  
heroes and allies have "This character has -1  
ATK for each damage on it."

Ranged Weapon Specialization, 3, Hunter  
(Betrayer-53R)  
Ability—Marksmanship  
**Marksmanship Talent** (*You can't put Beast  
Mastery Talents or Survival Talents in your deck.*)  
<p> Ongoing: Ranged weapons you control have  
+2 ATK and you pay (1) less to strike with them.

Ransack, 4, Rogue (Drums-64R)  
Ability—Assassination  
Destroy the card with the lowest cost among  
abilities, allies, and equipment in play. If two or  
more are tied, destroy all with that cost.

Ranthus Adler, 4, Alliance (Outland-139C)  
Ally—Human Warlock, 4 [Shadow] / 3 Health  
(1), Destroy this ally >>> Put target ally into its  
owner's hand.

Rantuko Grimtouch, 1, Horde (Horde DK-20C,  
Knight-18C)  
Ally—Tauren Death Knight, 1 [Shadow] / 2  
Health  
When this ally readies, he deals 1 shadow  
damage to each opposing ally.

Rapid Fire, 2, Hunter (Azeroth-43R)  
Ability—Marksmanship  
When you strike with a Ranged weapon this  
turn, you may pay (1). If you do, ready that  
weapon and your hero.

Raptor Strike, 1, Hunter (Class-43C,  
Scourgewar-47C)  
Instant Ability—Survival  
Your hero deals 3 melee damage to target ally  
that entered play this turn.

A Rare Bean (Drums-250C)  
Quest  
Pay (2) to complete this quest. <p> Reward:  
Name a rarity, then reveal the top three cards of  
your deck. Put a revealed card with that rarity  
into your hand and the rest on the bottom of  
your deck.

Ras'fari Bloodfrenzy, 6, Horde (Betrayer-172U)  
Ally—Troll Warrior, 4 [Melee] / 6 Health  
**Ferocity** (*This ally can attack immediately.*) <p>  
When this ally 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] / 4 Health  
**Untargetable**

Ravage, 1, Druid (Icercrown-30C)  
Ability—Feral Combo  
Your hero deals 2 melee damage to target ally,  
or 4 if you control a Form.

Ravenna, Horde (Class-24, Illidan-14)  
Hero—Blood Elf Rogue (Subtlety),  
Alchemy/Mining, 27 Health  
Flip Ravenna >>> Target ally you control has  
**Stealth** this turn. (*It can't be protected against.*)

Ravenous Bite, 2, Hunter (Azeroth-44C)  
Instant Ability—Beast Mastery  
Target ally has +3 ATK this turn. <p> Target ally has -3 ATK this turn.

Ra'waza Stonetusk, 2, Horde (Illidan-165C)  
Ally—Troll Shaman, 0 [Nature] / 5 Health  
**Protector** <p> At the start of your turn, this ally heals all damage from himself.

Rawrbgrle (Throne-24)  
Monster Hero—Murloc Warrior, 30 Health  
[Front]: (8) >>> Flip Rawrbgrle face down. <p> You pay (8) less to flip Rawrbgrle if you control five or more Murloc allies.  
[Back]: Monster allies you control have +1 / +1.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Rayder, 2, Hunter (Azeroth-45U)  
Ally—Wolf, Pet (1), 2 [Melee] / 2 Health  
[Activate] >>> Allies you control have +2 ATK while attacking this turn.

Rayne Savageboon, 2, Alliance (Class-153C, Drums-140C)  
Ally—Night Elf Warrior, 3 [Melee] / 1 Health  
**Protector** <p> **Nature Resistance** (*Prevent all nature ([Nature]) damage that this ally would be dealt.*)

Ra'za Wildstorm, 4, Horde (Class-190U, Drums Starter-7U)  
Ally—Troll Shaman, 6 [Melee] / 2 Health

Razak Ironsides, 7, Alliance (Betrayer-152E)  
Ally—Gnome Sharpshooter, Unique, 4 [Ranged] / 8 Health  
When an opposing hero or ally readies, this ally deals 4 ranged damage to it.

Raze, 2, Rogue (Wrathgate-70R)  
Ability—Assassination  
**Finishing Move** (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Destroy each opposing ally and equipment with cost X.

Razo'jun, 3, Horde (Elements-143U)  
Ally—Troll Shaman, 1 [Fire] / 2 Health  
**Ferocity** <p> When this ally enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

Razorsaw, 6 (Legion-250R)  
Ally—Demon, Unique, 7 [Ranged] / 4 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*) <p> When this ally enters play, he deals 4 ranged damage to target ally you control. When this ally leaves play, he deals 4 ranged damage to target ally.

Razu'jor, 4, Horde (Class-191C, Horde Priest-19C, Scourgewar-187C)  
Ally—Troll Warrior, 5 [Melee] / 3 Health  
When this ally attacks, you may destroy target weapon.

Readiness, 3, Hunter (Outland-33R)  
Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> You can play abilities from your graveyard this turn. <p> If an ability would enter your graveyard this turn, remove it from the game instead.

Really Big Worm (Wrathgate-213C)  
Quest  
Exhaust ten cards you control to complete this quest. <p> Reward: Draw three cards.

Reanimator's Hacker, 4, DkHuShWa (Horde DK-26U, Horde Shaman-24U, Scourgewar-241U)  
Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike  
(2), Destroy this weapon >>> Put target ally from your graveyard into your hand.

Reaper of Dark Souls, X, DkPaRoWa (Scourgewar-242U)  
Equipment—1H Weapon—Sword, Melee (1), 0 [Shadow], 2 Strike  
This weapon enters play with X +1 ATK counters.

The Reason for the Season (Winter Veil-9R)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Draw a card. If it's December, draw another card.

Reaver of the Infinities, 6, HuPaWa (Outland-217E)  
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee], 0 Strike  
(15) >>> This weapon has +[Infinity] ATK this turn.

Reawakening, 5, Druid (Worldbreaker-39R)  
Ability—Restoration  
Put any number of [Nature] allies from your graveyard into your resource row face down and exhausted.

Rebirth, 5, Druid (Horde Druid-9U, Illidan-31U, Twilight-33U)  
Instant Ability—Restoration  
Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

Recall from the Brink, 5, PaSh (Gladiators-89C)  
Ability—Holy Restoration  
Put target ally or weapon from your graveyard into play if its cost is less than or equal to the number of resources you control.

Reckless Abandon, 5, Warrior (Honor-80U)  
Ability—Fury  
Ongoing: [Activate] >>> If target friendly ally would be dealt damage this turn, it's dealt to your hero instead.

Recklessness, 2, Warrior (Scourgewar-109R)  
Ability—Fury  
Ongoing: At the start of your turn, add an abandon counter. <p> If your hero would deal or be dealt damage, that much +X is dealt instead, where X is the number of abandon counters.

Reckoning, 2, Paladin (Icecrown-50R)  
Ability—Protection  
**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <p> Ongoing: When your hero is dealt combat damage on an opponent's turn, you may ready a card you control.

Reckoning of the Light, 3, Paladin (Gladiators-44R)  
Ability—Retribution  
Destroy each ability and equipment with which damage was dealt to your hero this game.


Reclaimed Ashkandi, 3, DkPaWa (Crown-188R)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee] / 0 Strike  
Play only if you control three or more equipment. <p> Your hero has **Smash**.

Reclaiming Holy Grounds (Illidan-246U)  
Quest  
Pay (1) to complete this quest. <p> Reward: Put target quest from your graveyard into your hand.

Reclusion, 2, Paladin (Legion-63C)  
Ability—Protection  
Attach to target ally. <p> Ongoing: Prevent all damage that attached ally would deal.

Reconstruct, 2, Warrior (Scourgewar-110R)  
Ability—Arms  
Put target equipment from your graveyard into play if its cost is less than or equal to the number of resources you control.

The Red Bearon, 6 (Drums-201R, Drums Loot-3L)  
Ally—Bear, 0 [Melee] / 0 Health  
This ally has +X / +X, where X is the combined [DEF] of armor you control.

Red Rider Air Rifle, 5,  
DkDrHuMaPaPrRoShLoWa (Holiday -1R)  
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 2 Strike  
**Long-Range** <p> This weapon enters play with two eye counters. <p> This weapon has +2 ATK for each eye counter on it. <p> When you strike with this weapon, reveal the top card of your deck. If it has an odd cost, remove an eye counter from this weapon.

Redemption, 5, Paladin (Citadel Raid-56U, Class-64U, Outland-51U)  
Ability—Holy  
Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. Draw a card.

Redridge Rendezvous, Alliance (Class-7C)  
Quest  
Pay (5) to complete this quest. <p> Reward: Draw a card for each different [Alliance] race among heroes and allies you control.

Reflex Blades, 5, DrRoSh (Betrayer-239U)  
Instant Equipment—1H Weapon—Fist, Melee (1), 2 [Melee], 0 Strike  
When you play an armor or weapon, ready this weapon and your hero.

Reforestation, 5, Druid (Gladiators-21U)  
Ability—Balance  
Destroy target ability or equipment. Put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

A Refugee's Quandary, Alliance (Dark Portal-295C)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Choose one: Ready an equipment you control; or draw a card. If your hero is a Gnome, you may choose both.

Regrowth, 2, Druid (Class-33C, Honor-24C)  
Instant Ability—Restoration  
Attach to target hero or ally, and your hero heals 4 damage from it. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached character.

Rehgar Earthfury, 6, Alliance, Horde (Gladiators-149E)  
Arena Ally—Orc Shaman, Unique, 5 [Frost] / 5 Health  
[Alliance] allies you control have +1 [Health]. <p> [Horde] allies you control have +1 ATK. <p> When this ally attacks, gain control of target ally.

Reincarnation, 4, Shaman (Legion-97R)  
Ability—Restoration  
Ongoing: If your hero would be destroyed, remove this ability from the game and remove all but 14 damage from your hero instead.

Reinforced Steel, 2, Warrior (Citadel-10U)  
Ability—Arms  
Ongoing: Friendly armor have +1 [DEF] for each friendly weapon. <p> Friendly weapons have +1 ATK for each friendly armor.

Rejuvenation, 2, Druid (Worldbreaker-40C)  
Instant Ability—Restoration  
Attach to target hero. <p> Ongoing: Attached hero has **Mend 2**. (*At the start of your turn, it may heal 2 damage from target hero or ally.*)

Rek'gar, 4, Horde (Outland-182C)  
Ally—Troll Shaman, 2 [Frost] / 4 Health  
**Protector** <p> When a Totem you control is destroyed, this ally deals 1 frost damage to target hero or ally.

Rekwa Proudhorn, Horde (Worldbreaker-16)  
Hero—Tauren Paladin (Retribution), 30 Health  
[Front]: (2) >>> Flip Rekwa face down.  
[Back]: Damage that Rekwa and allies you control would deal is unpreventable.

The Relics of Wakening, Alliance (Dark Portal-296R)  
Quest  
Night Elf Hero Required <p> On your turn: Pay (3) to complete this quest. <p> Reward: Ready all allies you control that haven't attacked this turn.

Reload, 1, Hunter (Honor-31U)  
Ability—Marksmanship  
Ready your hero and a Ranged weapon you control. If you ready a weapon this way, you pay (10) less the next time you strike with it this turn.

Remba, Abbess of Ash, Alliance (Betrayer-18)  
Hero—Dwarf Priest (Traitor),  
Alchemy/Tailoring, 26 Health  
On your turn: (4), Flip Remba >>> Gain control of target ally with an attachment.

Remulos, Son of Cenarius, 4 (Crown-157R)  
Monster Ally—Keeper of the Grove Druid,  
Remulos (1), 4 [Nature] / 4 Health  
**Harmonize** <p> When Remulos or another ally with cost 4 or more enters play under your control, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Rend, 1, Warrior (Alliance Warrior-7C, Azeroth-146C, Horde Warrior-7C)  
Instant Ability—Arms  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character.

Rend and Tear, 4, Druid (Elements-36R)  
Instant Ability—Feral Cat Form, Form (1)  
**Feral Talent** (*You can't put Balance Talents or Restoration Talents in your deck.*) <p> Ongoing: When this ability enters play, your hero deals 1 melee damage to each of up to three target opposing heroes and/or allies. <p> Your hero has **Assault 2** for each damaged opposing character.

Renew, 1, Priest (Class-77U, Dark Portal-77U)  
Instant Ability—Holy  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero heals 1 damage from attached character.

Renewal of Life, 4, DrPaPrSh (Scourgewar Badge-2E)  
Equipment—Item, Ring (2)  
At the start of your turn, you may destroy this item. If you do, each player puts all allies from his graveyard into play.

Rensarth Shadowsun, 2, Horde (Drums-189C)  
Ally—Blood Elf Warlock, 3 [Shadow] / 1 Health  
On your turn: (1), Put 1 damage on another ally you control >>> Target ally has -1 [Health] this turn.

Reoccupation (Throne-256U)  
Quest  
On your turn: Pay (2) to complete this quest.  
<p> Reward: Shuffle your graveyard into your deck, then remove all cards in each opponent's graveyard from the game.

Repentance, 2, Paladin (Horde Paladin-9R, Worldbreaker-69R)  
Instant Ability—Retribution  
**Retribution Talent** (*You can't put Holy Talents or Protection Talents in your deck.*) <p> Destroy target ability, ally, or equipment that damage was dealt with or dealt by this turn.

Report to Goldshire, Alliance (Class-8C)  
Quest  
If you control more allies than an opponent: Pay (1) to complete this quest. <p> Reward: Draw a card.

Reprisal, 1, Paladin (Drums-48U)  
Instant Ability—Retribution  
If damage was dealt with target ability or equipment this turn, destroy it.

Repurposed Lava Dredger, 3, DrPa (Worldbreaker-245R)  
Equipment—2H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
(3), [Activate] >>> Reveal the top card of your deck and an additional card for each heirloom counter on this equipment. Place each revealed card into your resource row exhausted as an additional resource. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Requite, 2, Warrior (Wrathgate-91C)  
Ability—Fury  
Your hero deals 4 melee damage to target damaged hero or ally.

Rescue the Earthspeaker! (Throne-257C)  
Quest  
If you have no cards in hand: Pay (2) to complete this quest. <p> Reward: Draw a card.

Rescue the Survivors!, Alliance (Dark Portal-297R)  
Quest  
Draenei Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Put two 0 [Melee] / 1 [Health] Draenei Survivor ally tokens into play with "Exhaust your hero, remove this ally from the game >>> Draw a card."

Residue Rendezvous (Citadel-28U)  
Quest  
Pay (5) to complete this quest. <p> Reward: Draw a card for each damaged hero and ally you control.

Resolute Aura, 4, Paladin (Honor-45R)  
Ability—Retribution, Aura (1)  
Ongoing: For each armor you control, weapons you control have +1 ATK and you pay (1) less to strike with them.

Resourcefulness, 4, Hunter (Drums-30R)  
Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Ongoing: Heroes and non-token allies you control can be exhausted to pay costs as though they were resources.

Respite for a Tormented Soul (Citadel-29U)  
Quest  
Pay (2) to complete this quest. <p> Reward: Put target ally from a graveyard on top of its owner's deck.

Ressa Shadeshine, Alliance (Betrayer-7)  
Hero—Gnome Rogue (Combat),  
Engineering/Leatherworking, 27 Health  
(2), Flip Ressa >>> Ressa deals melee damage to target ally equal to the ATK of a Weapon you control.

Ressa the Leper Queen, Alliance (Betrayed-16)  
Hero—Gnome Rogue (Traitor),  
Engineering/Leatherworking, 27 Health  
(3), Flip Ressa >>> Target player destroys an  
equipment he controls.

Rest and Relaxation, 4 (Dark Portal-148R, Dark  
Portal Loot-1L)

Ability

Ongoing: (1), [Activate], Exhaust two allies you  
control >>> Draw a card.

Restitution, 4, Paladin (Icercrown-51U)

Ability—Holy

Put target ally with **Assault**, **Mend**, or  
**Protector** and cost less than or equal to the  
number of resources you control from your  
graveyard into play. Draw a card.

The Restless Dead (Scourge-263C)

Quest

On your turn: Pay (3) to complete this quest.  
<p> Reward: Each player shuffles his graveyard  
into his deck, and then you draw a card.

Resurrection, 4, Priest (Alliance Priest-9R,  
Azeroth-86R, Class-78R)

Ability—Holy

Put target ally from your graveyard into play if  
its cost is less than or equal to the number of  
resources you control.

Retainer Alashon, 2 (Illidan-190R)

Ally—Blood Elf Rogue, 2 [Nature] / 3 Health  
Scrier Reputation <p> **Sabotage**: All keywords  
<p> When this ally sabotages keywords,  
opposing cards everywhere lose and can't have  
keyword powers while he remains under your  
control.

Retainer Athan, 3 (Betrayed-202U)

Ally—Blood Elf Rogue, 3 [Melee] / 3 Health  
Scrier Reputation <p> When this ally is  
destroyed, target player discards his hand, then  
draws a card for each card discarded this way.

Retainer Cara, 6 (Betrayed-203C)

Ally—Blood Elf Rogue, 6 [Melee] / 4 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Sabotage**:  
Equipment (This ally can attack opposing  
equipment.) <p> When this ally sabotages an  
equipment, gain control of it.

Retainer Eteron, 5 (Betrayed-204R)

Ally—Blood Elf Rogue, 5 [Melee] / 4 Health  
Scrier Reputation <p> **Sabotage**: Hand <p>  
When this ally sabotages an opponent's hand,  
look at it and choose up to two cards. That  
opponent puts those cards into his resource row  
face down and exhausted.

Retainer Faryn, 5 (Illidan-191U)

Ally—Blood Elf Rogue, 3 [Melee] / 3 Health  
Scrier Reputation <p> **Sabotage**: Resource <p>  
When this ally sabotages a resource, gain  
control of it. (Move it to your resource row.)

Retainer Jitaen, 2 (Legion-238C)

Ally—Blood Elf Rogue, 1 [Melee] / 3 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Sabotage**:  
Quest (This ally can attack opposing quests.) <p>  
When this ally sabotages a quest, turn it face  
down.

Retainer Kai, 4 (Illidan-192C)

Ally—Blood Elf Rogue, 4 [Melee] / 4 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> When this  
or another Scrier ally enters your party,  
opposing heroes and allies can't protect this  
turn.

Retainer Kedryn, 2 (Legion-239C)

Ally—Blood Elf Rogue, 1 [Melee] / 1 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Stealth**  
(This ally can't be protected against.) <p> When  
this ally deals combat damage to an ally, destroy  
that ally.

Retainer Khorbus, 3 (Legion-240U)

Ally—Blood Elf Rogue, 4 [Melee] / 4 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> When this  
ally deals combat damage, put him from play  
into his owner's hand.

Retainer Marcus, 1 (Illidan-193U)

Ally—Blood Elf Hunter, 0 [Ranged] / 2 Health  
Scrier Reputation <p> When this ally enters  
play, look at target player's hand and name a  
card in it. <p> That player can't play cards with  
that name.

Retainer Mythras, 4 (Legion-241R)

Ally—Blood Elf Rogue, 0 [Melee] / 1 Health  
Scrier Reputation <p> When this ally enters  
play, target opponent gains control of him. <p>  
This ally can't attack. <p> At the end of your  
turn, destroy another ally you control. If you  
can't, destroy this ally.

Retainer Nealos, 2 (Legion-242C)

Ally—Blood Elf Rogue, 2 [Melee] / 3 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Sabotage**:  
Weapon (This ally can attack opposing weapons.)  
<p> When this ally sabotages a weapon, exhaust  
it. It can't ready during its controller's next  
ready step.

Retainer Ryn, 4 (Betrayed-205U)

Ally—Blood Elf Rogue, 3 [Melee] / 3 Health  
Scrier Reputation <p> **Sabotage**: Player <p>  
When this ally sabotages a player, that player  
chooses an ability, ally, equipment, or resource  
he controls and puts it on top of its owner's  
deck.

Retainer Salvan, 1 (Legion-243C)

Ally—Blood Elf Rogue, 2 [Melee] / 1 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Sabotage**:  
Armor (This ally can attack opposing armor.)  
<p> When this ally sabotages a player's armor,  
exhaust all of that player's armor.

Retainer Zaelan, 4 (Legion-244C)

Ally—Blood Elf Rogue, 2 [Melee] / 5 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Sabotage**:  
Equipment (This ally can attack opposing  
equipment.) <p> When this ally sabotages an  
equipment, put it into its owner's hand.

Retainer Zian, 2 (Betrayed-206C)

Ally—Blood Elf Rogue, 3 [Melee] / 3 Health  
Scrier Reputation (You can't put cards with  
other reputations in your deck.) <p> **Stealth**  
(This ally can't be protected against.) <p> This  
ally has -1 / -1 for each **Protector** in play.

Retainer's Blade, 2, RoSh (Illidan-232R)

Equipment—1H Weapon—Dagger, Melee (1), 2  
[Melee], 1 Strike  
Scrier Reputation <p> When this weapon is  
destroyed, you may destroy target ally.

Retaliation, 1, Warrior (Legion-119R)

Instant Ability—Arms

Ongoing: You pay (10) less to strike with Melee  
weapons while your hero is defending.

Retribution Aura, 5, Paladin (Azeroth-71R)

Ability—Retribution, Aura (1)

Ongoing: When a hero or ally you control is  
dealt combat damage, it deals 1 holy damage to  
the source of that combat damage.

Retribution of the Light (Legion-312C)

Quest

Pay (2) to complete this quest. <p> Reward: All  
players shuffle their graveyards into their decks.

Return to Angrathar (Wrathgate-214C)

Quest

You pay (1) less to complete this quest for each  
Scourge ally you control. <p> Pay (3) to  
complete this quest. <p> Reward: Draw a card.

Return to the Aldor (Illidan-233C)

Quest

Aldor Reputation <p> If you control another  
Aldor: Pay (2) to complete this quest. <p>  
Reward: Draw a card.

Return to the Scryers (Illidan-234C)

Quest

Scrier Reputation <p> If you control another  
Scrier, pay (2) to complete this quest. <p>  
Reward: Draw a card.

Revealing Strike, 3, Rogue (Twilight-73R)

Ability—Combat

**Combat Talent** (You can't put Assassination  
Talents or Subtlety Talents in your deck.) <p>  
Target opponent reveals the top card of his  
deck, and then he reveals his hand and discards  
all cards that share a card type with the  
revealed card.

Revenant of Neptulon, 4 (Throne-216U)

Monster Ally—Water Elemental, 2 [Frost] / 6  
Health

When you play a Frost or [Frost] card, this ally  
may deal 2 frost damage to target hero or ally.

Revenge, 1, Warrior (Dark Portal-123U)

Instant Ability—Protection

You can't play this ability 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

This quest 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] / 5 Health

(1), [Activate] >>> Exhaust target ready ally, and this ally 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 you control. <p> Ongoing: When attached ally is destroyed, put it from its owner's graveyard into play under your control 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] / 4 Health

When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Bear ally token named Misha into play with **Ferocity**. <p> This ally has +3 / +3 while you control that ally.

Rhok'delar, Longbow of the Ancient Keepers, 7, Hunter (Class-220R, Molten Core-26R)

Equipment—Weapon—Bow, Ranged (1), 5

[Ranged], 2 Strike

When you strike with this weapon, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*)

Rhonin, 3 (Champ Promo-10E, Icecrown-168E)

Ally—Human Mage, Unique, 4 [Frost] / 3 Health

(2), Discard a Mage with cost X >>> Interrupt target card with cost X.

Rhuunom, 1, Warlock (Scourgewar-100C)

Ally—Felhunter Demon, Pet (1), 2 [Shadow] / 2 Health

At the end of your turn, you may destroy target attachment. If you do, draw a card.

Rhyllor of the Glade, 5, Alliance (Icecrown-114C)

Ally—Night Elf Druid, 3 [Arcane] / 5 Health

**Protector, Assault 1, Mend 1**

The Rider of Frost (Icecrown-216C)

Quest

Pay (4) to complete this quest. <p> Reward: Draw a card. You pay (1) less to complete quests this turn.

Righteous Cleanse, 2, Paladin (Throne-58U)

Instant Ability—Holy

Destroy target ability. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Righteous Defense, 1, Paladin (Outland-52U)

Instant Ability—Protection

Remove target friendly defending ally from combat, and your hero becomes a defender. Opposing heroes and allies can't attack that ally this turn.

Righteous Vengeance, 3, Paladin (Class-65C, Dark Portal-62C)

Instant Ability—Retribution

Destroy target attacking ally.

Righteousness Aura, 4, Paladin (Illidan-62C)

Ability—Retribution, Aura (1)

Ongoing: If a hero or ally you control would deal damage, it deals that much +1 instead.

Riley Sizzleswitch, Alliance (Scourgewar-8)

Hero—Gnome Mage (Fire),

Tailoring/Engineering, 25 Health

If you control another Mage: Flip Riley >>> Riley deals 2 fire damage to target ally.

Rime and Freezin', 2 (Crown-72R)

Instant Ability

**Empower Mage:** If you control a Mage hero or ally, your hero deals 4 frost damage to target opposing ally. <p> **Empower Shaman:** If you control a Shaman hero or ally, your hero deals 4 frost damage to target opposing hero.

Rimblat Earthshatter, Shaman (Icecrown-4)

Hero—Tauren Shaman (Elemental), 29 Health

[Front]: Argent Crusade Reputation <p> Flip Rimblat, remove a Shaman in your graveyard from the game >>> Destroy target ability that's not attached to a friendly card.

[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Shaman] cards, [Shaman] Elemental Talents, neutral cards, and Argent Crusade cards. You can't include cards with other reputations or other text restrictions.

Ring of Binding, 2, DrHuMaPaPrRoShLoWa (Onyxia-26R)

Equipment—Item, Ring (2)

Opponents pay (1) more to play abilities that target your hero.

The Ring of Blood (Gladiators-202U)

Location—Arena

As a cost to place this location face up, reveal an Arena card from your hand. <p> [Activate] >>> You pay (2) less to complete your next quest this turn.

The Ring of Blood: Brokentoe (Gladiators-195C)

Arena Quest

As a cost to place this quest face up, discard a card. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

The Ring of Blood: Rokdar the Sundered Lord (Gladiators-197C)

Arena Quest

As a cost to place this quest face up, remove 2 damage from an opposing hero. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

The Ring of Blood: Skra'gath (Gladiators-198C)

Arena Quest

As a cost to place this quest face up, choose an opponent, and he may draw a card. <p> Pay (5) to complete this quest. <p> Reward: Draw three cards.

The Ring of Blood: The Blue Brothers (Gladiators-194C)

Arena Quest

As a cost to place this quest face up, choose an opponent, and he may put two 1 [Melee] / 1 [Health] Broken Arena ally tokens into play. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

The Ring of Blood: The Final Challenge (Gladiators-196C)

Arena Quest

As a cost to place this quest face up, put 2 damage on your hero. <p> Pay (2) to complete this quest. <p> Reward: Draw a card.

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)

Equipment—Item, Ring (2)

[Activate], Exhaust X equipment you control >>> Your hero heals X damage from itself.

Ring of Frost, 3, Mage (Horde Mage-12U, Twilight-52U)

Ability—Frost

Your hero deals 2 frost damage to each ready opposing ally.

Ring of Invincibility, 3, DkHuPaRoShWa (Scourgewar Badge-3E)

Equipment—Item, Ring (2)

(1), [Activate] >>> Target ally has **Invincible** this turn. (*It can't leave play, be targeted, or be dealt damage.*)

Ring of the Battle Anthem, 2, DkDrPaWa (Worldbreaker Badge-7E)

Equipment—Item, Ring (2)

(2) >>> Allies you control have **Assault 1** this turn. <p> **Stash:** Target ally has **Assault 1** this turn.

Ring of the Great Whale, 1, DrPaPrSh (Throne-241U)

Equipment—Item, Ring (2)

If damage would be healed from a hero or ally you control, that much +2 is healed instead.

Ring of the Recalcitrant, 4, DrHuRoWa (Magtheridon-15R)

Equipment—Item, Ring (2)

Friendly heroes have +1 ATK while attacking.

Ring of the Shadow Deepes, 1, DrHuPaRoShWa (Betrayer-232U)  
Equipment—Item, Ring (2)  
[Activate], Destroy an ally you control >>> Your hero has +2 ATK while attacking this turn.

Ring of the Silver Hand, 3, DrPaSh (Betrayer-233R)  
Equipment—Item, Ring (2)  
[Activate] >>> Prevent all combat damage that target attacking ally would deal to your hero this combat.

Ring of the Unliving, 4, DrHuPaRoShWa (Dark Portal-268E)  
Equipment—Item, Ring (2)  
Your hero can't be destroyed. <p> While your hero has fatal damage, when it's dealt damage, destroy that many of your equipment and/or resources.

Ring of Trials (Gladiators-204C)  
Location—Arena (3)  
When a hero or ally you control deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Target player chooses an ally he controls, and then you choose an ally you control. Each deals melee damage equal to its ATK to the other.

Ringleader Kuma, Horde (Illidan-15)  
Hero—Tauren Shaman (Enhancement), Skinning/Leatherworking, 29 Health (4), Flip Kuma >>> Heroes and allies you control have +2 ATK while attacking heroes this turn.

Rinni Gloomtrik, Alliance (Wrathgate-8)  
Hero—Gnome Warlock (Destruction), Blacksmithing/Inscription, 28 Health  
On your turn: Flip Rinni, discard a Warlock >>> Rinni deals 1 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Riot Shield, 3, PaWa (Scourgewar-223U)  
Equipment—Armor—Shield, Off-Hand (1), 1 DEF  
When your hero is dealt combat damage, you may add a +1 [DEF] counter.

Ripley Spellfizzle, 2, Alliance (Illidan-138C)  
Ally—Gnome Rogue, 3 [Nature] / 2 Health  
**Arcane Resistance** (*Prevent all arcane ([Arcane]) damage that this ally would be dealt.*)

Ripped through the Portal, 5, Warlock (Betrayer-114R)  
Ability—Traitor  
Traitor Hero Required <p> Put an ally that's removed from the game into play under your control.

Ripper, 1, Hunter (Legion-38U)  
Ally—Ravager, Pet (1), 1 [Melee] / 1 Health (3) >>> This ally has +X ATK this turn, where X is its ATK.

Ripple, 2, Mage (Worldbreaker-61U)  
Ability—Arcane  
Your hero deals 1 arcane damage to each opposing hero and ally. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

Riptide, 2, Shaman (Alliance Shaman-11R, Twilight-84R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*)  
<p> Your hero heals 5 damage from target hero or ally. Then, this ability enters play with a tide counter for each damage healed this way. <p> Ongoing: [Activate], Remove a tide counter from this ability >>> Target hero or ally has **Assault 1** this turn. If no tide counters remain, destroy this ability.

Rise and Be Recognized (Citadel Raid-90C, Honor-197C)  
Quest  
On your turn: Pay (4) to complete this quest.  
<p> Reward: Draw two cards.

Rise to the Challenge, 15 (Azeroth-167E)  
Ability  
Attach to your hero and remove all damage from it. <p> 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 1 [Melee] / 1 [Health] Spirit Guide ally token into play. At the start of your next turn, remove that ally from the game. If you do, choose a card from your collection, reveal it, and put it into your hand.

Ritual of Souls, 3, Warlock (Betrayer-115U)  
Ability—Demonology  
Play only if you control two or more allies. <p> Ongoing: This ability enters play with four spirit counters. <p> [Activate], Remove a spirit counter >>> Your hero heals 3 damage from target hero or ally. If no counters remain, destroy this ability.

Ritual of Summoning, 8, Warlock (Gladiators-74R)  
Ability—Demonology  
Ongoing: On your turn: Exhaust your hero and two allies you control >>> Put an ally from your collection into play.

Ritual Sacrifice, 2, Warlock (Dark Portal-112C)  
Ability—Demonology  
Ongoing: Destroy an ally you control >>> Your hero deals 1 shadow damage to target hero or ally.

Rituals of Power, Mage (Icecrown-204U)  
Quest  
Pay (1) to complete this quest. <p> Reward: Target opposing card loses and can't have powers this turn.

Riveted Abomination Leggings, 5, DkPaWa (Naxxramas-17R)  
Equipment—Armor—Plate, Legs (1), 4 DEF  
Heroes and allies you control have **Assault 2** and **Conspicuous**.

Roanauk Icemist, 4, Horde (Wrathgate-144E)  
Ally—Taunka High Chieftain, Unique, 3 [Frost] / 5 Health  
At the end of your turn, put a 1 [Frost] / 1 [Health] Taunka ally token into play. <p> Taunka you control have **Assault 1**.

Roar of the Beast, 1, Hunter (Throne-44U)  
Instant Ability—Survival  
Target Monster ally has +3 ATK this turn. Target non-Monster ally has -3 ATK this turn.

Roaring Blaze, 5, Mage (Honor-38U)  
Ability—Fire  
Your hero deals 1 fire damage to each opposing ally for each card in your hand.

Robe of the Waking Nightmare, 2, MaPrLo (Worldbreaker-224U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
Dragonkin you control have +1 / +1.

Robes of Arugal, 3, MaPrLo (Dungeon Treasure-41U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
When an ally enters play under your control or a friendly player's control, it may deal 1 arcane damage to target hero.

Robotic Homing Chicken, 1 (Legion-251R, Legion Loot-2L)  
Ally—Mechanical Chicken, 0 [Melee] / 1 Health  
**Elusive** <p> At the start of your turn, each player rolls a die. If two or more players roll the same number, destroy this ally and all allies in those players' parties.

Rock Furrow Boots, 3, DkPaWa (Aftermath Justice-3E)  
Equipment—Armor—Plate, Feet (1), 3 DEF  
When an armor you control prevents damage, you may add a +1 ATK counter to target weapon.

Rockbiter Weapon, 2, Shaman (Azeroth-115R)  
Instant Ability—Enhancement  
Attach to a Melee weapon you control. <p> Ongoing: Attached weapon has +2 ATK. <p> Your hero has **Protector**.

Rocket Barrage, 2, Horde (Worldbreaker-126U)  
Ability  
Ongoing: [Activate] >>> When target Goblin ally you control exhausts this turn, you may pay (1). If you do, it deals 1 fire damage to target ally.

Rod of the Ogre Magi, 4, DrMaPrShLo (Azeroth-332U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
(2), [Activate], Exhaust your hero >>> Your hero deals 1 [Fire] damage to target hero or ally.

Rodrigo, 5, Alliance (Class-154C, Outland-140C)  
Ally—Human Paladin, 4 [Melee] / 5 Health

Roena Trailmaker, 5, Horde (Betrayer-173C)  
Ally—Tauren Shaman, 4 [Nature] / 2 Health  
**Protector** <p> This ally has +1 [Health] for each quest you control.

Roger Mortis, 6, Horde (Illidan-166C)  
Ally—Undead Warlock, 4 [Fire] / 5 Health  
On your turn: (1), Put 1 damage on another ally you control >>> This ally deals 1 fire damage to target hero or ally.

Roger Ulric, 5, Alliance (Alliance Rogue-18C, Alliance Shaman-18C, Twilight-122C)  
Ally—Worgen Hunter, 6 [Ranged] / 4 Health

Rogg Dreadnock, 3, Horde (Betrayal-174U)  
Ally—Orc Hunter, 2 [Ranged] / 4 Health  
When your hero defends, this ally deals 2 ranged damage to target attacker.

Rogue Training, 1, Rogue (Legion-86U)  
Ability—Subtlety  
Attach to target friendly ally. <p> Ongoing:  
When attached ally deals combat damage to a defending hero, that hero's controller discards a card.

Rohashu, Zealot of the Sun, Horde (Throne-18)  
Hero—Tauren Paladin, 30 Health  
(4), Flip Rohashu >>> Rohashu deals 3 unpreventable holy damage to target hero or ally.

Roke the Ice Baron, 2, Alliance (Betrayal-153R, Jaina-18R)  
Ally—Gnome Mage, 2 [Frost] / 1 Health  
**Elusive** <p> [Frost] allies you control have "[Activate] >>> Target ally can't attack this turn."

Roktar Blackfist, 4, Horde (Drums-190C)  
Ally—Orc Rogue, 3 [Melee] / 3 Health  
When this ally enters play, destroy target resource if its controller has more resources than you.

Rolan Phoenix, 3, Alliance (Worldbreaker-157R)  
Ally—Worgen Druid, 3 [Nature] / 4 Health  
**Aberration** <p> When this ally is destroyed while you control another Worgen, you may pay (1). If you do, his owner puts him from his graveyard into his hand.

Rolling Thunder, 3, Shaman (Worldbreaker-100R)  
Ability—Elemental  
**Elemental Talent** (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p> Your hero deals 3 nature damage to target hero or ally, plus an additional 3 for each equipment in that character's party.

Roon Plainswalker, 3, Horde (Illidan-167C)  
Ally—Tauren Shaman, 4 [Frost] / 2 Health  
**Nature Resistance** (*Prevent all nature ([Nature]) damage that this ally would be dealt.*)

The Root of All Evil (Legion-313C)  
Quest  
On your turn: Pay (1) to complete this quest.  
<p> Reward: Turn target quest face down.

Rordag the Sly, Alliance (Scourgewar-9)  
Hero—Dwarf Rogue (Subtlety),  
Leatherworking/Jewelcrafting, 27 Health  
If you control another Rogue: Flip Rordag >>> Target hero or ally can't ready during its controller's next ready step.

Rorga Trueshot, 5, Horde (Gladiators-142C)  
Ally—Orc Hunter, 3 [Ranged] / 4 Health  
**Ferocity** (*This ally can attack immediately.*) <p>  
**Hardiness** (*If this ally would be dealt damage, prevent 1 of it.*)

Rosalynne von Erantor, 1, Horde (Worldbreaker-188U)  
Ally—Undead Warlock, 3 [Fire] / 2 Health  
When this ally enters play, she deals 3 fire damage to your hero.

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.

Rotten to the Spore, 5, Druid (Illidan-32R)  
Ability—Balance  
Exhaust any number of target allies controlled by target opponent. <p> Ongoing: Each of them can't ready during its controller's ready step.

Rotun 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 (Class-155C, Legion-163C)  
Ally—Draenei Mage, 2 [Fire] / 1 Health  
[Activate] >>> This ally deals 1 fire damage to target hero or ally that was dealt damage this turn.

Royal Guardian Jameson, 5, Alliance (Honor-115R)  
Ally—Human Paladin, 4 [Melee] / 5 Health  
**Protector** <p> At the end of your turn, exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

Royal Scepter of Terenas II, 3, DrPaPrSh (Citadel-24U)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
When a card enters your resource row, your hero may heal 2 damage from target hero or ally.

Ruala the Spotter, 3, Horde (Legion-200U)  
Ally—Troll Hunter, 0 [Melee] / 3 Health  
Exhaust your hero >>> Target ally has +3 ATK this turn.

Ruby Blazewing, 6 (Worldbreaker-212U)  
Ally—Red Dragonkin, 5 [Fire] / 4 Health  
When this or another ally enters play under your control, it may deal 1 fire damage to target ally. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero deals fire damage to target hero equal to the number of Dragonkin you control.

Ruby Emissary, 4 (Worldbreaker-213U)  
Ally—Red Dragonkin, 3 [Fire] / 4 Health  
You pay (2) less to play Priests and Paladins, to a minimum of (1).

Ruby Enforcer, 3 (Worldbreaker-214C)  
Ally—Red Dragonkin, 2 [Melee] / 1 Health  
Allies you control have **Ferocity**.

Ruby Flameblade, 2 (Worldbreaker-215C)  
Ally—Red Dragonkin, 2 [Fire] / 1 Health  
Allies you control have **Assault 1**.

Ruby Gemsparkle, Alliance (Dark Portal-5)  
Hero—Gnome Mage (Arcane),  
Jewelcrafting/Tailoring, 25 Health  
(5), Flip Ruby >>> Draw two cards.

Ruby Protector, 4 (Worldbreaker-216C)  
Ally—Red Dragonkin, 3 [Melee] / 3 Health  
Allies you control have **Protector**.

Ruby Skyrazor, 5 (Worldbreaker-217C)  
Ally—Red Dragonkin, 4 [Fire] / 4 Health  
Allies you control have **Untargetable**.

Ruby Stalker, 1 (Worldbreaker-218C)  
Ally—Red Dragonkin, 1 [Melee] / 2 Health  
Allies you control have **Stealth**. (*They can't be protected against.*)

Rufus Claybourne, 2, Alliance (Elements-123R)  
Instant Ally—Worgen Druid, 2 [Nature] / 2 Health  
**Aberration** <p> When this ally enters play, target hero or ally has **Aberration** and becomes a Worgen this turn.

Ruination, 5, Warrior (Scourgewar-111C)  
Ability—Arms  
Choose one or both: Destroy target ally; or destroy target weapon.

The Ruins of Lordaeron (Gladiators-205C)  
Location—Arena (3)  
When a hero or ally you control deals damage, add an arena counter. <p> [Activate], Remove three arena counters >>> Put up to three target cards from one player's graveyard on the bottom of his deck.

Rukdara Dreadhand, 4, Horde (Scourgewar-188C)  
Ally—Orc Death Knight, 4 [Shadow] / 3 Health  
(1), Discard a card >>> This turn, opposing allies have "This ally has -1 ATK for each damage on it."

Rula Blackfist, 5, Horde (Drums-191C)  
Ally—Orc Warlock, 4 [Shadow] / 4 Health  
When this ally enters play, remove target ally from the game if its controller has more allies than you.

Rulrin, 0, Warlock (Legion-109U)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p>  
**Untargetable**

Rumi of Gnomeregan, Alliance (Alliance Mage-1)  
Hero—Gnome Mage, 25 Health  
On your turn, (4), Flip Rumi >>> Rumi deals 2 fire damage to target hero and 2 fire damage to target ally.

Rumu Moonhaze, 5, Horde (Elements-144C)  
Ally—Tauren Priest, 4 [Shadow] / 3 Health  
When this ally enters play, you may destroy another ability, ally, or equipment you control. If you do, destroy target ability.

Run to Ground, 5, Hunter (Betraye-54C)  
Ability—Marksmanship  
Ongoing: At the start of your turn, target an opposing hero or ally. Allies you control have +3 ATK while attacking that character this turn.

Rune of Metamorphosis, 1, Druid (Drums-217U)  
Equipment—Item, Trinket (2)  
Forms you control aren't destroyed by abilities you play. *(You can still have only one card with Form (1) in play.)*

Rune Strike, 3, Death Knight (Icecrown-24C)  
Instant Ability—Frost  
Your hero deals 3 melee damage to target ally, or put that ally on the bottom of its owner's deck if you control a Rune.

Runed Soulblade, 4, Death Knight (Knight-23U)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 2 Strike  
When this weapon enters play, you may destroy an ally you control. If you do, your hero deals shadow damage equal to that ally's ATK to target ally.

Runesong Dagger, 2, DrMaPrShLo (Legion-287U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike  
When you draw a card, add a verse counter. <p> (1), Remove three verse counters >>> Your hero deals 3 arcane damage to target ally.

Runetusk, Horde (Betraye-25)  
Hero—Troll Priest (Shadow),  
Herbalism/Alchemy, 26 Health  
On your turn: (2), Flip Runetusk >>> Target opponent discards a card.

Runzik Shrapnelwhiz, 1, Horde (Throne-167C)  
Ally—Goblin Hunter, 1 [Melee] / 1 Health  
When this ally enters play, he deals 1 ranged damage to target opposing ally.

Ruon Wildhoof, 6, Horde (Horde Paladin-21C, Worldbreaker-189C)  
Ally—Tauren Shaman, 5 [Nature] / 5 Health  
**Mend 2** *(At the start of your turn, this ally may heal 2 damage from target hero or ally.)*

Rupture, 4, Rogue (Honor-59U)  
Instant Ability—Assassination  
**Finishing Move** *(To play, remove X Combos in your graveyard from the game, where X is 5 or less.)* <p> Attach to target hero or ally, and add X bleed counters. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character for each bleed counter.

Ruthlessness, 5, Rogue (Honor-60R)  
Ability—Assassination  
**Assassination Talent** *(You can't put Combat Talents or Subtlety Talents in your deck.)* <p> Put up to five Combos from your removed from game zone into your hand.

RwlRwlRwlRwl!, 1 (Murkdeep-6U, Throne-90U)  
Ability  
Murloc allies you control have +1 ATK and **Ferocity** this turn. *(They can attack immediately.)*

Ryn Dreamstrider, 4, Alliance (Azeroth-214C)  
Ally—Night Elf Druid, 2 [Nature] / 2 Health  
**Elusive** <p> [Activate] >>> Target hero or ally has +2 ATK while attacking this turn.

Ryno the Short, 4, Alliance (Drums-141U)  
Ally—Gnome Warlock, 2 [Fire] / 4 Health  
When this ally enters play, put a 1 [Melee] / 1 [Health] Felhunter Demon ally token into play. <p> (1), Destroy a Demon you control >>> Interrupt target ability.

Ryno the Wicked, Alliance (Honor-8)  
Hero—Gnome Warlock (Destruction),  
Herbalism/Tailoring, 28 Health  
On your turn: (2), Flip Ryno >>> Put a 1 [Melee] / 1 [Health] Felhunter Demon ally token into play with Pet (1).

Rysa the Earthcaller, 3, Alliance (Betraye-154C)  
Ally—Draenei Shaman, 1 [Nature] / 4 Health  
**Protector** <p> At the start of your turn, put a Totem from your graveyard into your hand.

Sacred Circle, 3, Priest (Wrathgate-63U)  
Ability—Holy  
Put target [Holy] ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Sacred Duty, 3, Paladin (Azeroth-72C)  
Ability—Protection  
Ongoing: Your hero has **Protector**. <p> When your hero protects, it heals 1 damage from itself.

Sacred Moment, 4, Paladin (Gladiators-46R)  
Ability—Protection  
Cards in play can't ready until after your next turn.

Sacred Purification, 1, Paladin (Legion-64C)  
Ability—Holy  
Destroy target ability. If it was attached to a friendly hero or ally, draw a card.

Sacred Shield, 3, Paladin (Worldbreaker-70U)  
Instant Ability—Holy  
Interrupt target ability that is targeting a friendly card.

Sacrifices Must Be Made (Scourgewar-259C)  
Quest  
Pay (5) to complete this quest. <p> Reward: Draw three cards, then discard two cards unless you discard an ally.

Sacrificial Poison, 2, Rogue (Betraye-95U)  
Ability—Poison Traitor  
Traitor Hero Required <p> Attach to target hero that your hero dealt combat damage to this turn. <p> Ongoing: At the start of attached hero's controller's turn, he destroys an ally he controls.

Sacrificial Vengeance, 2, PaLo (Honor-89C)  
Ability—Retribution Demonology  
Attach to target ally you control. <p> Ongoing: When attached ally is destroyed, target opponent destroys an ally he controls.

Saeryn Dusksorrow, Horde (Knight-2)  
Hero—Blood Elf Death Knight (Blood),  
Herbalism/Inscription, 29 Health  
(3), Flip Saeryn >>> Put target weapon from your graveyard into your hand.

Safeguard, 2, Warrior (Legion-120C)  
Instant Ability—Protection  
Ready your hero. <p> Ongoing: Your hero has **Protector**.

Sahama Brighthorn, 4, Horde (Twilight-147C)  
Ally—Tauren Priest, 4 [Holy] / 3 Health  
When this ally is destroyed, your hero may heal 4 damage from target hero or ally.

Sal Grimstalker, 4, Alliance (Outland-141C)  
Ally—Dwarf Rogue, 3 [Melee] / 4 Health  
**Stealth** *(This ally can't be protected against.)* <p> At the start of your turn, target hero or ally has **Stealth** this turn.

Saliva Corroded Pike, 4, HuPa (Scourgewar-243U)  
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 2 Strike  
When damage is dealt with this weapon on an opponent's turn, you may ready it.

Salt the Wounds, 1, Warrior (Legion-121C)  
Instant Ability—Fury  
Your hero deals 1 melee damage to each damaged opposing hero and ally. Draw a card.

Saltwater Snapjaw, 3 (Azeroth-279R, Azeroth Loot-3L)  
Ally—Turtle, 2 [Melee] / 3 Health  
(3) >>> Prevent all damage that would be dealt to this ally this turn.

Salvation, 3, Priest (Betraye-84C)  
Instant Ability—Holy  
Your hero heals 8 damage divided as you choose from any number of target heroes and/or allies.

Samael the Bloodpoint, Horde (Twilight-17)  
Hero—Undead Hunter, 28 Health  
[Front]: (2) >>> Flip Samael face down.  
[Back]: Ranged weapons you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Samaku, Hand of the Tempest, Horde (Throne-19)  
Hero—Tauren Shaman, 29 Health  
(1), Flip Samaku >>> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Samantha Galvington, 3, Horde (Sylvanas-18C, Throne-168C)  
Ally—Undead Mage, 5 [Arcane] / 1 Health

Samophlange (Dark Portal-318U)  
Quest  
Exhaust an equipment you control and pay (2) to complete this quest. <p> Reward: Draw a card.

Sampron the Banisher, 2, Alliance (Betraye-155R)  
Ally—Gnome Warlock, 2 [Shadow] / 1 Health  
[Activate] >>> Remove target opposing ally from the game. <p> When this ally leaves play, the owner of each card removed this way puts that card into play.

Samuel Grey, 3, Horde (Azeroth-258U)  
Ally—Undead Rogue, 2 [Melee] / 2 Health  
When this ally deals combat damage to a defending hero, that hero's controller discards a card.

Samuel Harrison, 4, Horde (Honor-142C)  
Ally—Undead Warrior, 2 [Melee] / 6 Health  
**Protector** <p> **Will of the Forsaken** (*This ally can't leave play unless it has fatal damage or 0 [Health].*)

Sana the Black Blade, Alliance (Throne-6)  
Hero—Worgen Rogue, 27 Health  
On your turn: (3), Flip Sana >>> Sana deals 3 melee damage to target exhausted hero or ally.

Sanctity Aura, 4, Paladin (Legion-65R)  
Ability—Retribution, Aura (1)  
**Retribution Talent** (*You can't put Holy Talents or Protection Talents in your deck.*) <p> Ongoing: [Holy] allies you control 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] / 1 Health  
This ally has +1 / +1 for each Loot card you control.

Sanguine Presence, 4, Death Knight (Elements-30R, Horde DK-9R)  
Instant Ability—Blood, Presence (1)  
Ongoing: Your hero has **Protector** and +10 [Health]. <p> (1), [Activate] >>> Ready your hero.

Sanva, 7, Horde (Drums-192C)  
Ally—Tauren Shaman, 6 [Frost] / 6 Health  
**War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

Sap, 1, Rogue (Class-88C, Elements-75C, Illidan-82C)  
Ability—Subtlety  
Attach to target hero or ally and exhaust it. <p> Ongoing: Attached character can't ready during its controller's ready step. <p> When attached character is dealt damage, destroy this ability.

Sapphiron Drape, 5, DrMaPaPrShLo (Onyxia-18R)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
If your hero would deal damage with an ability, it deals that much +1 instead. <p> If your hero would heal damage with an ability, it heals that much +1 instead.

Sardok, 1, Warlock (Worldbreaker-110C)  
Ally—Voidwalker Demon, Pet (1), 2 [Melee] / 2 Health  
**Protector** <p> **Physical Resistance** (*Prevent all melee ([Melee]) and ranged ([Ranged]) damage that would be dealt to this ally.*)

Saria of Stormwind, Alliance (Alliance Paladin-1)  
Hero—Human Paladin, 29 Health  
On your turn: (5), Flip Saria >>> Target ally deals melee damage to itself equal to its ATK.

Sarina the Immaculate, Alliance (Wrathgate-9)  
Hero—Human Paladin (Holy),  
Skinning/Tailoring, 29 Health  
On your turn: Flip Sarina, discard a Paladin >>> Sarina heals 5 damage from target hero or ally.

Sarlia, 6, Warlock (Illidan-102R)  
Ally—Succubus Demon, Pet (1), 5 [Shadow] / 7 Health  
**Untargetable** <p> (1) >>> Other allies you control have **Elusive** this turn.

Sarmoth, 3, Warlock (Alliance Warlock-9C, Azeroth-130C, Class-110C, Horde Warlock-10C)  
Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health  
Opposing heroes and allies can attack only this ally if able.

Sarn Earthtrembler, 6, Horde (Drums-193C)  
Ally—Tauren Druid, 6 [Melee] / 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 this ally for each exhausted opposing hero and ally.

Saurfang the Younger, 6, Horde (Betrayal-175E)  
Ally—Orc Warrior, Unique, 7 [Melee] / 4 Health  
**Protector** <p> When this ally enters combat with a damaged ally, destroy it and ready this ally.

Saurfang the Younger, Kor'kron Warlord, 5, Horde (Class Promo-9E, Wrathgate-146E)  
Ally—Orc Warrior, Unique, 4 [Melee] / 4 Health  
**Ferocity** <p> When this ally enters play, you may search your deck for a card named Kor'kron Vanguard, reveal it, and put it into your hand. <p> **Death Rattle**: Turn all locations you control face down.

Savage Bear Form, 2, Druid (Worldbreaker-41C)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: Your hero has **Protector** and +5 [Health]. (*It may exhaust to become the defender when an opposing hero or ally attacks.*)

Savage Cat Form, 3, Druid (Alliance Druid-8C, Elements-37C)  
Instant Ability—Feral Cat Form, Form (1)  
Ongoing: Your hero has **Assault 1** and **Stealth**. (*It has +1 ATK on your turn and can't be protected against.*)

Savage Fury, 3, Druid (Betrayal-44R)  
Ability—Feral  
**Feral Talent** (*You can't put Balance Talents or Restoration Talents in your deck.*) <p> Ongoing: When you play a Feral ability, if you control a Form, your hero may deal 2 melee damage to target ally.

Savage Raptor, 9 (Elements-178E, Elements Loot-3L)  
Ally—Raptor, 6 [Melee] / 15 Health  
**Ferocity** <p> This ally has +1 ATK for each damage on it.

Savage Roar, 1, Druid (Icecrown-31U)  
Ability—Feral  
**Finishing Move** (*To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.*) <p> Ongoing: This ability enters play with X roar counters. <p> While you control a Form, your hero has **Assault 1** for each roar counter.

Sava'gin the Reckless, 3, Horde (Worldbreaker-190R)  
Ally—Troll Druid, 8 [Nature] / 1 Health  
This ally attacks opposing heroes and allies at random. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero deals 2 nature damage to target random opposing hero or ally.

Savin Lightguard, Alliance (Dark Portal-6)  
Hero—Dwarf Paladin (Retribution),  
Mining/Blacksmithing, 29 Health  
(6), Flip Savin >>> Destroy all allies that dealt combat damage to Savin this turn.

Savina Greysky, 2, Alliance (Outland-142C)  
Ally—Night Elf Druid, 2 [Melee] / 2 Health  
**Elusive** <p> This ally has +2 ATK while you control a Form.

Savis Cindur, 2, Alliance (Worldbreaker-158C)  
Ally—Worgen Warlock, 2 [Fire] / 1 Health  
**Aberration** (*Prevent all non-combat damage that would be dealt to this ally.*) <p> **Ferocity** (*This ally can attack immediately.*)

Savitir Skullsmasher, Horde (Gladiators-14)  
Hero—Orc Rogue (Subtlety),  
Blacksmithing/Engineering, 27 Health  
(1), Flip Savitir >>> If Savitir has **Stealth**, destroy target exhausted equipment.

Savuka the Acute, 5, Horde (Icecrown-139U)  
Ally—Orc Hunter, 4 [Ranged] / 5 Health  
While you control a [Hunter] Ranged weapon, this ally has **Assault X** and **Long-Range**, where X is the highest ATK among [Hunter] Ranged weapons you control.

Sayge, 4 (Darkmoon Faire-2R)  
Ally—Gnoll Fortuneteller, Unique, 4 [Melee] / 4 Health  
At the start of your turn, remove the top card of target opponent's deck from the game. If it's an ability, ally, or equipment, you may play it this game. (*Pay costs as normal.*)

Scald, 4, Mage (Wrathgate-50C)  
Ability—Fire  
Attach to target equipment. <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.

Scaled Breastplate of Carnage, 3, HuSh (Drums-214R)  
Equipment—Armor—Mail, Chest (1), 1 DEF  
When an ally deals damage to another ally, destroy both of them.

Scaramanga, 1, Alliance (Alliance DK-20C, Alliance Rogue-19C, Alliance Warlock-22C, Class-156C, Dark Portal-189C)  
Ally—Human Warlock, 2 [Shadow] / 1 Health  
(2), Destroy this ally >>> Draw a card.

Scarlet Commander Renault Mograine, 5 (Dungeon Treasure-32E)  
Ally—Human Paladin, Renault (1), 5 [Holy] / 5 Health  
**Protector** <p> If Renault would be dealt damage while defending, you may have any amount of it dealt to your hero instead.

Scarlet Kris, 2, HuRoShWa (Alliance Rogue-23U, Azeroth-333U, Class-221U, Horde Rogue-25U)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike

Scarlet Monastery (Dungeon Treasure-59R)  
Location  
(1), [Activate] >>> Target hero or ally that was healed this turn has **Assault 2** this turn.

Scarlet Renegade, 1, Alliance (Dungeon Treasure-15C)  
Ally—Human Warrior, 1 [Melee] / 2 Health  
This ally has **Assault 1** for each Scarlet Renegade you and other friendly players control (including himself).

Scatter Shot, 4, Hunter (Gladiators-31R)  
Instant Ability—Marksmanship  
**Marksmanship Talent** (You can't put Beast Mastery Talents or Survival Talents in your deck.) <p> Your hero deals ranged damage to target hero or ally equal to 1 plus the combined ATK of Ranged weapons you control. If a hero is dealt damage this way, its controller can't play cards this turn.

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.

Scepter of the Unholy, 4, Priest (Legion-288R)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 3 Strike  
If a card or effect you control would cause an opponent to discard a card, he discards a random card instead.

Scholar Krosiss, 1, Horde (Betrayal-176C)  
Ally—Undead Mage, 1 [Arcane] / 1 Health  
This ally has +2 / +2 while you have seven or more cards in your hand.

Scimitar of the Nexus Stalkers, 2, HuPaRoWa (Class-222U, Dark Portal-280U)  
Instant Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike

Scimitar of the Sirocco, 4, DkPaWa (Worldbreaker Crafted-2E)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
**Artifact** (You may play this card from your graveyard.) <p> When you strike with this weapon, allies you control have **Ferocity** this turn.

Scorch, 0, Mage (Alliance Mage-11U, Citadel Raid-48U, Class-56U, Dark Portal-53U)  
Ability—Fire  
Your hero deals 1 fire damage to target hero or ally.

Scorpid Sting, 2, Hunter (Scourgewar-48C)  
Instant Ability—Marksmanship Sting  
Attach to target hero. <p> Ongoing: At the start of attached hero's controller's turn, he exhausts an equipment he controls. If you control a Ranged weapon, he exhausts a second equipment he controls.

The Scourge Cauldrons (Dark Portal-319C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed quest into your hand and the rest on the bottom of your deck.

Scourge Tactics (Scourgewar-260C)  
Quest  
You pay (1) less to complete this quest for each ally in your graveyard. <p> Pay (5) to complete this quest. <p> Reward: Draw a card.

Scourgeborne Battlegear, 7, Death Knight (Naxxramas-18R)  
Equipment—Armor Set—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 7 DEF  
At the end of your turn, you may remove target ally in a graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> [Activate] >>> Your hero deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Scouring the Desert (Drums-252C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card. You may shuffle your graveyard into your deck.

Scout Kurgo, 5, Horde (Honor-143C)  
Ally—Orc Hunter, 1 [Ranged] / 1 Health  
When you play this ally, you may search your deck and hand for any number of cards named Scout Kurgo and put them into play.

Scout Omerrta, 1, Horde (Class-192C, Dark Portal-232C)  
Ally—Orc Warrior, 2 [Melee] / 1 Health  
**Protector**

"Scrapper" Ironbane, 5, Alliance (Class-157C, Illidan-139C)  
Ally—Dwarf Rogue, 3 [Melee] / 4 Health  
At the end of your turn, you may destroy target equipment.

Scraps, 2, Hunter (Legion-39C)  
Ally—Carrion Bird, Pet (1), 4 [Melee] / 3 Health  
At the start of your turn, destroy this ally unless you remove an ally in a graveyard from the game.

Screeching Shot, 3, HuWa (Honor-90C)  
Ability—Survival Fury Shout  
Ongoing: Opposing heroes and allies have -1 ATK while attacking.

Scryer's Bloodgem, 2, DrHuMaPaPrRoShLoWa (Illidan-221U)  
Equipment—Item, Trinket (2)  
Scryer Reputation <p> Heroes and allies you control with **Sabotage** also have **Stealth**.

Sea Legs (Elements-215U, Jaina-28U)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

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 Fate, 1, Rogue (Worldbreaker-91R)  
Ability—Assassination  
**Assassination Talent** (You can't put Combat Talents or Subtlety Talents in your deck.) <p> As an additional cost to play this ability, put the top five cards of your deck into your graveyard. <p> Your hero deals melee damage to target hero or ally equal to the number of [Rogue] abilities put into your graveyard this way.

Seal of Betrayal, 4, Paladin (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 play under your control. <p> (2), Destroy this ability >>> Gain control of target ally that your hero dealt combat damage to this turn.

Seal of Blood, 2, Paladin (Outland-53R)  
Ability—Retribution, Seal (1)  
Horde Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character and 1 holy damage to itself. <p> (1), Destroy this ability >>> Your hero deals 2 holy damage to target hero or ally and 1 holy damage to itself.

Seal of Command, 3, Paladin (Dark Portal-63R)  
Ability—Retribution, Seal (1)  
**Retribution Talent** (You can't put Holy Talents or Protection Talents in your deck.) <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character. <p> (1), Destroy this ability >>> Your hero deals 4 holy damage to target exhausted hero or ally.

The Seal of Danzalar, 3, DrMaPrShLo (Gladiators-169R)  
Equipment—Item, Ring (2)  
At the start of your turn, your hero deals shadow damage to target hero equal to the number of cards in your hand minus the number of cards in that hero's controller's hand.

Seal of Divinity, 2, Paladin (Scourgewar-63R)  
Ability—Protection, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, prevent all damage that would be dealt to target friendly ally this turn.

Seal of Justice, 2, Paladin (Drums-49U)  
Ability—Protection, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, exhaust target hero or ally. It can't ready during its controller's next ready step. <p> (1), Destroy this ability >>> Exhaust target hero or ally. It can't ready during its controller's next ready step.

Seal of Light, 3, Paladin (Azeroth-73U)  
Ability—Holy, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, it heals 2 damage from itself. <p> (1), Destroy this ability >>> Your hero heals 4 damage from itself.

Seal of Purity, 1, Paladin (Icecrown-52U)  
Ability—Holy, Seal (1)  
Ongoing: Weapons you control have **Assault 1**. <p> When your hero deals combat damage with a weapon, you may destroy target ability that's attached to a friendly card.

Seal of Redemption, 3, Paladin (Betrayal-75C)  
Ability—Holy, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, put an ally from your graveyard into your hand. <p> (1), Destroy this ability >>> Put an ally from your graveyard into your hand.

Seal of Retribution, 3, Paladin (Illidan-63C)  
Instant Ability—Retribution, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, you may destroy target ally that attacked this turn. <p> (1), Destroy this ability >>> Destroy target ally that attacked this turn.

Seal of Righteousness, 1, Paladin (Drums-50C)  
Ability—Holy, Seal (1)  
Ongoing: Melee weapons you control have +1 ATK. <p> Destroy this ability >>> Your hero deals 2 holy damage to target ally.

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.

Seal of the Crusader, 3, Paladin (Dark Portal-64U)  
Ability—Retribution, Seal (1)  
Ongoing: Your hero has -1 ATK. <p> When your hero deals combat damage for the first time each turn, you may ready it and a Melee weapon you control. <p> (1), Destroy this ability >>> Your hero has +2 ATK while attacking this turn.

Seal of Vengeance, 2, Paladin (Outland-54R)  
Ability—Retribution, Seal (1)  
Alliance Hero Required <p> Ongoing: At the end of each turn, your hero deals 1 holy damage to each hero and ally it dealt combat damage to this turn. <p> (1), Destroy this ability >>> Your hero deals 1 holy damage to each hero and ally it dealt combat damage to this turn.

Seal of Wisdom, 3, Paladin (Azeroth-74R)  
Ability—Holy, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, draw a card. <p> (1), Destroy this ability >>> Draw a card.


Seal of Wrath, 2, Paladin (Alliance Paladin-7R, Worldbreaker-71R)  
Ability—Retribution, Seal (1)  
Ongoing: When your hero deals combat damage with a weapon, it may also deal 2 unpreventable holy damage to target hero or ally.

Seamus Somerset, 2, Horde (Legion-201U)  
Ally—Undead Rogue, 2 [Melee] / 1 Health  
**Ferocity** <p> When this ally attacks, you may remove target card in a graveyard from the game.

Sear, 1, Mage (Citadel Raid-49C, Class-57C, Gladiators-38C)  
Instant Ability—Fire  
Your hero deals 2 fire damage to target ally, or 6 if that ally was dealt damage this turn.

Searing Light, 2, Priest (Honor-49R)  
Ability—Holy  
**Holy Talent** (*You can't put Discipline Talents or Shadow Talents in your deck.*) <p> Ongoing: (2), Discard an ability >>> Your hero deals 3 unpreventable holy damage to target hero or ally. <p> Destroy this ability >>> Your hero deals 3 unpreventable holy damage to target hero or ally.

Searing Pain, 2, Warlock (Worldbreaker-111R)  
Ability—Destruction  
Your hero deals 2 fire damage to target hero or ally, plus an additional 2 for each [Fire] card you control.

Searing Scorching, 3 (Holiday -4R)  
Ally—Fire Elemental, 2 [Fire] / 1 Health  
**Ferocity** <p> When this ally is destroyed, it may deal 2 fire damage to target hero.

Searing Totem, 2, Shaman (Azeroth-116U)  
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health  
Ongoing: At the start of each turn, this Totem deals 1 fire damage to target hero or ally. <p> (*Totems can't attack.*)

Sebastian Malak, 2, Alliance (Throne-125C)  
Ally—Worgen Rogue, 2 [Nature] / 2 Health  
This ally has +2 ATK while in combat with a Monster.

The Secret Compromised (Illidan-247C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Look at the top three cards of target opponent's deck. Put one on top of his deck and the rest on the bottom in the order of your choice.

Securing the Ramparts (Citadel-30U)  
Quest  
If you control an armor, item, and weapon: Pay (1) to complete this quest. <p> Reward: Draw two cards.

Seed of Corruption, 2, Warlock (Elements-94U)  
Instant Ability—Affliction  
Attach to target opposing ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached ally. <p> When attached ally is destroyed, your hero deals 2 shadow damage to target hero or ally.

Seeds of the Lashers (Wrathgate-215C)  
Quest  
Exhaust seven cards you control to complete this quest. <p> Reward: Draw two cards.

Seeds of Their Demise (Jaina-29C, Sylvanas-29C, Throne-258C)  
Quest  
Pay (0) to complete this quest. <p> Reward: **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Seeping Poison, 1, Rogue (Throne-68U)  
Instant Ability—Assassination Poison  
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character. Then, look at the top card of its controller's deck.

Seeping Shadows, 3, Priest (Worldbreaker-81R)  
Ability—Shadow  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached hero. Its controller puts a card from the top of his deck into his graveyard for each damage dealt this way.

Seer's Signet, 6, DrMaPrShLo (Illidan-222R)  
Equipment—Item, Ring (2)  
Scrier 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] / 6 Health (2), Destroy another ally you control >>> Put a Demon ally 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] / 2 Health  
When you play an ability, this ally deals 1 shadow damage to target hero or ally.

Selora, 2, Warlock (Alliance Warlock-10C, Twilight-91C)  
Ally—Succubus Demon, Pet (1), 2 [Shadow] / 2 Health  
**Elusive** (*This ally can't be attacked.*) <p> When this ally enters play, target ally has +1 / -1 this turn.

Sen'jin Village, Horde (Drums-260R)  
Location—City  
Troll Hero Required <p> At the start of your turn, choose a Troll you control, and it may heal 1 damage from itself.

Sentry Gwynn, 5, Alliance (Azeroth-215R)  
Ally—Night Elf Warrior, 3 [Melee] / 4 Health  
Your hero has **Elusive**.

Sentry Totem, 2, Shaman (Legion-98U)  
Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing: When an opposing ally enters play, exhaust it. <p> (*Totems can't attack.*)

Sen'zir Beastwalker, Horde (Azeroth-14, Class-25)  
Hero—Troll Hunter (Beast Mastery), Leatherworking/Skinning, 28 Health (3), Flip Sen'zir >>> Put a Pet from your graveyard into your hand.

Sepirion, 4, Horde (Drums-194U)  
Ally—Troll Shaman, 2 [Melee] / 5 Health  
**Berserking** (*This ally has +1 ATK for each damage on it.*) <p> When this ally attacks for the first time each turn, you may pay (1). If you do, ready him.

Sepirion the Poised, Horde (Honor-16)  
Hero—Troll Shaman (Enhancement), Engineering/Jewelcrafting, 28 Health (3), Flip Sepirion >>> Ready Sepirion and a Weapon you control.

Seraph the Exalted, 5, Alliance (Dark Portal-190R)  
Ally—Human Priest, 1 [Holy] / 5 Health  
Human Hero Required <p> [Activate] >>> You may put an ally from your hand into play if its cost is less than or equal to the number of resources you control.

Sergeant Pugg, 5, Horde (Honor-144U)  
Ally—Orc Warrior, 5 [Melee] / 5 Health  
Other allies have -1 [Health].

Serpent Sting, 2, Hunter (Class-44C, Legion-40C)  
Instant Ability—Marksmanship Sting  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character, or 2 if you control a Ranged weapon.

Serpentcrest Life-Staff, 2, DrPrSh (Outland-218U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
(1), Discard a card >>> Your hero heals 2 damage from target hero or ally.

Serpent's Nest, 3, Hunter (Citadel-3U)  
Instant Ability—Survival  
Ongoing: When an ability, ally, or equipment enters play on an opponent's turn, you may put a 1 [Nature] / 1 [Health] Snake ally token into play.

Servant of Neptulon, 1 (Throne-217C)  
Monster Ally—Water Elemental, 0 [Frost] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> You pay (1) less to play your next Frost or [Frost] card this turn. (*A [Frost] card is one with [Frost] in its lower left corner.*)

Set Ablaze, X, Mage (Honor-39R)  
Ability—Fire  
Ongoing: This ability enters play with X burn counters. <p> At the start of your turn, destroy each opposing ally and weapon with cost equal to the number of burn counters, then remove a burn counter. If none remain, destroy this ability.

Seth's Graphite Fishing Pole, 6,  
DrHuMaPaPrRoShLoWa (Gladiators-183R)  
Equipment—2H Weapon—Fishing Pole, Melee (1), 0 [Melee], 6 Strike  
[Activate] >>> Put the card tenth from the top of your deck into your hand.

Setting an Example (Throne-259U)  
Quest  
On your turn, if there are three or more allies in your graveyard: Pay (2) to complete this quest. <p> Reward: Draw a card.

Seva Shadowdancer, 3, Alliance (Azeroth-216R)  
Ally—Night Elf Priest, 2 [Holy] / 1 Health  
**Elusive** <p> (X), [Activate] >>> This ally heals X damage from target hero or ally.

Sever the Cord, 2, Warlock (Azeroth-131C)  
Instant Ability—Demonology  
As an additional cost to play, destroy an ally you control. <p> Destroy target ally.

Severed Visionary Tentacle, 5, MaPrLo (Throne-242R)  
Equipment—Item, Trinket (2)  
When this item enters play, remove the top three cards of target opponent's deck from the game face down. <p> You may look at the cards removed this way at any time. <p> When an opponent plays a card or places a resource face up into his resource row, you may reveal a card removed this way. If they share a name, destroy this item. If you do, your hero deals 10 shadow damage to that opponent's hero.

Shaafun, 4, Warlock (Crown-50C)  
Monster Ally—Felhunter Demon, Pet (1), 4 [Shadow] / 4 Health  
When this ally enters play, he deals 1 shadow damage to target opposing ally for each Demon and/or Monster hero and ally you control.

Shadala, 2, Horde (Legion-202C)  
Ally—Blood Elf Priest, 2 [Holy] / 2 Health  
When you play an ability, you may destroy target ability.

Shade Emissary Vaxxod, 7, Horde (Twilight-148U)  
Ally—Goblin Priest, 5 [Shadow] / 7 Health  
**Time is Money** <p> [Activate] >>> This ally deals 2 shadow damage to target ally and 2 shadow damage to itself.

Shade of Arugal, 4 (Icecrown-157R)  
Scourge Ally—Shade, Unique, 5 [Shadow] / 3 Health  
Scourge Hero Required <p> **Death Rattle:** You may destroy an Unlimited Scourge ally you control. If you do, put this ally from your graveyard into play.

Shadow, 6, Hunter (Class-45C, Illidan-39C, Sylvanas-4C)  
Ally—Panther, Pet (1), 7 [Melee] / 7 Health  
**Elusive** (*This ally can't be attacked.*)

Shadow and Flame, 3, Warlock (Betrayal-116R)  
Ability—Destruction  
**Destruction Talent** (*You can't put Affliction Talents or Demonology Talents in your deck.*) <p> Ongoing: (1), Destroy an ability you control >>> Your hero deals 2 shadow or fire damage to target hero or ally.

Shadow Bolt, 3, Warlock (Alliance Warlock-11U, Azeroth-132U, Class-111U, Horde Warlock-11U)  
Ability—Destruction  
Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow Burst, 2, Warlock (Scourgewar-101C)  
Ability—Destruction  
Your hero deals 2 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow Dance, 3, Rogue (Alliance Rogue-9R, Elements-76R)  
Ability—Subtlety  
**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Your hero has **Assault 2** and **Stealth** this turn. <p> Ongoing: When you play a [Rogue] ability, your hero has **Assault 2** and **Stealth** this turn.

Shadow Resistance Aura, 2, Paladin (Scourgewar-64C)  
Instant Ability—Protection, Aura (1)  
Ongoing: Friendly allies have **Shadow Resistance** while ready. (*Prevent all shadow ([Shadow]) damage that they would be dealt.*)

Shadow Silhouettes, 4, Priest (Betrayal-85R)  
Ally—Shadow Silhouette, Pet (1), 6 [Shadow] / 6 Health  
At the end of your turn, remove 6 damage from your hero and put 1 damage on this ally for each damage removed this way.

Shadow Tactics, 4, Rogue (Grand Melee-8R)  
Arena Ability—Assassination  
**Preparation** (*On your first turn, you may play this card without paying its cost.*) <p> Ongoing: You pay (1) less to play Combos and **Finishing Moves**, to a minimum of (1).

Shadow Ward, 1, Warlock (Scourgewar-102C)  
Instant Ability—Demonology  
Your hero has **Shadow Resistance** this turn. (*Prevent all shadow ([Shadow]) damage that it would be dealt.*) <p> When damage that an opposing hero or ally would deal is prevented this way, your hero may deal that much shadow damage to target hero or ally.

Shadow Weaving, 4, Priest (Legion-76R)  
Ability—Shadow  
**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <p> Attach to target opposing hero or ally. <p> Ongoing: If attached character would be dealt shadow damage, it's dealt that much +2 instead.

Shadow Word: Agony, 3, Priest (Illidan-73U)  
Ability—Shadow  
Attach to target hero. <p> Ongoing: At the start of your turn, attached hero's controller discards a card.

Shadow Word: 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: Chaos, 2, Priest (Scourgewar-76C)  
Ability—Shadow  
Your hero deals 4 shadow damage to a random opposing hero or ally.

Shadow Word: Death, 2, Priest (Class-80C, Dark Portal-78C, Elements-70C)  
Instant Ability—Shadow  
Your hero deals 3 shadow damage to target hero or ally. Then, if that character doesn't have fatal damage, put 3 damage on your hero.

Shadow Word: Despair, 1, Priest (Crown-33U)  
Instant Ability—Shadow  
Your hero deals 2 shadow damage to target ally. Remove the top two cards of that ally's controller's deck from the game.

Shadow Word: Pain, 3, Priest (Azeroth-87U)  
Instant Ability—Shadow  
Attach to target hero or ally, and its controller discards a card. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character.

Shadowburn, 2, Warlock (Dark Portal-113R)  
Instant Ability—Destruction  
**Destruction Talent** (*You can't put Affliction Talents or Demonology Talents in your deck.*) <p> As an additional cost to play, destroy a resource you control. <p> Your hero deals 4 shadow damage to target hero or ally. When that character is destroyed this turn, put the top card of your deck into your resource row face down and exhausted.

Shadowfang Keep (Dungeon Treasure-60R)  
Location  
[Activate], Destroy an ally you control >>> You pay (2) less to play your next ally this turn.

Shadowfiend, 2, Priest (Class-79R, Outland-61R)  
Ally—Shadowfiend, Pet (1), 3 [Shadow] / 1 Health  
**Ferocity** (*This ally can attack immediately.*) <p> When this ally deals combat damage to a hero, ready a resource you control. <p> At the end of your turn, put this ally into its owner's hand.

Shadowform, 3, Priest (Azeroth-88R)  
Ability—Shadow, Form (1)  
**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <p> Ongoing: If your hero would deal shadow damage, it deals that much +1 instead. <p> When you play a Holy ability, destroy this ability.

Shadowfury, 5, Warlock (Outland-88R)  
Ability—Destruction  
**Destruction Talent** (*You can't put Affliction Talents or Demonology Talents in your deck.*) <p> Your hero deals 2 shadow damage to each opposing ally. Exhaust each ally dealt damage this way, and it can't ready during its controller's next ready step.

Shadowmeld, 3, Alliance (Dark Portal-131U)  
Ability  
Night Elf Hero Required <p> Ongoing: Your hero has **Elusive** and **Untargetable**. <p> At the start of your turn, destroy this ability.

Shadowmistress Jezebel Hawke, 3, Alliance (Outland-143U)  
Ally—Human Warlock, 2 [Shadow] / 3 Health  
Friendly Pets have +2 [Health].

Shadowmourn, 6, DkPaWa (Citadel-25E)  
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike  
When this weapon enters play, remove target ally from the game. If you do, add X +1 ATK counters to this weapon, where X was the ATK of that removed ally.

Shadowprowler's Chestguard, 1, DrRo (Gladiators Crafted-3E)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
Your hero has +1 ATK while attacking for each hero and ally you control with **Stealth**.

Shadows of Death, 3, DkLo (Scourgewar-119U)  
Ability—Unholy Destruction  
Ongoing: (1), Destroy a Demon or Ghoul you control >>> Your hero deals 3 shadow damage to target hero or ally.

Shadowseer Calista, 5, Alliance (Elements-124U)  
Ally—Human Priest, 4 [Shadow] / 4 Health  
When this ally enters play, target player puts an ally he controls into its owner's hand. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Put an ally you control into its owner's hand.

Shadowstalker's Sash, 4, DrRo (Legion-267U)  
Equipment—Armor—Leather, Waist (1), 2 DEF  
Friendly Druids and Rogues have **Stealth**. (*They can't be protected against.*)

Shadowstep, 1, Rogue (Illidan-83R)  
Instant Ability—Subtlety  
**Subtlety Talent** (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Ongoing: Ready opposing heroes and allies also count as being exhausted. (*They are still ready.*)

Shadowstrike, 3, HuPaWa (Molten Core-27R)  
Equipment—2H Weapon—Polearm, Melee (1), 3 [Melee], 3 Strike  
(1), Destroy this weapon >>> If your hero has Enchanting, draw two cards.

Shaera Strikewing, 5, Horde (Elements-145C)  
Ally—Blood Elf Rogue, 5 [Melee] / 4 Health  
**Stealth** (*This ally can't be protected against.*) <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Target ally has **Stealth** this turn.

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] / 2 Health  
If your hero dealt fire, frost, or nature damage this turn, this ally has **Ferocity**. (*It can attack immediately.*)

Shala'zum, 3, Horde (Throne-169C)  
Ally—Troll Warrior, 4 [Melee] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Sha'lin Nightwind, 3, Alliance (Alliance Druid-20C, Azeroth-217C, Class-158C)  
Ally—Night Elf Druid, 4 [Melee] / 1 Health  
**Elusive** (*This ally can't be attacked.*)

Shalu Stormshatter, Horde (Drums-14)  
Hero—Orc Shaman (Elemental), Alchemy/Engineering, 28 Health  
(3), Flip Shalu >>> Destroy target ability that's not attached to a friendly hero or ally.

Shalug'doom, the Axe of Unmaking, 0, DkPaWa (Twilight-202E)  
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike  
As this weapon enters play, destroy any number of abilities, allies, and/or equipment you control. <p> This weapon enters play with a +1 ATK counter on it for each card destroyed this way.

Shalyssa Groveshaper, 3, Alliance (Crown-92C)  
Ally—Night Elf Druid, 1 [Nature] / 4 Health  
**Harmonize** (*You pay (1) less to play allies with printed cost 4 or more.*) <p> **Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

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  
**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Ongoing: You pay (1) less to strike with weapons. <p> Your hero has **Dual Wield**.

Shamanistic Rage, 3, Shaman (Outland-80R)  
Ability—Enhancement  
**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Ongoing: When your hero deals combat damage with one or more Melee weapons for the first time each turn, ready up to X resources you control, where X is the combined [Strike] of those weapons.

Shanis Bladefall, 1, Alliance (Alliance Shaman-19C, Alliance Warrior-17C, Worldbreaker-159C)  
Ally—Night Elf Death Knight, 0 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Shanla, Herald of Faith, 3, Alliance (Throne-126U)  
Ally—Night Elf Priest, 2 [Melee] / 4 Health  
**Empower Priest:** When this ally enters play, if you control another Priest hero or ally, destroy target opposing ability, and all other opposing abilities with the same name as it.

Shard of the Flame, 4, DrHuMaPaPrRoShLoWa (Molten Core-12R)  
Equipment—Item, Trinket (2)  
When a resource enters play under your control, your hero heals 2 damage from itself.

Shard of the Scale, 2, DrHuMaPaPrShLo (Onyxia-27U)  
Equipment—Item, Trinket (2)  
(2), Destroy this item >>> Put the top card of your deck into your resource row face down and exhausted.

Sharial, 5, Alliance (Legion-164U)  
Ally—Night Elf Rogue, 5 [Melee] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> Exhaust target equipment.

Sharp Eye, 2, Hunter (Icecrown-38C)  
Ability—Survival  
Target hero or ally you control has **Assault 2** and **Long-Range** this turn.

Sharpeye Yan'ja, Horde (Gladiators-15)  
Hero—Troll Hunter (Marksmanship), Herbalism/Alchemy, 28 Health  
On your turn: (2), Flip Yan'ja >>> Yan'ja deals ranged damage to target ally equal to 1 plus the combined ATK of Ranged weapons you control.

Sharpshooter Nally, Alliance (Betrayer-8)  
Hero—Dwarf Hunter (Marksmanship), Herbalism/Skinning, 28 Health  
(3), Flip Nally >>> Target hero or ally has **Long-Range** this turn.

Shattered Hand Assassin, 3, Horde (Dungeon Treasure-22C)  
Ally—Orc Rogue, 3 [Melee] / 2 Health  
**Stealth** <p> When this ally enters play, exhaust target opposing ally. It can't ready during its controller's next ready step.

The Shatterer, 4, PaRoShWa (Azeroth-334U)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike  
When your hero deals combat damage with this weapon to a hero, destroy one of that hero's controller's weapons unless he pays (2).

Shattering Blow, 4 (Azeroth-168C)  
Ability  
Destroy target equipment.

Shattering Throw, 4, Warrior (Elements-101U)  
Ability—Arms  
Ongoing: When this ability enters play, you may destroy target equipment. <p> [Activate] >>> Target weapon you control has **Thrown** this turn. (*When you strike with that weapon, it has **Long-Range** this combat. At the end of this turn, put that weapon into its owner's hand.*)

Shattrath City Peacekeeper, 3 (Legion-252C)  
Ally—Draenei Warrior, Unlimited, 1 [Melee] / 1 Health  
**Protector** <p> Allies not named Shattrath City Peacekeeper have -1 ATK.

Shawl of Haunted Memories, 2, MaPrLo (Icecrown-177R)  
Equipment—Armor—Cloth, Back (1), 1 DEF (1), [Activate], Destroy this armor >>> Destroy target ability, ally, or equipment that shares a name with a card in its controller's graveyard.  
<p> **Death Rattle:** Target opponent puts the top three cards of his deck into his graveyard.

Shawn of the Dead, 5, Horde (Outland-183R)  
Ally—Undead Warrior, 5 [Melee] / 3 Health  
When this ally attacks, you may put an ally from target opponent's graveyard into play under your control.

Shaylith Swiftblade, 1, Alliance (Throne-127C)  
Ally—Night Elf Rogue, 1 [Melee] / 2 Health  
**Elusive** (*This ally can't be attacked.*)

Shaytha Lumenira, 3, Alliance (Elements-125U)  
Ally—Night Elf Druid, 2 [Arcane] / 4 Health  
This ally has **Arcane Resistance** while you control an ability. (*Prevent all arcane ([Arcane]) damage that would be dealt to this ally.*)

Sheath of Light, 3, Paladin (Legion-66U)  
Ability—Protection  
Ongoing: [Activate] >>> Prevent the next 2 damage that would be dealt to target ally this turn.

Shelly, 2, Hunter (Outland-34C)  
Ally—Turtle, Pet (1), 2 [Melee] / 3 Health  
If this ally would be dealt combat damage, prevent 1 of that damage.

Shelter, 2, Paladin (Wrathgate-56C)  
Instant Ability—Protection  
This turn, target non-hero card can't be destroyed, and if it's an ally, prevent all damage that would be dealt to it.

Shelter the Flock, 4, Priest (Onyxia-5U)  
Ability—Holy  
Your hero heals 11 damage from each friendly hero.

Shem Reznict, 6, Alliance (Legion-165R)  
Ally—Draenei Shaman, 2 [Nature] / 6 Health  
[Activate] >>> Target up to three heroes and/or allies. This ally deals 3, 2, and 1 nature damage to them, respectively.

Shield Bash, 3, Warrior (Azeroth-147R)  
Instant Ability—Protection  
You may exhaust a Shield you control rather than pay this ability's cost. <p> Your hero deals 1 melee damage to target hero or ally. If you targeted a hero, you may interrupt an ability played by its controller.

Shield Block, 3, Warrior (Scourgewar-112C)  
Instant Ability—Protection  
You may exhaust a Shield you control rather than pay this card's cost. <p> Prevent all damage that would be dealt to your hero this turn.

Shield of Distortion, 1, DkMa (Scourgewar-120U)  
Instant Ability—Unholy Arcane  
Prevent all non-melee (*non-[Melee]*) damage that would be dealt to target hero or ally this turn.

Shield of the Righteous, 3, Paladin (Elements-61R)  
Instant Ability—Protection  
**Protection Talent** (*You can't put Holy Talents or Retribution Talents in your deck.*) <p> Your hero deals X unpreventable holy damage to target hero or ally and has **Assault X** this turn, where X is the [DEF] of a Shield you control.

Shield or Wield, 2, Paladin (Illidan-64U)  
Instant Ability—Protection Retribution  
Choose one: Prevent the next 3 damage that target ally would be dealt this turn; or attach to target hero. <p> Ongoing: Attached hero has +1 ATK while attacking.

Shield Slam, 3, Warrior (Betrayer-121R)  
Instant Ability—Protection  
**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> You may exhaust a Shield you control rather than pay this ability's cost. <p> Your hero deals 3 melee damage to target hero or ally. If you targeted a hero, you may destroy an ability controlled by its controller.

Shield Wall, 4, Warrior (Gladiators-81R)  
Ability—Protection  
Put three 1 [DEF] Wall armor tokens into play.

Shiv, 1, Rogue (Dark Portal-87C)  
Ability—Combat Combo  
Your hero deals 1 melee damage to target hero or ally. That damage counts as combat damage.

Shock and Soothe, 4, Shaman (Dark Portal-100C)  
Instant Ability—Elemental  
Your hero deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Shock of the Elements, 2, Shaman (Throne-73U)  
Instant Ability—Elemental  
As an additional cost to play this ability, you may exhaust two allies you control. <p> Your hero deals 2 nature damage to target hero or ally, or 6 if you paid the additional cost.

Shockwave, 2, Warrior (Alliance Warrior-8R, Twilight-99R)  
Ability—Protection  
**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Put target ally on top of its owner's deck. Your hero deals melee damage equal to that ally's cost to its controller's hero.

Short John Mithril, 3 (Gladiators-154R)  
Arena Ally—Goblin, Unique, 2 [Melee] / 2 Health  
When this ally enters play, search your deck for an equipment and reveal it. If it's an Arena card, put it into your hand. Otherwise, put it on top of your deck.

Shoulder the Earthshaker, 3, Horde (Crown-118R)  
Ally—Tauren Warrior, 3 [Melee] / 3 Health  
Allies you control with cost 4 or more have +2 / +2 and **Protector**.

Shoulder pads of Fleshwerks, 6, DrRo (Scourgewar-224C)  
Equipment—Armor—Leather, Shoulder (1), 2 DEF  
When this armor enters play, you may destroy target ally with **Mend** or **Protector**.

Showdown (Honor-198R)  
Quest  
On your turn: Pay (3) to complete this quest.  
<p> Reward: Put a 4 [Ranged] / 4 [Health]  
Unique Mok’Nathal Beastmaster ally token named Rexxar into play with “At the start of your turn, destroy target Gronn.” Each opponent may put a 5 [Melee] / 5 [Health] Gronn ally token into play.

Shred, 2, Druid (Legion-27C)  
Instant Ability—Feral Cat Form Combo, Form (1)  
Ongoing: When this ability enters play, your hero may deal 2 melee damage to target exhausted hero or ally. <p> Your hero has **Cat Form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.)

Shred Soul, 3, Warlock (Dark Portal-114C)  
Ability—Affliction  
Remove target ally from the game.

Shredder, 3, Hunter (Grand Melee-4R)  
Arena Ally—Ravager, Pet (1), 2 [Melee] / 4 Health  
**Preparation** (On your first turn, you may play this card without paying its cost.)

Shroud of Cooperation, 3,  
DkDrHuMaPaPrRoShLoWa (Throne-224U)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
As this armor enters play, choose a class. <p> On your turn: (2), [Activate] >>> Put a 1 [Melee] / 1 [Health] ally token of the chosen class into play.

Shroud of the Archmage, 6, Mage (Crown-25R)  
Ability—Arcane Fire Frost  
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> Draw a card. <p> [Activate] >>> Your hero deals 4 fire damage to target hero. <p> [Activate] >>> Target ally can’t attack or protect this turn.

Shroud of the High Priest, 6, Priest (Crown-34R)  
Ability—Discipline Holy Shadow  
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> You pay (2) less to play your next card this turn. <p> [Activate] >>> Your hero heals 3 damage from each friendly hero and ally. <p> [Activate] >>> Remove the top five cards of target player’s deck from the game.

Shroud of the Nethermancer, 6, Warlock (Crown-51R)  
Ability—Affliction Demonology Destruction  
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself. <p> [Activate] >>> Search your deck for a Demon, reveal it, and put it into your hand. <p> [Activate] >>> Your hero deals 1 fire damage to each ally.

Shuriken of Negation, 4, RoWa (Gladiators-184R)  
Instant Equipment—Weapon—Shuriken, Ranged (1), 2 [Ranged], 1 Strike  
When this weapon enters play, you may interrupt target ability. <p> **Thrown** (When you strike with this weapon, your hero has **Long-Range** this combat. At the end of this turn, put this weapon from play into its owner’s hand.)

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] / 9 Health  
When a player plays an ability, he gains control of this ally.

The Sigil of Krasus (Betrayal-261C)  
Quest  
If an opponent played an ally this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Sigil of the Vengeful Heart, 2, Death Knight (Icecrown-184R)  
Equipment—Item, Relic (1)  
(1), [Activate] >>> Ready target Ghoul. <p> When you play a weapon, ready this item.

Signed in Blood (Crown-197C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Turn target resource face down.

Signet of Manifested Pain, 2, DrMaPrShLo (Naxxramas-25R)  
Equipment—Item, Ring (2)  
At the start of your turn, you may put 2 damage on your hero. If you do, put a 2 [Melee] / 2 [Health] ally token into play with the same class and race as your hero.

Signet of the Impregnable Fortress, 5, DkDrPaWa (Scourgewar Badge-4E)  
Equipment—Item, Ring (2)  
Heroes and allies you control have **Protector**. <p> Each opposing hero and ally has -2 ATK on its controller’s turn.

Silas Darkmoon, 6 (Darkmoon Faire-3R)  
Ally—Gnome Ringleader, Unique, 0 [Melee] / 0 Health  
This ally has additional ATK equal to the combined ATK of all other allies you control, and additional [Health] equal to the combined [Health] of all other allies you control.

Silea Dawnwalker, 5, Horde (Legion-203C)  
Ally—Blood Elf Rogue, 3 [Melee] / 4 Health  
When you play an ability, you may destroy target equipment.

Silencing Shot, 4, Hunter (Outland-35R)  
Instant Ability—Marksmanship  
**Marksmanship Talent** (You can’t put Beast Mastery Talents or Survival Talents in your deck.)  
<p> You may exhaust a Ranged weapon you control rather than pay this ability’s cost. <p> Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can’t play abilities this turn, and you may interrupt an ability he played.

Silent Crusader, 3, DkPaRoWa (Alliance Rogue-24R, Wrathgate-195R)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike  
When an opponent’s hero is dealt combat damage with this weapon, exhaust all cards he controls.

Silent Fang, 2, HuPaRoWa (Dark Portal-281U)  
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 1 Strike  
(2), Destroy this weapon >>> Interrupt target ability.

Silithus (Drums-266R)  
Location—Objective (200)  
At the start of your turn, add capture counters equal to the combined cost of allies you control. <p> [Activate], Remove 200 capture counters >>> Gain control of all cards in play except heroes.

Silvermoon City, Horde (Gladiators-208R)  
Location—City  
Blood Elf Hero Required <p> As this location enters play, choose arcane, fire, frost, nature, or shadow. <p> [Activate] >>> Target Blood Elf you control has the chosen **Resistance** this turn.

Silvermoon Sentinels, 2, Horde (Outland-184C)  
Ally—Blood Elf Paladin, Unlimited, 1 [Melee] / 2 Health  
When this ally enters play, it deals 1 holy damage to each hero for each ally named Silvermoon Sentinels you control.

Sindo’zur the Toxifier, 5, Horde (Scourgewar-189U)  
Ally—Troll Rogue, 4 [Melee] / 6 Health  
When this ally deals combat damage to a hero, you may put a Poison from your hand into play attached to that hero.

Sindragosa, the Frost Queen, 8 (Blizzard 2009-1E, Icecrown-158E)  
Scourge Ally—Frost Wurm, Unique, 9 [Frost] / 9 Health  
Scourge Hero Required <p> At the start of each turn, you may remove five cards in one graveyard from the game. If you do, this ally deals 5 frost damage to target hero or ally. A character dealt damage this way can’t attack or protect this turn.

Sinestra, 6 (Twilight-160R)

Ally—Black Dragonkin Consort, Sinestra (1), 4 [Fire] / 3 Health

**Ferocity** <p> On your turn: Destroy another non-token ability, ally, or equipment you control >>> Put two 1 [Shadow] / 1 [Health] Twilight Dragonkin ally tokens into play with **Ferocity**.

Singing Crystal Axe, 3, PaWa (Legion-289E)  
Equipment—2H Weapon—Axe, Melee (1), 5 [Melee], 0 Strike

This weapon enters play with four slow counters. <p> You pay (1) more to strike with this weapon for each slow counter. <p> When you strike with this weapon, remove a slow counter.

Sinister Revenge, 2, Rogue (Naxxramas-36R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike  
Your hero has **Dual Wield**. <p> When this weapon enters play, put X +1 ATK counters on it, where X is the ATK of another Melee weapon you control.

Sinister Set-up, 3, Rogue (Scourgewar-85C)  
Instant Ability—Combat Combo  
Exhaust up to two target heroes and/or allies. Each of them can't ready during its controller's next ready step.

Sinister Strike, 2, Rogue (Azeroth-102C, Class-89C, Horde Rogue-12C)  
Instant Ability—Combat Combo  
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Sinthya Flabberghast, Horde (Drums-15)  
Hero—Undead Rogue (Combat), Engineering/Jewelcrafting, 27 Health (3), Flip Sinthya >>> When Sinthya next deals combat damage to a hero or ally this turn, she also deals that much melee damage to a second target hero or ally.

Siphon Life, 5, Warlock (Horde Warlock-12R, Legion-110R)  
Instant Ability—Affliction  
**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

Sira'kess Tide Priestess, 3 (Throne-210C)  
Monster Ally—Naga Priest, 2 [Shadow] / 2 Health  
**Empower Monster:** When this ally enters play, if you control another Monster hero or ally, you may put target ally from your graveyard into your hand.

Sironas, 5 (Legion-253R)  
Ally—Demon, Unique, 4 [Melee] / 3 Health  
At the start of your turn, the player with the most resources destroys one of them. If two or more players are tied, you choose which one destroys a resource.

Sister Colleen Tulley, 2 (Citadel Raid-82C, Wrathgate-164C)  
Ally—Human Priest, Unique, 2 [Holy] / 3 Health  
Argent Crusade Reputation <p> This ally has **Mend 1** for each Unique ally you control.

Sister of Pain, 1 (Black Temple Raid-40C)  
Ally—Demon Traitor, 1 [Shadow] / 2 Health  
Traitor Hero Required <p> When this ally attacks, she deals 1 shadow damage to target opposing hero.

Sister of Pleasure, 1 (Black Temple Raid-41C)  
Ally—Demon Traitor, 1 [Holy] / 2 Health  
Traitor Hero Required <p> **Protector** <p> When this ally defends, she heals 1 damage from target hero or ally.

Sister Remba, Alliance (Betrayal-9)  
Hero—Dwarf Priest (Discipline), Alchemy/Tailoring, 26 Health (1), Flip Remba >>> Target ally you control with an attachment has **Elusive** and **Untargetable** this turn.

Sister Rot, 5, Horde (Class-193C, Dark Portal-233C)  
Ally—Undead Priest, 5 [Shadow] / 2 Health  
When this ally enters play, you may destroy target ability.

Sivandra Darklust, 3, Horde (Honor-146C)  
Ally—Undead Warlock, 3 [Shadow] / 3 Health  
**Will of the Forsaken** (*This ally can't leave play unless it has fatal damage or 0 [Health].*) <p> When this ally enters play, draw a card, then destroy an ally you control.

Skaala of the Sombre Watch, 3, Alliance (Scourgewar-153C)  
Ally—Draenei Death Knight, 4 [Melee] / 1 Health  
Opposing heroes have "This hero has -1 ATK for each damage on it."

Skaduzzle, 5, Alliance (Honor-116C)  
Ally—Gnome Mage, 6 [Fire] / 3 Health  
**Escape Artist** (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*)

Skarr the Unbreakable, 6 (Gladiators-155R)  
Arena Ally—Ogre, Unique, 5 [Melee] / 7 Health  
**Protector** <p> Prevent all damage that Arena allies would deal to this ally.

Skeletal Warhorse, 2, Horde (Iccrown-140R)  
Ally—Warhorse, Mount (1), 0 [Melee] / 4 Health  
Undead Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may remove target card in a graveyard from the game. (*Mounts can't attack or be attacked.*)

Skewer, 4, Horde (Azeroth-155C)  
Instant Ability  
Choose an ally you control. It deals melee damage equal to its ATK to target ally.

Skibi's Pendant, 2, DrHuPaRoShWa (Onyxia-28R)  
Equipment—Item, Neck (1)  
You pay (1) less to strike with weapons.

Skinned Whelp Shoulders, 3, DrRo (Worldbreaker-225U)  
Equipment—Armor—Leather, Shoulder (1), 1 DEF  
Your hero has **Assault 2** for each Dragonkin you control.

Skodis the Nethertwister, Alliance (Throne-7)  
Hero—Dwarf Warlock, 28 Health (5), Flip Skodis >>> Skodis deals 3 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Skorn, Mistress of Shadow, 5, Horde (Azeroth-259R)  
Ally—Orc Warlock, 3 [Shadow] / 2 Health  
When an ally is dealt damage, this ally deals that much shadow damage to target hero in that ally's party.

Skrunk Skullseeker, 2, Horde (Class-194C, Horde Rogue-20C, Illidan-168C)  
Ally—Orc Rogue, 1 [Melee] / 3 Health  
This ally has +3 ATK while attacking an exhausted hero or ally.

The Skull of Gul'dan, 2, DrMaPaPrShLo (Black Temple-5R)  
Equipment—Item, Trinket (2)  
[Activate] >>> You pay (2) less the next time you pay a cost with (X) in it this turn.

Skullchewer, 5, Death Knight (Throne-32R)  
Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost] / 6 Health  
As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card's printed powers.

Skullflame Shield, 6, PaShWa (Azeroth-299E)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
When your hero defends, it deals 1 fire damage to each opposing hero and ally.

Skullstealer Greataxe, 4, DkPaShWa (Crown-189C)  
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike  
This weapon has +1 ATK for each Monster hero and ally you control.

Skumm Bag'go, 1, Horde (Drums-195C)  
Ally—Troll Rogue, 1 [Melee] / 1 Health  
When this ally enters play, you may turn target resource face down.

Skumm the Pillager, Horde (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)  
Equipment—Armor—Mail, Feet (1), 2 DEF  
**Untargetable**

The Skybreaker, Alliance (Icecrown-220R)  
Location (2)

When a quest you control turns face down, add a cannonball counter. <p> On your turn: (1), [Activate], Remove two cannonball counters >>> Your hero deals 4 ranged damage to target hero.

Skyfire Hawk-Bow, 4, Hunter (Legion-290U)  
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged], 1 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*)

Skymistress Taranna, 3, Horde (Betrayal-179R)  
Ally—Tauren Druid, 2 [Arcane] / 4 Health  
When another [Arcane] ally enters your party, draw a card.

Skywall (Elements-220R)  
Location  
On your turn, if a hero or ally you controlled dealt nature ([Nature]) damage this turn: (2), [Activate] >>> Put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> When an Air Elemental enters play under your control, you may exhaust target ally.

Skywing (Illidan-248R)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Melee] / 1 [Health] Bird ally token named Skywing into play. At the start of your next turn, that ally has +3 / +3 and is also an Arakkoa.

Slam, 3, Warrior (Dark Portal-124U, Twilight-100U)  
Ability—Fury  
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Slash and Dash, 3, Rogue (Gladiators-57C)  
Ability—Subtlety Combo  
Ongoing: When this ability enters play, you may destroy target exhausted ally. <p> Your hero has **Stealth**. (*It can't be protected against.*) <p> When your hero deals damage, destroy this ability.

Slashdance, 1 (Drums-111U, Drums Loot-1L)  
Instant Ability  
Each player may dance the way he imagines his hero would dance. If he does, he may turn his hero face up.

Slaughter from the Shadows, 4, Rogue (Dark Portal-88R)  
Ability—Assassination  
Play only if your hero has **Stealth**. <p> Destroy all exhausted allies.

Slay or Stay, 1, Warrior (Illidan-110U)  
Ability—Fury Protection  
Choose one: Destroy target damaged ally; or attach to target ally. <p> Ongoing: Attached ally has **Protector**.

Slay the Feeble, 1, Rogue (Alliance Rogue-10C, Class-90C, Drums-65C)  
Ability—Assassination Combo  
Your hero deals 3 melee damage to target exhausted hero or ally.

Slayer's Waistguard, 3, PaWa (Class-210U, Gladiators-166U)  
Equipment—Armor—Plate, Waist (1), 3 DEF  
You pay (3) less to strike with weapons while your hero is defending.

Slice and Dice, 2, Rogue (Dark Portal-89U)  
Instant Ability—Assassination  
**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Your hero deals X melee damage divided as you choose to any number of target heroes and/or allies.

Slippyfist, 1 (Throne-190U)  
Monster Ally—Murloc Rogue, 1 [Frost] / 1 Health  
This and other Murloc allies you control have **Elusive** while ready. (*They can't be attacked.*)

Slow, 3, Mage (Outland-45R)  
Ability—Arcane  
**Arcane Talent** (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Attach to target hero. <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 (Azerath-89R)  
Ability—Holy  
Your hero deals 4 unpreventable holy damage to target hero or ally.

Smite's Reaver, 4, DkPaRoShWa (Dungeon Treasure-54R)  
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee] / 2 Strike  
When you strike with this weapon, you may exhaust target hero or ally. <p> When you strike with this weapon for the first time each turn, you may ready it and your hero at the end of this combat.

Smoke Bomb, 4, Rogue (Twilight-74R)  
Ability—Subtlety  
Ongoing: Opposing heroes and allies attack at random. <p> Opponents pay (2) more to play abilities that target a hero or ally you control.

Smoke 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.

Smoldering Blast, 1, Mage (Scourgewar-58C)  
Ability—Fire  
Ongoing: Destroy this ability >>> Your hero deals 3 fire damage to target ally.

Snaggle, 1 (Worldbreaker Crafted-10E)  
Monster Ally—Gnoll Warrior, 1 [Melee], 1 Health  
This ally has **Assault 1** for each other Monster hero and ally you control.

Snake Trap, 6, Hunter (Betrayal-55U)  
Instant Ability—Survival  
**Trap** (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Put X 1 [Nature] / 1 [Health] Snake ally tokens into play, where X is target opposing attacker's cost.

Snarl Hellwind, 1, Horde (Outland-185U)  
Ally—Orc Warlock, 1 [Shadow] / 2 Health  
Destroy another ally you control >>> This ally has +1 ATK this turn.

Sneak, 1, Alliance (Azerath-152C)  
Instant Ability  
Target ally has **Elusive** this turn. (*It can't be attacked.*)

Snig Feralsnout, 2, Horde (Outland-186C)  
Ally—Tauren Druid, 3 [Melee] / 1 Health  
**Stealth** (*This ally can't be protected against.*) <p> This ally has **Ferocity** while you control a Form.

Snipe, 2, Hunter (Drums-31C)  
Instant Ability—Marksmanship  
When the next ability, ally, or equipment enters play this turn, destroy it.

Sniper Training, 5, Hunter (Crown-19R)  
Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Attach to target hero. <p> Ongoing: (1) >>> The next time attached hero would be dealt exactly 1 damage this turn, it's dealt 5 damage instead.

Snurky, 2 (Throne-191C)  
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health  
This and other Murloc allies you control have **Stealth**. (*They can't be protected against.*)

Soggypaw, 4 (Worldbreaker Crafted-11E)  
Monster Ally—Gnoll Rogue, 4 [Melee], 3 Health  
This ally has **Ferocity** and **Assault 2** while there are no ready opposing allies.

Solanian's Belongings, Horde (Dark Portal-307C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Choose one: Put an ability from your graveyard on top of your deck; or draw a card. If your hero is a Blood Elf, you may choose both.

Someone Else's Hard Work Pays Off (Drums-253R)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Melee] / 1 [Health] Unique Ethereal ally token named Cryo-Engineer Sha'heen into play with "At the start of your turn, remove this ally from the game. If you do, gain control of target ability or equipment."

Something That Burns (Elements-216U)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

Sonic Spear, 5, HuPaWa (Outland-219U)  
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike  
When your hero deals combat damage with this weapon to a hero, that hero's controller destroys an equipment he controls.

Soothing Wave, 3, Shaman (Scourgewar-89C)  
Instant Ability—Restoration  
Your hero heals 4 damage from each of up to two target heroes and/or allies.

Soram Wildbark, 1, Horde (Wrathgate-147C)  
Ally—Tauren Druid, 1 [Nature] / 2 Health  
**Mend 1** <p> When this ally heals damage from a hero or ally, that character has **Assault 1** this turn.

Sorga the Swift, 1, Horde (Drums-196C)  
Ally—Tauren Shaman, 1 [Melee] / 1 Health  
**Ferocity** (*This ally can attack immediately.*) <p>  
**War Stomp** (*When this ally attacks or defends, you may exhaust target opposing hero or ally.*)

Soridormi, 6 (Elements-167R)  
Ally—Bronze Dragonkin Consort, Soridormi (1), 5 [Arcane] / 6 Health  
(1) >>> Target ally you control has **Protector**, **Elusive**, **Stealth**, or **Untargetable** this turn.

Sorrow's End, 4, DkPaWa (Throne-252R)  
Equipment—2H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike  
Play with the top card of your deck revealed.  
<p> While a card with cost 3 or more is revealed this way, this weapon has +3 ATK. <p> While a card with cost 3 or less is revealed this way, you pay (3) less to strike with this weapon.

Soul Casket, 3, DrMaPrShLo (Worldbreaker Badge-12E)  
Equipment—Item, Trinket (2)  
[Activate], Discard an ally >>> Your hero deals 2 shadow damage to target hero or ally.

Soul Cleave, 3, Warlock (Throne-80U)  
Ability—Destruction  
As an additional cost to play this ability, destroy an ally you control. <p> Destroy up to two target allies.

The Soul Conductor, 3, Horde (Illidan-169R)  
Ally—Orc Warlock, 2 [Shadow] / 2 Health  
This ally has +1 / +1 for each ally in opposing removed from game zones.

Soul-Eater Morgania, Alliance (Twilight-7)  
Hero—Worgen Warlock, 28 Health  
[Front]: (2) >>> Flip Morgania face down.  
[Back]: When an opposing ally is destroyed, Morgania heals 1 damage from herself.

Soul-Eater's Handwraps, 3, MaPrLo (Magtheridon-5R)  
Equipment—Armor—Cloth, Hands (1), 1 DEF  
When an ability, ally, equipment, or hero readies, its controller puts the top card of his deck into his graveyard.

Soul Inversion, 1, Warlock (Class-112C, Legion-111C)  
Ability—Affliction  
Attach to target ally. <p> Ongoing: Attached ally has +2 / -2.

Soul Link, 4, Warlock (Azeroth-133R)  
Ability—Demonology  
**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p>  
Ongoing: Put 1 damage on an ally you control >>> Prevent the next 1 damage that would be dealt to your hero this turn.

Soul of the Dead, 2, DkPr (Iccrown-185R)  
Equipment—Item, Trinket (2)  
Your hero has +1 [Health] for each soul counter.  
<p> [Death Knight] Hero: Opposing allies everywhere have "**Death Rattle**: Add a soul counter to the item that granted this power."  
<p> [Priest] Hero: Opposing abilities everywhere have "**Death Rattle**: Add a soul counter to the item that granted this power."

Soul Rend, 2, Priest (Outland-62C)  
Ability—Shadow  
Target opponent puts an ally he controls into its owner's hand. If he does, that opponent discards a card.

Soul Swap, 6, Warlock (Throne-81R)  
Ability—Affliction  
**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p>  
Your hero deals shadow damage to target hero equal to half its remaining health, rounded up, and heals 1 damage from itself for each damage dealt this way.

Soulrinker Bogmara, Horde (Scourgewar-16)  
Hero—Orc Warlock (Affliction),  
Tailoring/Inscription, 28 Health  
If you control another Warlock: Flip Bogmara >>> Bogmara deals 1 shadow damage to target hero or ally and heals 1 damage from herself.

Soulseeker Huulo, 3, Alliance (Scourgewar-154C)  
Ally—Draenei Priest, 3 [Shadow] / 3 Health  
This ally has **Assault 1** while you control another hero or ally with **Assault**, and **Mend 1** while you control another hero or ally with **Mend**.

Soulshatter, 4, Warlock (Outland-89R)  
Ability—Demonology  
Ongoing: When your hero defends against an ally, that ally's controller exhausts all allies he controls.

Soulstone, 3, Warlock (Class-113U, 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  
This quest 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 you control next deals damage to an ally with lower cost this turn, draw a card.

The Sowing of Seeds, 2, Druid (Gladiators-22U)  
Instant Ability—Balance  
Your hero deals 1 nature damage to target hero or ally. For each damage dealt this way, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Spark, 4, Shaman (Honor-65U)  
Ability—Elemental  
This turn, your hero has "Exhaust a card you control >>> This hero deals 1 fire damage to target hero or ally."

Spark of Life, 5, Shaman (Throne-74R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*) <p>  
Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. If you do, attach this ability to it. <p> Ongoing: Attached ally has "When this ally attacks for the first time each turn, ready it." <p> When this ability leaves play, destroy attached ally.

Sparkington the Abrupt, 3, Alliance (Iccrown-115U)  
Ally—Gnome Mage, 4 [Arcane] / 2 Health  
Mages and [Mage] cards in your hand are instant.

Spaulders of Lost Secrets, 3, HuSh (Scourgewar-225C)  
Equipment—Armor—Mail, Shoulder (1), 2 DEF  
When this armor enters play, you may put the bottom card of your deck into your hand.

Spaulders of the Scarred Lady, 2, HuSh (Crown-174U)  
Equipment—Armor—Mail, Shoulders (1), 1 DEF  
Your hero has **Assault 2** for each ally you control with 6 or more ATK.

Spectral Kitten, 3 (Scourgewar-214R, Scourgewar Loot-3L)  
Ally—Tiger, Pet (1), 4 [Melee] / 4 Health  
[Horde] allies you control have +1 ATK. <p> [Alliance] allies you control have +1 [Health]. <p> Other non-[Horde], non-[Alliance] allies you control have +1 / +1.

Spectral Tiger, 4 (Outland-193R, Outland Loot-3L)  
Ally—Spectral Tiger, 4 [Melee] / 3 Health  
[Alliance] Hero: **Elusive** allies you control have +1 [Health]. <p> [Horde] Hero: Allies you control with **Ferocity** have +1 ATK.

Spell Reflection, 3, Warrior (Outland-97U)  
Instant Ability—Protection  
You may exhaust a Shield you control rather than pay this ability's cost. <p> If an ability is targeting only your hero, change its target to its controller's hero.

Spell Ricochet, 2, MaWa (Drums-105C)  
Instant Ability—Arcane Protection  
You may change the target of an ability with a single target.

Spell Suppression, 1, Mage (Drums-40C)  
Ability—Arcane  
Attach to target ability, ally, equipment, or resource. <p> Ongoing: Attached card loses and can't have powers.

Spellbreaker's Buckler, 3, PaSh (Outland-205R)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
(1), [Activate], Discard an equipment >>>  
Interrupt target ability.

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)  
Equipment—Armor—Cloth, Head (1), 1 DEF (2), [Activate] >>> When you next play a non-Ongoing ability this turn, copy it. (*You may choose new targets for the copy.*)

Spellweaver Jihan, Alliance (Drums-7)  
Hero—Human Mage (Arcane),  
Enchanting/Tailoring, 25 Health  
Flip Jihan >>> The next time Jihan would deal damage with an ability this turn, she deals that much +1 instead.

Spelunker Maddocks, 4, Alliance (Honor-117R)  
Ally—Dwarf Rogue, 0 [Melee] / 0 Health  
Dwarf Hero Required <p> **Find Treasure** <p>  
This ally has +1 / +1 for each card in your graveyard.

Sphere of Divinity, 2, PaPr (Drums-106C)  
Instant Ability—Protection Discipline  
Attach to target ally. <p> Ongoing: Prevent all damage that attached ally would be dealt. <p>  
At the start of the turn, destroy this ability.

"Spider Legs" McGillicutty, 1, Horde (Legion-204C)  
Ally—Undead Warrior, 1 [Melee] / 1 Health  
**Protector** <p> When this ally is destroyed, you may exhaust target hero or ally.

Spinal Reaper, 5, PaWa (Molten Core-28R)  
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee], 1 Strike  
When your hero deals fatal combat damage with this weapon, draw a card.

Spinning Fate, 1, RoWa (Icecrown-198R)  
Equipment—Weapon—Shuriken, Ranged (1), 0 [Melee], 1 Strike  
**Thrown** (*When you strike with this weapon, your hero has **Long-Range** this combat. At the end of this turn, put this weapon from play into its owner's hand.*) <p> When you strike with this weapon, put the top card of target opponent's deck into his graveyard. This weapon has **Assault X** this combat, where X is the cost of that card.

Spire of Sunset, 2, DrMaPrShLo (Horde Mage-25R, Wrathgate-196R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Spirit Bond, 1, Hunter (Dark Portal-39R)  
Ability—Beast Mastery  
**Beast Mastery Talent** (*You can't put Marksmanship Talents or Survival Talents in your deck.*) <p> Ongoing: At the start of your turn, if you control a Pet, your hero heals 2 damage from itself and each Pet you control.

Spirit Healer, 8 (Azeroth-169E)  
Ability  
Ongoing: At the end of each player's turn, that player may put an ally from his graveyard into play with damage equal to its [Health] -1.

Spirit of Redemption, 25, Priest (Wrathgate-64R)  
Instant Master Hero—Spirit Holy, 0 Health  
**Holy Talent** (*You can't put Discipline Talents or Shadow Talents in your deck.*) <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.

Spirit of Stormrage, 9, Alliance (Illidan-140E)  
Ally—Night Elf Druid Spirit, Unique, 0 [Nature] / 12 Health  
**Untargetable** <p> [Activate] >>> Search your deck for a card and put it into your hand.

The Spirit Polluted (Legion-314C)  
Quest  
Put 3 damage on your hero and pay (1) to complete this quest. <p> Reward: Draw a card.

Spirit Totem, Shaman (Icecrown-205U)  
Quest  
Pay (2) to complete this quest. <p> Reward: Ready target ally or weapon you control.

Spirit Weapons, 3, Shaman (Illidan-93R)  
Ability—Enhancement  
**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Ongoing: [Activate] >>> Target hero or ally has -X ATK this turn, where X is the combined ATK of Melee weapons you control.

Spirits of Auchindoun (Drums-255C)  
Quest  
Turn one other face-up resource you control 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 Awakening, 7, Shaman (Icecrown-72R)  
Ability—Restoration  
Ongoing: At the start of your turn, remove all but 14 damage from your hero.

Spiritual Domination, 3, Priest (Betrayal-86R)  
Ability—Traitor  
Traitor Hero Required <p> Put target ally from an opponent's graveyard into play under your control.

Spiritual Harmony, 3, Priest (Worldbreaker-82C)  
Ability—Holy  
Put target ally from your graveyard into your hand. If you do, your hero heals damage from itself equal to that ally's cost.

Spiritual Healing, 2, Priest (Azeroth-90R)  
Ability—Holy  
**Holy Talent** (*You can't put Discipline Talents or Shadow Talents in your deck.*) <p> Ongoing: When you play a Holy ability, your hero heals 2 damage from target hero or ally.

Spiritual Imbalance, 3, Priest (Crown-35C)  
Instant Ability—Shadow  
Target ally has -3 / -3 this turn.

Spiritual Return, 2, Shaman (Worldbreaker-101R)  
Ability—Restoration  
Put target [Fire], [Frost], or [Nature] ally from your graveyard into play if its cost is less than or equal to the number of resources you control. That ally enters play with damage equal to its [Health] -1.

Spiritualist Sunshroud, Horde (Drums-16)  
Hero—Blood Elf Priest (Shadow),  
Engineering/Jewelcrafting, 26 Health  
On your turn: (3), Flip Sunshroud >>> Target player destroys an ally he controls.

Spiritwalker Kavi'je, Horde (Wrathgate-18)  
Hero—Troll Shaman (Restoration),  
Blacksmithing/Mining, 28 Health  
Flip Kavi'je, discard a Shaman >>> You pay (2) less to play your next Totem this turn.

Splashtooth, 3 (Crown-153C)  
Monster Ally—Murloc Warlock, 2 [Shadow] / 4 Health  
When this or another Murloc ally enters play under your control, you may **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)


Splinter Mind, 4, Priest (Gladiators-53R)  
Ability—Shadow  
Attach to target ally. <p> Ongoing: You control attached ally. <p> At the start of your turn, your hero deals 1 shadow damage to attached ally.

Split Greathammer, 4, DkPaRoSh (Naxxramas-37R)  
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike  
If your hero would deal combat damage to a hero with this weapon, it may deal that much divided as you choose among any number of opposing heroes and/or allies instead.

Split Open, 2, Warrior (Honor-81C)  
Instant Ability—Fury  
Attach to target hero or ally. <p> Ongoing: Attached character has -2 [Health].

Spoils of the Hunt, 3, Hunter (Horde Hunter-11R, Scourgewar-49R)  
Ability—Survival  
Destroy all opposing allies that have or share the highest cost among opposing allies.

Spread the Word, 1, Paladin (Onyxia-6U)  
Ability—Holy  
Ongoing: Damage that friendly heroes would deal is unpreventable.

Spring Rabbit, 1 (Holiday -3R)  
Ally—Rabbit, 2 [Nature] / 1 Health  
(1), Exhaust this and another Rabbit ally you control >>> Put a 1 [Melee] / 1 [Health] Bunny Egg ally token into play.

Sprint, 4, Rogue (Legion-87U)  
Instant Ability—Combat  
Ongoing: [Activate] >>> Choose one: Ready your hero; or if your hero is defending, remove all attacking allies from combat.

Spymaster Thalodien, 5 (Betrayal-207E)  
Ally—Blood Elf Rogue, Unique, 4 [Melee] / 5 Health  
Scrier Reputation, **Sabotage**: Deck <p> When this ally sabotages a deck, reveal cards from the top until you reveal a non-quest. Remove that card from the game and put the rest on the bottom. You may play that card without paying its cost this turn. *(If it has X in its cost, X is 0.)*

Squall Totem, 1, Shaman (Scourgewar-90R)  
Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing: When this Totem enters play, exhaust all opposing heroes and allies. <p> When an opposing hero or ally attacks or protects, you may exhaust a second target hero or ally.

Stab in the Dark, 1, Rogue (Gladiators-58U)  
Ability—Subtlety  
Look at target opponent's hand and choose an ally. He discards that card.

Stable Master, 1, Hunter (Illidan-40U)  
Ability—Beast Mastery  
Ongoing: You can control an additional Pet.

Stacia Markton, 5, Alliance (Twilight-123U)  
Ally—Human Hunter, 5 [Nature] / 1 Health  
When this ally enters play, target hero or ally you control has **Long-Range** this turn.

Staff of Ammunae, 3, DrMaPrLo (Worldbreaker Crafted-3E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
**Artifact** *(You may play this card from your graveyard.)* <p> When your hero is dealt 1 or more damage by an attacking hero or ally, you may put a 0 [Nature] / 1 [Health] Seedling Pod ally token into play with **Mend 1**.

Staff of Dominance, 4, DrMaPrShLo (Dark Portal-282R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
This weapon enters play exhausted. <p> On your turn: (X), [Activate], Destroy this weapon >>> Gain control of target ally with cost X.

Staff of Sinister Claws, 2, DrMaPrLo (Scourgewar-244U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 5 Strike  
At the start of your turn, target random ally you control has **Assault 2** this turn.

Staff of Sorcerer-Thane Thaurissan, 4, DrMaPrShLo (Worldbreaker Crafted-6E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 4 Strike  
**Artifact** *(You may play this card from your graveyard.)* <p> When this weapon enters play, each opponent may search his deck for a [Fire] ally and put it into play. <p> On your turn: [Activate] >>> Your hero deals 2 arcane damage to target ally.

Staff of the Ashtongue Deathsworn, 4, DrPrSh (Illidan-229R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike  
Loyal Hero Required <p> Text that refers to the start of a turn refers to the end of that turn instead.

Staff of the Ruins, 2, DrMaPrShLo (Outland-220U)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
[Activate] >>> You pay (1) less to play your next ability this turn for each card in your graveyard with the same name as that ability.

Staff of Trickery, 3, DrHu (Wrathgate-197C)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
Exhaust your hero, discard a card >>> Ready or exhaust target card if it shares a card type with the card you discarded.

The Staff of Twin Worlds, 6, DrMaPrShLo (Drums-234E)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
Other cards in play have their printed text a second time. *(For example, if a card has the text, "Allies have +1 ATK," treat it as though it says that twice.)*

Stained Shadowcraft Cap, 1, DrRo (Twilight-183R)  
Equipment—Armor—Leather, Head (1), 1 DEF  
On your turn, if this armor has three or more heirloom counters: [Activate] >>> Your hero deals 3 nature damage to target hero or ally. <p> **Stash**: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Spaulders, 4, DrRo (Elements-185R)  
Equipment—Armor—Leather, Shoulder (1), 1 DEF

At the start of your turn, your hero may deal 1 nature damage to target hero or ally, plus an additional 1 for each heirloom counter on this armor. <p> **Stash**: Add an heirloom counter to target equipment you control.

Stained Shadowcraft Tunic, 2, DrRo (Worldbreaker-226R)  
Equipment—Armor—Leather, Chest (1), 2 DEF  
[Activate] >>> Target hero or ally has **Stealth** this turn. <p> **Stash** *(As this enters your resource row, you may have it enter face up. Immediately turn it face down.)*: Target hero or ally has **Stealth** this turn.

Stakethrower, 4, Hunter (Horde Hunter-25U, Worldbreaker-246U)  
Equipment—Weapon—Gun, Ranged (1), 2 [Ranged], 2 Strike  
This equipment enters play with a stake counter. <p> **Long-Range** *(When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.)* <p> Remove a stake counter >>> This weapon has +3 ATK this combat.

Stalwart Bear Form, 4, Druid (Elderlimb-9U, Throne-36U)  
Instant Ability—Feral Bear Form, Form (1)  
Target up to two opposing allies. Your hero deals 2 melee damage to each of them. <p> Ongoing: Your hero has **Protector** and +5 [Health].

Stalwart Protector, 1, Warrior (Azeroth-148U)  
Instant Ability—Protection  
Ongoing: Your hero has **Protector**.

Stance Mastery, 2, Warrior (Worldbreaker-121R)  
Ability—Protection  
Ongoing: [Activate] >>> Your hero has +1 ATK this combat.

Standards and Practices, Horde (Outland-229C)  
Quest  
If an opponent controls more allies than in you: Pay (2) to complete this quest. <p> Reward: Draw a card.

Starburst, 4, Druid (Elements-38R)  
Ability—Balance  
Your hero deals 3 arcane damage to target hero or ally. Then, you may put this ability into your resource row face down and exhausted.

Starfire, 6, Druid (Azeroth-31R, Class-34R, Horde Druid-10R)  
Ability—Balance  
Your hero deals 5 arcane damage to target hero or ally. Draw a card.

Stargaze, 4 (Dungeon Treasure-10C)  
Ability  
Ongoing: When a Druid ally enters play under your control or a friendly player's control, target player draws a card.

Stargazer Ronal, 4, Alliance (Alliance DK-21C, Twilight-124C)  
Ally—Worgen Druid, 4 [Arcane] / 4 Health  
When this ally is destroyed, you may shuffle target player's graveyard into his deck.

Starli, 4, Alliance (Scourgewar-155C)  
Ally—Gnome Warlock, 3 [Fire] / 4 Health  
When this ally deals damage to an ally, you may remove target weapon from the game.

Starshot, 2, Druid (Class-35C, Gladiators-23C)  
Ability—Balance  
Your hero deals 3 arcane damage to target ally. Draw a card.

Stasis, 1, Paladin (Worldbreaker-72C)  
Ability—Protection  
Attach to target equipment and exhaust it. <p> Ongoing: Attached equipment can't ready during its controller's ready step.

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.

Statue Generator, 3, DkDrHuMaPaPrRoShLoWa  
(Wrathgate-185R, Wrathgate Loot-2L)  
Equipment—Item  
When this item enters play, remove target ally  
from the game. If you do, add three marble  
counters, and that ally's owner puts it into play  
under his control when this item leaves play.  
<p> At the start of your turn, remove a marble  
counter. If none remain, destroy this item.

Staunch Reprisal, 2, DkPa (Scourgewar-121U)  
Ability—Frost Protection  
Ongoing: Your hero has **Protector**. <p> When  
your hero protects, it may deal 2 melee damage  
to target attacker.

Steady Shot, 3, Hunter (Citadel Raid-41U, Horde  
Hunter-12U, Sylvanas-5U, Worldbreaker-48U)  
Ability—Marksmanship  
Ongoing: At the start of your turn, your hero  
may deal 1 ranged damage to target hero or ally.

Steal Essence, 2, Warlock (Alliance Warlock-  
12U, Azeroth-134U, Class-114U)  
Instant Ability—Affliction  
Your hero deals 2 shadow damage to target hero  
or ally and heals 1 damage from itself for each  
damage dealt this way.

Steal Steel, 2, Rogue (Worldbreaker-92R)  
Ability—Subtlety Finishing Move  
As an additional cost to play this ability, remove  
up to five [Rogue] abilities in your graveyard  
from the game. <p> Search target opponent's  
deck for an equipment with cost less than or  
equal to the number of cards removed this way  
and put it into play under your control.

Stealth, 1, Rogue (Azeroth-103U)  
Ability—Subtlety  
Ongoing: Your hero has **Stealth**. (*It can't be  
protected against.*) <p> When your hero deals  
damage, destroy this ability. <p> When this  
ability is destroyed, you may pay (2). If you do,  
its owner puts it from his graveyard into his  
hand at the next end of turn.

Steelguard Adamson, Alliance (Throne-8)  
Hero—Worgen Warrior, 30 Health  
(3), Flip Adamson >>> Choose one: Add a +1  
ATK counter to target weapon; or add a +1  
[DEF] counter to target armor.

Steelhawk Crossbow, 3, Hunter (Honor-179R)  
Equipment—Weapon—Crossbow, Ranged (1), 3  
[Ranged], 1 Strike  
When you strike with this weapon, your hero  
has **Long-Range** this combat. <p> At the start of  
your turn, exhaust this weapon unless you pay  
(1).

Steelsmith Joseph Carroll, 1, Alliance (Dark  
Portal-191U)  
Ally—Human Warrior, 1 [Melee] / 1 Health  
This ally has +1 / +1 for each equipment you  
control.

Stella Forgebane, 6, Alliance (Betrayal-156C)  
Ally—Dwarf Rogue, 5 [Melee] / 3 Health  
At the end of your turn, you may destroy target  
exhausted equipment.

Stellaris, 2, HuPaShWa (Outland-221U)  
Equipment—1H Weapon—Axe, Melee (1), 3  
[Melee], 2 Strike  
Exhaust an ally you control >>> You pay (1) less  
the next time you strike with this weapon this  
turn.

Stephen Hathrow, 1, Horde (Icecrown-141C)  
Ally—Undead Warrior, 1 [Melee] / 2 Health  
On your turn: (3), Destroy another ally you  
control >>> Destroy target equipment.

Stevrona Forgemender, 3, Alliance (Elements-  
126R)  
Ally—Dwarf Shaman, 2 [Fire] / 5 Health  
Token allies you control have +1 / +1. <p> **Stash**  
(*As this enters your resource row, you may have it  
enter face up. Immediately turn it face down.*):  
Ready target token ally.

Stifling Decree, 2, Paladin (Scourgewar-65C)  
Ability—Protection  
Attach to target ability or weapon. <p> Ongoing:  
Prevent all damage that would be dealt with  
attached card.

Stitches, 4 (Dark Portal-246E)  
Ally—Undead Abomination, Unique, 0 [Melee] /  
0 Health  
This ally has +1 / +1 for each ally in your  
graveyard. <p> When this ally is dealt damage,  
remove that many allies in your graveyard from  
the game. Then, remove 1 damage from this ally  
for each ally removed this way.

Stone Guard Rashun, 5, Horde (Dark Portal-  
234R)  
Ally—Tauren Shaman, 5 [Melee] / 5 Health  
Tauren Hero Required <p> When an opposing  
ally enters play, exhaust it.

Stonebranch, Ancient of War, 4 (Crown-159U,  
Elderlimb-22U)  
Monster Ally—Ancient Druid, 2 [Nature] / 2  
Health  
When this ally enters play, put two 1 [Melee] / 1  
[Health] Treant ally tokens into play. <p> Token  
allies you control have **Ferocity**. (*They can  
attack immediately.*)

Stoneclaw Totem, 3, Shaman (Legion-100C)  
Ability Ally—Elemental, Earth Totem (1), 0  
[Melee] / 5 Health  
Ongoing: Opposing heroes and allies can attack  
only this Totem if able. <p> When a hero or ally  
deals combat damage to this Totem, that  
character can't ready during its controller's next  
ready step. <p> (*Totems can't attack.*)

Stoneform, 2, Alliance (Dark Portal-132U)  
Instant Ability  
Dwarf Hero Required <p> Destroy any number  
of abilities attached to your hero. <p> Ongoing:  
Armor you control have +1 [DEF].

The Stonemother's Gift, 3 (Elements-105U)  
Ability  
Ongoing: When this ability enters play, put a 2  
[Melee] / 1 [Health] Earth Elemental ally token  
into play. <p> (1), Destroy this ability >>>  
Target ally has **Protector** this turn.

Stoneskin Totem, 1, Shaman (Betrayal-102U)  
Instant Ability Ally—Enhancement, Earth Totem  
(1), 0 [Melee] / 1 Health  
Ongoing: Opposing allies have -1 ATK. <p>  
(*Totems can't attack.*)

Stonespine Gargoyle, 2 (Icecrown-159C)  
Scourge Ally—Gargoyle, Unlimited, 2 [Melee] /  
2 Health  
Scourge Hero Required <p> While this ally is  
ready, prevent all damage that would be dealt to  
it.

The Storm King's Vengeance (Icecrown-217C)  
Quest  
Pay (3) to complete this quest. <p> Reward:  
Reveal the top three cards of your deck. Put a  
revealed ability, ally, or equipment with cost  
less than or equal to the amount of damage on  
your hero into your hand, and the rest on the  
bottom of your deck.

Storm Shock, 1, Shaman (Betrayal-103C)  
Instant Ability—Elemental  
Target opponent chooses a hero or ally he  
controls, and your hero deals 4 nature damage  
to it.

Stormfire, 3, Druid (Illidan-33C)  
Ability—Balance  
Your hero deals 3 arcane damage to target hero  
or ally. Draw a card.

Stormfury, Black Blade of the Betrayer, 3, Rogue  
(Citadel-26R)  
Equipment—1H Weapon—Dagger, Melee (1), 3  
[Melee], 3 Strike  
At the start of your turn, if this weapon has two  
or fewer Demonic counters on it, add a Demonic  
counter. <p> This weapon has +1 ATK and you  
pay (1) less to strike with it for each Demonic  
counter on it.

Stormpike Insignia, 2, Alliance,  
DkDrHuMaPaPrRoShLoWa (Honor-167U)  
Equipment—Item—Battleground, Trinket (2)  
When you play a card, add an honor counter. If  
there are six or more on this item, destroy it.  
<p> When this item is destroyed this way, your  
hero deals 5 frost damage to target hero or ally.

Stormrage Cover, 2, Druid (Onyxia-19E)  
Equipment—Armor—Leather, Head (1), 1 DEF  
(1), [Activate] >>> Draw a card, then discard a  
card. <p> When you play a [Druid] ability, ready  
this armor.

Stormrage Legguards, 4, Druid (Molten Core-  
10R)  
Equipment—Armor—Leather, Legs (1), 2 DEF  
When you play a [Druid] ability, you may pay  
(1). If you do, target ally has +1 ATK this turn.

Stormrage Signet Ring, 4, DrPaRoShWa (Black  
Temple-6R)  
Equipment—Item, Ring (2)  
On your turn: (2), [Activate] >>> Put target  
equipment into its owner's hand.

Stormshield of Renewal, 3, PaSh (Legion-268U)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
When your hero heals damage from a friendly ally, it also heals that much from itself.

Stormstrike, 1, Shaman (Dark Portal-101R)  
Instant Ability—Enhancement  
**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Ready your hero and a Melee weapon you control. <p> The next time your hero would deal nature damage this turn, it deals that much +2 instead.

Stormstrike Mace, 1, RoSh (Icecrown-199R)  
Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike  
**Death Rattle:** <p> [Rogue] Hero: Exhaust target hero or ally. <p> [Shaman] Hero: Ready target hero or ally.

Stormtip, 3, DrMaPrShLo (Icecrown-200R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 3 Strike  
When you play a card, you may pay (1). If you do, add a surge counter. <p> (2), Exhaust your hero, remove all surge counters >>> Your hero deals 1 frost damage to target hero or ally for each counter removed this way.

Stormwind City, Alliance (Drums-259R)  
Location—City  
Human Hero Required <p> If you control a Human ally: [Activate] >>> You pay (2) less to play your next ally this turn.

Stormwind Investigator, 2, Alliance (Dungeon Treasure-16C)  
Ally—Human Hunter, 3 [Melee] / 2 Health  
When this ally enters play, you may look at the top card of target player's deck. You may put that card into his graveyard.

Stranglevine, 2, Druid (Wrathgate-36U)  
Ability—Balance  
Attach to target opposing ability, ally, or equipment. <p> Ongoing: Attached card can't ready during its controller's ready step. <p> On your turn: (2) >>> Attach this ability to target opposing ability, ally, or equipment.

Strangling Roots, 3, Druid (Legion-28C)  
Ability—Balance  
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step. <p> At the start of your turn, your hero deals 2 nature damage to attached ally.

Strangulate, 3, Death Knight (Worldbreaker-30U)  
Instant Ability—Blood  
Interrupt target ability. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Opponents can't play abilities this turn.

Strength of Arms, 7, Warrior (Outland-98R)  
Ability—Arms  
Ongoing: Weapons you control have +2 ATK. <p> Armor you control has +2 [DEF].

Strength of Battle, 1, ShWa (Wrathgate-101U)  
Ability—Enhancement Fury  
This turn, weapons you control have **Assault 1** for each Shaman and Warrior you control.

Strength of Earth Totem, 1, Shaman (Gladiators-65C)  
Instant Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 1 Health  
Ongoing: Allies you control have +1 ATK. <p> (*Totems can't attack.*)

Strength of Will, 3 (Sylvanas-9C, Throne-94C)  
Ability  
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Striker's Mark, 2, HuRoWa (Molten Core-29R)  
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 2 Strike  
Melee weapons you control have +1 ATK. <p> When you strike with this weapon, your hero has **Long-Range** this combat.

String of Beaded Bubbles, 2, DrMaPrShLo (Worldbreaker Badge-4E)  
Equipment—Item, Neck (1)  
As this item enters play, choose arcane, fire, forst, or nature. <p> On your turn: (2) >>> Your hero deals 1 damage of the chosen type to target hero or ally.

Stromdak of Ironforge, Alliance (Alliance Warrior-1)  
Hero—Dwarf Warrior, 30 Health  
On your turn: (5), Flip Stromdak >>> Search your deck for an equipment, reveal it, and put it into your hand.

Strong-Handed Ring, 5, DkHuPaRoWa (Naxxramas-26R)  
Equipment—Item, Ring (2)  
Your hero has **Assault 5** while you have five or more cards in your hand.

Stronghold Gauntlets, 3, PaWa (Azeroth-300E)  
Equipment—Armor—Plate, Hands (1), 1 DEF  
Weapons you control have +1 ATK and can't be targeted by opponents.

Stylean Silversteel, 6, Alliance (Azeroth-218C)  
Ally—Human Priest, 4 [Holy] / 5 Health  
When this ally enters play, she heals 3 damage from each hero and ally you control.

Sublimate, 4, Priest (Drums-57U)  
Ability—Shadow  
Put each opposing ability and equipment into its owner's hand.

Sudden Death, 2, Warrior (Betrayal-123U)  
Instant Ability—Traitor  
Traitor Hero Required <p> Destroy target undamaged ally.

Sudden Reversal, 1 (Azeroth-170C)  
Instant Ability  
Target ally has +4 ATK while defending this turn.

Sudden Shot, 3, Hunter (Drums-32U)  
Instant Ability—Marksmanship  
You pay (1) less to play this ability for each other ability you've played this turn. <p> Your hero deals 3 ranged damage to target hero or ally.

Suffocating Grip, 3, Death Knight (Scourgewar-29C)  
Instant Ability—Unholy  
Interrupt target ally played by an opponent. If you do, your hero deals shadow damage to his hero equal to that ally's cost.

Sulfuras, Hand of Ragnaros, 8, PaWa (Molten Core-30R)  
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 5 Strike  
When your hero is dealt combat damage, it deals 1 fire damage to the source of that damage. <p> When you strike with this weapon, your hero deals 7 fire damage to target hero or ally.

Sulfuras, the Extinguished Hand, 5, DkPaShWa (Crown-190R, Hogger-23R)  
Equipment—2H Weapon—Mace, Melee (1), 0 [Fire] / 5 Strike  
When an ally you control deals damage on your turn, you may add a +1 ATK counter to this weapon for each damage dealt.

Sullivan Holmes, 2, Horde (Wrathgate-148C)  
Ally—Undead Priest, 1 [Holy] / 3 Health  
This ally has **Mend 3** while an ally is in your graveyard.

Sumi'jin, Guardian of Cenarius, Horde (Twilight-18)  
Hero—Troll Druid, 27 Health  
[Front]: (3) >>> Flip Sumi'jin face down.  
[Back]: When an ally enters play under your control, Sumi'jin may heal 1 damage from herself.

The Summoning Chamber (Illidan-249U)  
Quest  
If an ability was destroyed this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Summoning Portal, 2, Warlock (Alliance Warlock-13R, Worldbreaker-112R)  
Ability—Demonology  
Search your deck for an ally, reveal it, and put it into your hand.

Sun-Emblazoned Chestplate, 5, DkPaWa (Wrathgate-177R)  
Equipment—Armor—Plate, Chest (1), 3 DEF  
When this armor prevents damage that would be dealt by an attacker, your hero deals that much unpreventable holy damage to that attacker.

Sun-Gilded Shouldercaps, 2, DrRo (Outland-206U)  
Instant Equipment—Armor—Leather, Shoulder (1), 1 DEF  
When this armor enters play, you may exhaust target ally.

Suncaller Haruh, Horde (Twilight-19)  
Hero—Tauren Priest, [Front]: 27, [Back]: 32  
Health  
[Front]: (2) >>> Flip Haruh face down.  
[Back]: (*Haruh has +5 [Health].*)

Sunder Armor, 1, Warrior (Azeroth-149U)  
Instant Ability—Protection  
Destroy target armor.

Sunfire, 7, Druid (Onyxia-7U)  
Ability—Balance  
Your hero deals arcane damage to target hero or ally equal to the number of friendly heroes and allies. Draw a card.

Sunfire Handwraps, 4, MaPrLo (Honor Crafted-3E)  
Equipment—Armor—Cloth, Hands (1), 0 DEF  
This armor enters play with a +1 [DEF] counter for each friendly hero an ally. <p> [Activate], Remove a +1 [DEF] counter >>> Draw a card.

Sunfury Bow of the Phoenix, 4, HuRoWa (Outland-222U)  
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*) <p> [Activate] >>> Your hero deals 1 ranged damage to target hero.

Sunfury Briefings (Betrayal-246C)  
Quest  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> Pay (5) to complete this quest. <p> Reward: Ready an ally you control.

Sunguard Cersie, 5, Horde (Wrathgate-149C)  
Ally—Blood Elf Paladin, 5 [Holy] / 4 Health  
**Protector** <p> Once per turn: (1) >>> Prevent the next 1 damage that would be dealt to target hero or ally this turn.

Sunken Treasure (Azeroth-358C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Put target equipment from your graveyard into your hand.

Sunseeker Astromage, 2 (Betrayal-214C)  
Ally—Blood Elf Mage Traitor, Unlimited, 1 [Arcane] / 2 Health  
Traitor Hero Required <p> When another ally named Sunseeker Astromage you control is destroyed, draw a card.

Sunstalker Andora, Horde (Wrathgate-19)  
Hero—Blood Elf Rogue (Assassination), Inscription/Tailoring, 27 Health  
On your turn: Flip Andora, discard a Rogue >>> When target ally is dealt damage this turn, destroy it.

Sunwalker Nahano, Horde (Elements-16)  
Hero—Tauren Paladin, 30 Health  
[Front]: (3) >>> Flip Nahano face down.  
[Back]: Allies you control with **Protector** have +1 ATK while defending.

Super Hot Stew (Drums-256C)  
Quest  
This quest enters play exhausted. <p> Pay (6) to complete this quest. <p> Reward: Draw three cards.

Super Mana Potion, 5, DrHuMaPaPrShLo (Magtheridon-16R)  
Equipment—Item—Potion  
(4), Destroy this item >>> Draw four cards.

Super Simian Sphere, 1, HuLo (Icecrown-186R)  
Equipment—Item, Trinket (2)  
[Hunter] Hero: Your hero has Pet (1). <p> [Warlock] Hero: Your hero is also a Demon.

Superior Mana Oil, 1, DrHuMaPaPrShLo (Magtheridon-17R)  
Equipment—Item  
This item enters play attached to a Weapon you control. <p> At the start of your turn, you may reveal the top card of your deck. If it's an ability, put it into your hand. Otherwise, put it into your graveyard.

Supernova, 5, Mage (Illidan-53U)  
Ability—Fire  
As an additional cost to play, destroy all resources you control. <p> Your hero deals fire damage to target hero equal to the number of resources destroyed this way.

Sura Lightningheart, 7, Horde (Worldbreaker-191C)  
Ally—Tauren Shaman, 4 [Nature] / 5 Health  
When this ally enters play, if you control another [Nature] card, she may deal 4 nature damage to target hero or ally.

Surge of Adrenaline, 5, Rogue (Drums-66U)  
Instant Ability—Combat  
**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> You pay (X) less to play this ability. <p> Draw three cards.

Surge of Blood, 2, Death Knight (Alliance DK-11C, Wrathgate-29C)  
Ability—Blood  
Your hero deals 2 melee damage to target hero or ally. Weapons you control have **Assault 2** this turn.

Surge of Life - TDP, 2, Shaman (Dark Portal-102C)  
Instant Ability—Restoration  
Your hero heals 5 damage from target hero or ally.

Surge of Life - WRG, 3, Shaman (Wrathgate-78C)  
Instant Ability—Restoration  
Your hero heals 3 damage from target ally. You may ready that ally.

Surge of Lightning, 5, Shaman (Scourgewar-91C)  
Ability—Elemental  
Choose one: Your hero deals 6 nature damage to target ally; or your hero deals 3, 2, and 1 nature damage to up to three target allies, respectively.  
Surge of Power, 3 (Throne-95R)  
Ability  
Ongoing: Token allies you control have +1 / +1.

Surgical Strikes, 4, Rogue (Gladiators-59R)  
Ability—Subtlety  
Ongoing: When a hero or ally you control deals combat damage to a defending hero, its controller discards a card.

Surprise Attacks, 1, Rogue (Outland-72R)  
Ability—Combat  
**Combat Talent** (*You can't put Assassination Talents or Subtlety Talents in your deck.*) <p> Ongoing: Melee weapons you control have +1 ATK. <p> Combat damage that your hero would deal is unpreventable.

Survey the Land (Legion-315C)  
Quest  
Pay (3) to complete this quest. <p> Reward: If you control an ability, ally, or equipment, draw a card, or two cards if you control all three.

Survival Instincts, 3, Hunter (Betrayal-56R)  
Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Ongoing: Prevent the first 4 damage that would be dealt to your hero each turn.

Suspended Curse, 2, Warlock (Drums-80C)  
Ability—Affliction Curse  
Attach to target ability, ally, or equipment. <p> Ongoing: At the start of your turn, remove attached card from the game.

Sustain or Reclaim, 2, Druid (Legion-29U)  
Instant Ability—Restoration  
Choose one: Your hero heals all damage from target ally; or put target ally from your graveyard into your hand.

Sus'vayin, 3, Horde (Outland-187C)  
Ally—Troll Mage, 2 [Arcane] / 3 Health  
This ally has **Ferocity** and **Long-Range** while an opponent controls more allies than you.


Suvok Frozeneye, Horde (Worldbreaker-17)  
Hero—Orc Mage (Frost), 25 Health  
[Front]: (4) >>> Flip Suvok face down.  
[Back]: At the start of your turn, Suvok deals 1 frost damage to target opposing ready ally.

Swallow Soul, 3, Warlock (Legion-112C)  
Instant Ability—Destruction  
Interrupt target ally. If you do, remove it from the game.

Swarmtooth, 2 (Murkdeep-17U, Throne-192U)  
Monster Ally—Murloc Mage, 1 [Frost] / 1 Health  
When this or another Murloc ally enters play under your control, you may reveal the top card of your deck. If it's a Murloc, put it into your hand.

Sweeping Strikes, 5, Warrior (Illidan-111R)  
Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <p> Ongoing: When your hero deals combat damage with a Melee weapon to an ally, it also deals that much melee damage to each other hero and ally in that ally's party.

Swift Assault, 2 (Dark Portal-149C)  
Instant Ability  
Target ally has +2 ATK this turn.

Swift Brewfest Ram, 2 (Holiday -5R)  
Ally—Ram, Mount (1), 0 [Melee] / 4 Health  
When you place a resource face up into your resource row, choose one at random: Each player draws a card; or each player discards a card. *(Mounts can't attack or be attacked.)*

Swift Discipline, Horde (Outland-230C)  
Quest  
On your turn: Pay (1) to complete this quest.  
<p> Reward: Draw a card, and target opponent puts a 1 [Melee] / 1 [Health] Boar ally token into play.

Swift Hand of Justice, 1, DkHuPaRoWa (Worldbreaker-232U)  
Equipment—Item, Trinket (2)  
(2), Put this equipment into its owner's hand  
>>> Target ally has **Ferocity** this turn. <p>  
**Stash** *(As this enters your resource row, you may put it enter face up. Immediately turn it face down.):* Add an heirloom counter to target equipment you control.

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 into your resource row, target opposing card in play loses and can't have powers this turn. <p> *(Mounts can't attack or be attacked.)*

Swift Mechanostrider, 2, Alliance (Wrathgate-127R)  
Ally—Mechanostrider, Mount (1), 0 [Melee] / 4 Health  
Gnome Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may ready an equipment you control. <p>  
*(Mounts can't attack or be attacked.)*

Swift Nightsaber, 1, Alliance (Scourgewar-156R)  
Ally—Nightsaber, Mount (1), 0 [Melee] / 4 Health  
Night Elf Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may ready your hero. If you do, it can't attack this turn. <p> *(Mounts can't attack or be attacked.)*

Swift Palomino, 2, Alliance (Icecrown-116R)  
Ally—Horse, Mount (1), 0 [Melee] / 4 Health  
Human Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you pay (1) less to play your next [Alliance] ally this turn. *(Mounts can't attack or be attacked.)*

Swift Ram, 2, Alliance (Scourgewar-157R)  
Ally—Ram, Mount (1), 0 [Melee] / 4 Health  
Dwarf Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, you may draw a card. If you do, discard a card. <p>  
*(Mounts can't attack or be attacked.)*

Swift Raptor, 1, Horde (Scourgewar-190R)  
Ally—Raptor, Mount (1), 0 [Melee] / 4 Health  
Troll Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero heals 2 damage from itself. <p> *(Mounts can't attack or be attacked.)*

Swift Timber Wolf, 2, Horde (Wrathgate-151R)  
Ally—Timber Wolf, Mount (1), 0 [Melee] / 4 Health  
Orc Hero Required <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, your hero has **Assault 2** this turn. <p> *(Mounts can't attack or be attacked.)*

Swiftshift, 4, Druid (Dark Portal-27R)  
Instant Ability—Feral  
Search your deck and/or graveyard for a Form, reveal it, and put it into your hand.

Swiftsteel Bracers, 5, PaWa (Crafted-13E)  
Equipment—Armor—Plate, Wrist (1), 3 DEF  
You pay (5) less to strike with weapons.

Swindle, 1, Rogue (Twilight-75U)  
Ability—Subtlety  
Ready target opposing equipment, then gain control of it until end of turn.

Swipe, 3, Druid (Legion-30C)  
Instant Ability—Feral Bear Form, Form (1)  
Ongoing: When this ability enters play, your hero deals 1 melee damage to each of up to three target heroes and/or allies. <p> Your hero has **Bear Form**. *(Has **Protector**. Destroy this card when you strike with a weapon or play a non-Feral ability.)*

Sword of a Thousand Truths, 8, PaRoWa (Outland-223E)  
Equipment—1H Weapon—Sword, Melee (1), 5 [Melee], 4 Strike  
When your hero deals combat damage with this weapon to a hero, that hero's controller discards his hand.

Sword of Justice, 4, DkPaWa (Wrathgate-198R)  
Equipment—2H Weapon—Sword, Melee (1), 0 [Holy], 2 Strike  
This weapon enters play with a +1 ATK counter for each card in your hand. <p> Remove a +1 ATK counter >>> Exhaust target ally.

Sword of Zeal, 4, HuPaRoWa (Onyxia-32R)  
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee], 2 Strike  
When your hero deals combat damage with this weapon, target player may ready that many of his resources.

Swordsmith Hanso, 6, Alliance (Drums-142C)  
Ally—Draenei Warrior, 5 [Melee] / 5 Health  
**Protector** <p> Weapons you control have +3 ATK. <p> Opposing weapons have -3 ATK.

Syluri, 2, Alliance (Legion-166C)  
Ally—Draenei Warrior, 0 [Melee] / 4 Health  
**Protector** <p> [Activate], Destroy this ally >>> Destroy target equipment.

Sylvanas, Lady of Undercity, 7, Horde (Class-2E)  
Ally—Undead Banshee Ranger, Unique, 6 [Ranged] / 7 Health  
**Long-Range** *(Defenders deal no combat damage to this ally.)* <p> When this ally deals fatal damage to a defending ally, you may put target [Horde] ally with cost less than or equal to that defending ally's cost from your graveyard into play.

Sylvanas, Queen of the Forsaken, 5, Horde (Crown-119E)  
Ally—Undead Hunter, Sylvanas (1), 4 [Melee] / 4 Health  
When Sylvanas enters play, you may remove any number of [Horde] allies in your graveyard from the game. If you do, put a 1 [Melee] / 1 [Health] Skeleton ally token into play for each ally removed this way. <p> Sylvanas has **Assault 1** for each Skeleton ally you control.

Sympathy, 3, MaPrLo (Wrathgate-178U)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
If an ally you control would be dealt damage, 1 of it is dealt to your hero instead.

Syreian the Bonecarver, Hunter (Icecrown-9)  
Scourge Hero—Vrykul Hunter (Beast Mastery), 28 Health  
[Front]: Flip Syreian, remove a Hunter in your graveyard from the game >>> Ready target Pet.  
[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Hunter] cards, [Hunter] Beast Mastery Talents, neutral cards, and Scourge cards. You can't include cards with reputations or other text restrictions.

Tabards of the Illidari (Class-229C, Illidan-250C)  
Quest  
If you control an ally: Pay (2) to complete this quest. <p> Reward: Draw a card.

Tahanu Brinkrunner, Horde (Illidan-16)  
Hero—Tauren Druid (Restoration), Enchanting/Jewelcrafting, 28 Health  
(4), Flip Tahanu >>> Put target ally from your graveyard into your hand.

Taheo Skyspeaker, Horde (Legion-16)  
Hero—Tauren Druid (Balance), Skinning/Enchanting, 28 Health  
On your turn: (4), Flip Taheo >>> Choose one: Taheo deals 3 nature damage to target hero or ally; or Taheo heals 6 damage from target hero or ally.

Tainted Earth, 1, Druid (Betrayal-45U)  
Ability—Traitor  
Traitor Hero Required <p> Ongoing: When an opponent completes a quest, your hero deals 3 nature damage to target hero he controls.

Take the Shot, 2, Hunter (Outland-36C)  
Ability—Marksmanship  
Your hero deals ranged damage to target hero or ally equal to 1 plus the ATK of a Ranged weapon you control.

Talaan Solaras, 3, Horde (Elements-146C)  
Ally—Blood Elf Warrior, 3 [Melee] / 3 Health  
**Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Your hero deals 1 melee damage to target damaged ally.

Talasite Owl, 2, DrHuMaPaPrShLo (Crafted-14E)  
Equipment—Item—Figurine, Trinket (2)  
Jewelcrafting Hero Required <p> [Activate] >>>  
Add a hoot counter. <p> [Activate]. Remove X hoot counters, destroy this item >>> Ready X resources you control.

A Tale of Valor (Citadel Raid-91C, Wrathgate-216C)  
Quest  
Pay (4) to complete this quest. <p> Reward:  
Reveal the top card of your deck and put it into your hand. Your hero heals damage from itself equal to that card's cost.

Tales of Destruction (Scourgewar-261C)  
Quest  
Choose “ability,” “ally,” or “equipment,” remove a card of that kind in your graveyard from the game, and pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card of that kind into your hand and the rest on the bottom of your deck.

Talian Bladebender, 3, Alliance (Alliance Priest-24C, Illidan-141C)  
Ally—Night Elf Warrior, 2 [Melee] / 4 Health  
Opponents can't strike with weapons.

Talisman of Ephemeral Power, 2,  
DrMaPaPrShLo (Molten Core-13R)  
Equipment—Item, Trinket (2)  
When you play an ability, you may pay (1) and put this item into its owner's hand. If you do and your hero would deal damage with that ability this turn, it deals that much +1 instead.

Talisman of the Alliance, 3, Alliance,  
DrHuMaPaPrRoShLoWa (Gladiators-170U)  
Equipment—Item, Trinket (2)  
[Activate], Destroy this item >>> Destroy all abilities and equipment that have or share the lowest cost among abilities and equipment in play.

Talisman of the Horde, 3, Horde,  
DrHuMaPaPrRoShLoWa (Gladiators-171U)  
Equipment—Item, Trinket (2)  
[Activate], Destroy this item >>> Destroy all abilities and equipment that have or share the highest cost among abilities and equipment in play.

Talismanic Textiles, Dalaran (Scourgewar-269R)  
Location  
[Activate] >>> Put X +1 [DEF] counters on target Cloth armor you control, where X is the number of Tailoring heroes and allies you control.

Tallie Sprinklelight, 2, Alliance (Throne-128C)  
Ally—Gnome Priest, 1 [Holy] / 4 Health  
**Mend 1** (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Tal'zin, 4, Horde (Knight-19C)  
Ally—Troll Death Knight, 4 [Melee] / 3 Health  
**Protector** <p> When you strike with a weapon, you may ready this ally.

Tanglevine, 1, Druid (Honor-25C)  
Ability—Balance  
Attach to target ally. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Tani Bixtix, 2, Alliance (Citadel Raid-65C, Icecrown-117C)  
Ally—Gnome Rogue, 3 [Melee] / 2 Health  
At the start of your turn, this ally may deal 1 nature damage to target Scourge hero or ally.

Tania Falan, 2, Alliance (Twilight-125U)  
Ally—Worgen Mage, 2 [Arcane] / 3 Health  
When this ally enters play, you may draw a card. If you do, discard a card.

Tankatronic Goggles, 2, PaWa (Drums Crafted-2E)  
Equipment—Armor—Plate, Head (1), 2 DEF  
Engineering Hero Required <p> When this armor enters play, look at target players hand. <p> Your hero has **Protector**. Opposing allies lose and can't have **Elusive**, **Stealth**, and **Untargetable**.

Tanks for Everything, Dalaran (Scourgewar-270R)  
Location  
[Activate] >>> Ready up to X target Plate armor you control, where X is the number of Blacksmithing heroes and allies you control.

Tanwa the Marksman, 6, Horde (Dark Portal-235U)  
Ally—Tauren Hunter, 4 [Ranged] / 3 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*)

Tanzuri, 2, Horde (Scourgewar-191C)  
Ally—Troll Hunter, 3 [Ranged] / 1 Health  
This ally has **Assault 2** while an opposing ally with cost 4 or more is in play. (+2 ATK on your turn)

Tar'gak the Felcrazed, 9 (Hogger-18U, Throne-196U)  
Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health  
You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance (Crown-93C)  
Ally—Dwarf Rogue, 6 [Melee] / 1 Health  
**Stealth** (*This ally can't be protected against.*)

Tarn Darkwalker, 2, Horde (Betrayal-180C, Horde Warlock-19C)  
Ally—Orc Warlock, 3 [Shadow] / 1 Health  
Demons have **Ferocity**. (*They can attack immediately.*)

Tarnished Raging Berserker's Helm, 3, HuSh (Twilight-184R)  
Equipment—Armor—Mail, Head (1), 2 DEF  
If this armor has three or more heirloom counters: [Activate] >>> Ready up to three other target cards you control. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tarren Mill, Horde (Drums-261U)  
Location—City  
On your turn: (1), [Activate] >>> When target [Horde] ally you control 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] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> [Activate] >>> You pay (1) less to play your next card this turn.

Taste for Blood, 2, Warrior (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 this ability into its owner's hand.

Tattered Dreadmist Mantle, 3, MaPrLo (Worldbreaker-227R)  
Equipment—Armor—Cloth, Shoulder (1), 1 DEF  
If this equipment would prevent magical damage, it prevents that much +3 instead. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): The next time target hero or ally would be dealt magical damage this turn, prevent it.

Tattered Dreadmist Mask, 1, MaPrLo (Twilight-185R)  
Equipment—Armor—Cloth, Head (1), 1 DEF  
If this armor has three or more heirloom counters: [Activate] >>> Look at the top three cards of your deck. Put one into your hand and the rest on the bottom of your deck. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tattered Dreadmist Robe, 4, MaPrLo (Elements-186R)  
Equipment—Armor—Cloth, Chest (1), 1 DEF  
If your hero would deal damage with an ability, it deals that much +1, and plus an additional 1 for each heirloom counter on this armor instead. <p> **Stash**: Add an heirloom counter to target equipment you control.

Tatulla the Reclaimer, 4, Horde (Betrayal-181C)  
Ally—Tauren Druid, 3 [Nature] / 3 Health  
When this ally enters play, target player destroys an ability or equipment he controls.

Taunt, 1, Warrior (Class-121U, Drums-88U)  
Instant Ability—Protection  
Attach to target hero or ally. <p> Ongoing: Attached character must attack if able and can attack only your hero if able.

Taunting Blows, 3, Warrior (Illidan-113C)

Instant Ability—Arms

Your hero deals 1 melee damage to each opposing hero and ally. This turn, characters dealt damage this way must attack if able and can attack only your hero if able.

Taz'dingo, 3, Horde (Azeroth-260C, Class-195C, Horde Hunter-22C, Horde Warrior-17C)

Ally—Troll Hunter, 2 [Ranged] / 2 Health

When this ally enters play, he deals 1 ranged damage to target hero or ally.

Ta'zo, Horde (Azeroth-15, Class-26)

Hero—Troll Mage (Fire), Enchanting/Tailoring, 25 Health

On your turn: (3), Flip Ta'zo >>> Ta'zo deals 3 fire damage to target hero or ally.

Tazrik Crankrust, Horde (Elements-17)

Hero—Goblin Shaman, 28 Health

[Front]: (4) >>> Flip Tazrik face down.

[Back]: Tazrik has **Assault 1** for each Elemental ally you control.

Tears of Aessina, 1, Druid (Horde Druid-11C, Twilight-34C)

Instant Ability—Restoration

Your hero heals 2 damage from each of up to two target heroes and/or allies.

Teebu's Blazing Longsword, 1, HuPaRoWa (Azeroth-335E)

Equipment—1H Weapon—Sword, Melee (1), 0 [Melee], 0 Strike

(2) >>> This weapon has +1 ATK this turn.

Teina Cloudstalker, Horde (Scourgewar-17)

Hero—Tauren Druid (Feral),

Leatherworking/Inscription, 28 Health

If you control another Druid: Flip Teina >>>

Teina has +1 ATK while attacking this turn.

Telescopic Sharprifle, 3, Hunter (Outland-224R)

Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike

(1) >>> When you strike with this weapon this turn, your hero has **Long-Range** this turn. *(Defenders deal no combat damage to it.)*

Telor Sunsurge, 1, Horde (Worldbreaker-192C)

Ally—Blood Elf Warrior, 1 [Melee] / 3 Health

**Protector** *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Telrander, Alliance (Dark Portal-7)

Hero—Night Elf Druid (Feral),

Skinning/Leatherworking, 27 Health

If you control a Cat Form: (3), Flip Telrander >>> Ready Telrander.

Tempest of Chaos, 3, MaLo (Gladiators-185R)

Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike

At the start of your turn, target a random opposing hero or ally. Add a chaos counter, and then your hero deals 1 fire damage to that character for each chaos counter.

Tempest, Son-of-Storms, 7, Horde (Outland-188R)

Instant Ally—Tauren Shaman, 5 [Melee] / 5 Health

When this ally enters play, ready a hero or ally you control.

Tempest Totem, 4, Shaman (Elements-84R)

Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 4 Health

Ongoing: When this card enters play, you may put target Totem from your graveyard into your hand. <p> You pay (1) less to play Totems, to a minimum of (1). <p> *(Totems can't attack.)*

Temple Concubine, 4 (Black Temple Raid-42C)

Ally—Blood Elf Traitor, 2 [Melee] / 3 Health

Traitor Hero Required <p> If this ally would be dealt 3 or more damage, prevent it.

Temporary Dissipation, 2, Mage (Drums-41U)

Ability—Arcane

Remove all allies you control from the game. At the end of the next turn, put all cards removed this way into play under your control.

Tendrils of Darkness, 5, Priest (Throne-64U)

Ability—Shadow

Your hero deals 5 shadow damage to target ally.

When that ally is destroyed this turn, its controller discards a card.

Terenas Menethil II, 6 (Citadel-13U)

Ally—Spirit, Terenas (1), 4 [Melee] / 12 Health

This ally enters play with 4 damage. <p> **Mend 2** <p> This ally has +8 ATK while undamaged.

Teresa Voidheart, 3, Horde (Scourgewar-192C)

Ally—Undead Warlock, 2 [Shadow] / 3 Health

**Shadow Resistance** *(Prevent all shadow ([Shadow]) damage that this ally would be dealt.)*

<p> (1), Remove this ally from the game >>> Draw a card.

Teretha of the Undercity, Horde (Horde Priest-1)

Hero—Undead Priest, 26 Health

On your turn: (3), Flip Teretha >>> Target opponent chooses an ally he controls and puts it into its owner's hand.

Terina Calin, 3, Alliance (Alliance DK-22C,

Alliance Hunter-19C, Alliance Paladin-17C,

Alliance Shaman-20C, Alliance Warrior-18C,

Worldbreaker-160C)

Ally—Human Rogue, 4 [Nature] / 1 Health

When this ally enters play, if you control an equipment, you may destroy target equipment.

Terokk's Quill, 1, HuPaWa (Legion-291R)

Equipment—2H Weapon—Polearm, Melee (1), 0 [Melee], 1 Strike

This weapon has +4 ATK while your hero is defending.

Terokk's Shadowstaff, 3, MaPrLo (Betrayor-240R)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 4 Strike

(2), Destroy this weapon >>> Target opponent chooses an ally he controls, and you gain control of it.

Teron Gorefiend, I Am ... (Illidan-251C)

Quest

**Untargetable** <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

Terrastra, 6 (Twilight-173R)

Ally—Earth Elemental Ascendant, Terrastra (1), 3 [Melee] / 9 Health

When this or another [Melee] card you control is destroyed, your hero has +1 ATK this turn.

<p> [Melee] allies you own everywhere have **"Stash"**: Put a 2 [Melee] / 1 [Health] Earth Elemental ally token into play."

Terrifying Visage, 3, Warlock (Scourgewar-103C)

Ability—Affliction

Put each of up to two target opposing allies into its owner's hand.

Terror Pit Girdle, 2, HuSh (Magtheridon-6R)

Equipment—Armor—Mail, Waist (1), 1 DEF

Your hero has **Untargetable** while you control an ally.

Tesla, 4, Hunter (Alliance Hunter-9C,

Worldbreaker-49C)

Ally—Wind Serpent, Pet (1), 3 [Nature] / 3 Health

**Assault 2** *(This ally has +2 ATK on your turn.)*

<p> **Ferocity** *(This ally can attack immediately.)*

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] / 0 Health

This ally has +1 / +1 for each face-down resource you control.

Tez Tez the Patchmonger, 2, Horde (Horde Mage-21C, Horde Warlock-20C, Outland-189C)

Ally—Troll Priest, 2 [Shadow] / 1 Health

When this ally enters play, target opposing ally has -3 ATK this turn.

Thadrus, Shield of Teldrassil, 3, Alliance (Crown-94R)

Ally—Night Elf Warrior, 1 [Melee] / 7 Health

**Protector** <p> This ally can't attack. <p> When this ally deals damage to an ally, destroy that ally.

Thag "Big Bounty" Cragshot, 7, Horde

(Scourgewar-193C)

Ally—Orc Hunter, 4 [Ranged] / 6 Health

When this ally enters play, he may deal 4 ranged damage to target ally with cost 4 or more.

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.

Thane Ufrang the Mighty, Warrior (Icc crown-10)

Scourge Hero—Vrykul Warrior (Protection), 30 Health

[Front]: Flip Ufrang, remove a Warrior in your graveyard from the game >>> Target hero or ally has **Protector** this turn.

[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Warrior] cards, [Warrior] Protection Talents, neutral cards, and Scourge cards. You can't include cards with reputations or other text restrictions.

Thangal, Horde (Azeroth-16)  
Hero—Tauren Druid (Feral),  
Enchanting/Engineering, 28 Health  
If you control a Bear Form: (3), Flip Thangal >>>  
Ready Thangal.

Tharal Wildbreeze, 2, Alliance (Crown-95C)  
Ally—Night Elf Druid, 2 [Nature] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p>  
**Harmonize** (*You pay (1) less to play allies with  
printed cost 4 or more.*)

Tharuk Foulblade, 4, Horde (Elements-147C)  
Ally—Orc Rogue, 3 [Nature] / 3 Health  
This ally has +3 ATK while attacking an  
exhausted hero or ally.

Thassarain, 6, Alliance (Icecrown-118R)  
Ally—Human Death Knight, Unique, 7 [Frost] /  
5 Health  
**Protector** <p> Once per turn: Turn a resource  
you control face down >>> Target ally has -5  
ATK this turn.

Thatia Truthbringer, Alliance (Outland-8)  
Hero—Human Paladin (Holy),  
Blacksmithing/Jewelcrafting, 29 Health  
(4), Flip Thatia >>> Choose one: Thatia heals 4  
damage from target hero or ally; or prevent the  
next 4 damage that would be dealt to target  
hero or ally this turn.

That's Abominable! (Icecrown-218C)  
Quest  
Pay (3) to complete this quest. <p> Reward:  
Draw two cards. Then, if you have three or more  
cards in your hand, discard two cards.

Therazane the Stonemother, 7 (Elements-171E)  
Ally—Earth Elemental Lord, Therazane (1), 3  
[Melee] / 9 Health  
Earth Elementals you control have **Protector**.  
<p> At the start of your turn, put a 2 [Melee] / 1  
[Health] Earth Elemental ally token into play.  
<p> Destroy an Earth Elemental you control >>>  
Ready target hero or ally you control.

Thespius Bloodblaze, 2, Horde (Crown-120C)  
Ally—Blood Elf Mage, 3 [Fire] / 1 Health  
**Elusive** (*This ally can't be attacked.*)

Thick as Thieves, 5, Rogue (Legion-88R)  
Ability—Subtlety  
Ongoing: Allies with **Stealth** you control have  
**Elusive** and **Untargetable**.

Thief Catcher Norun, 3 (Illidan-177C)  
Ally—Draenei Warrior, 1 [Melee] / 4 Health  
Aldor Reputation (*You can't put cards with other  
reputations in your deck.*) <p> **Protector** <p>  
This ally can also protect against attackers with  
**Stealth**.

Thira Anvilash, Alliance (Elements-9)  
Hero—Dwarf Warlock, 28 Health  
[Front]: (3) >>> Flip Thira face down.  
[Back]: When you attach an ability to an  
opposing hero or ally, Thira deals 1 shadow  
damage to that character and heals 1 damage  
from herself.

Thomas "Slash" Robinson, 3, Horde (Gladiators-  
143C)  
Ally—Undead Mage, 2 [Arcane] / 4 Health  
Remove an ally in your graveyard from the  
game >>> This ally has **Ferocity** this turn.

Thorn in the Side, 3, Warrior (Onyxia-8U)  
Instant Ability—Protection  
Attach to target hero. <p> Ongoing: Attached  
hero can attack only your hero if able.

Thorns, 4, Druid (Alliance Druid-9R, Dark  
Portal-28R)  
Instant Ability—Balance  
Attach to target hero or ally. <p> Ongoing: When  
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.

Thrall, Guardian of the Elements, 8 (Twilight-  
177E)  
Ally—Orc Shaman, Thrall (1), 6 [Nature] / 6  
Health  
You pay (8) less to play this ally if you control  
each of the following: [Fire] card, [Frost] card,  
[Melee] card, and [Nature] card. <p> Other  
abilities, allies, and equipment you control can't  
be destroyed.

Thrall, Warchief of the Horde, 6, Horde (Class  
Promo-10E, Icecrown-142E)  
Ally—Orc Shaman, Unique, 6 [Frost] / 6 Health  
**Protector**, **Frost Resistance** <p> When this ally  
enters play, you may put target [Horde] card  
from your graveyard into your hand. <p> Other  
[Horde] allies you control have +2 / +2.

Thrandis the Venomous, 6, Horde  
(Worldbreaker-193R)  
Instant Ally—Blood Elf Hunter, 6 [Nature] / 6  
Health  
When your hero defends, you may put two 1  
[Nature] / 1 [Health] Snake ally tokens into play.

Thrash Blade, 4, HuPaRoWa (Azeroth-336R)  
Equipment—1H Weapon—Sword, Melee (1), 2  
[Melee], 2 Strike  
When your hero deals combat damage with this  
weapon for the first time on each of your turns,  
ready this weapon and your hero.

Thrill of the Hunt, 4, Hunter (Legion-41R)  
Instant Ability—Survival  
**Survival Talent** (*You can't put Beast Mastery  
Talents or Marksmanship Talents in your deck.*)  
<p> Destroy target ally. If you do, ready up to X  
resources you control, where X is that ally's cost.

Throat Slasher, 1, Rogue (Throne-253C)  
Equipment—1H Weapon—Dagger, Melee (1), 1  
[Melee], 1 Strike  
Your hero has **Dual Wield**. (*You can control a  
second one-handed Melee weapon instead of an  
Off-Hand equipment. You can strike with a second  
Melee weapon during the same combat.*) <p>  
This weapon has +1 ATK while your hero is  
attacking an exhausted hero or ally.

Throk the Conqueror, 5 (Crown-138C, Hogger-  
19C)  
Monster Ally—Ogre Lord Warrior, 6 [Melee] / 6  
Health  
This ally can't attack unless you control another  
ally with 6 or more ATK.

Throne of the Tides (Throne-263R)  
Location  
(1), [Activate] >>> **Delve** (*Look at the top two  
cards of your deck. Put any number of them on  
top of your deck in any order, and the rest on the  
bottom.*)

Through the Dark Portal (BC Promo-3R)  
Quest  
On your turn: Pay (13) to complete this quest.  
<p> Reward: Remove your deck and graveyard  
from the game. Build a new ten-card deck using  
cards from your entire collection.

Throwing Starfish, 1, DkDrHuMaPaPrRoShLoWa  
(Throne-243R, Throne Loot-2L)  
Equipment—Item  
At the start of your turn, you may add a starfish  
counter to this item. <p> (2), Remove a starfish  
counter from this item >>> Your hero deals 1  
melee damage to target hero or ally.

Thrug the Hurler, 6 (Throne-197U)  
Monster Ally—Ogre Warrior, 4 [Melee] / 4  
Health  
**Empower Monster**: When this ally enters play,  
if you control another Monster hero or ally, this  
ally deals 4 melee damage to target hero or ally.

Thud!, 2, PaRo (Drums-107C)  
Instant Ability—Protection Combat Combo  
Exhaust target card in play. It can't ready during  
its controller's next ready step.

Thulthun, 2, Warlock (Legion-113C)  
Ally—Felhunter Demon, Pet (1), 3 [Melee] / 3  
Health  
Opposing allies lose and can't have **Elusive** or  
**Stealth**.

Thunder Bluff, Horde (Drums-262R)  
Location—City  
Tauren Hero Required <p> Tauren you control  
have +1 [Health].

Thunder Clap, 4, Warrior (Class-122R, Dark  
Portal-125R, Horde Warrior-8R)  
Instant Ability—Arms  
Your hero deals 1 melee damage to each  
opposing hero and ally. A character dealt  
damage this way has -1 ATK this turn.

Thunderfury, Blessed Blade of the Windseeker,  
9, HuPaRoWa (Dark Portal-283E)  
Equipment—1H Weapon—Sword, Melee (1), 6  
[Melee], 5 Strike  
When you strike with this weapon, choose up to  
five heroes and/or allies. Your hero deals 5, 4, 3,  
2, and 1 nature damage to them, respectively.

Thunderhead Hippogryph, 4 (Azeroth-280R,  
Azeroth Loot-2L)  
Ally—Hippogryph, 3 [Melee] / 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 10 [Melee] / 10 [Health] Mechanical ally token named Fel Reaver into play.

Thundering Greathelm, 4, PaWa (Magtheridon-7R)

Equipment—Armor—Plate, Head (1), 2 DEF

When you play an ally, weapons you control have +1 ATK this turn.

Thunderous Challenge, 5, Warrior (Worldbreaker-122U)

Instant Ability—Protection

Your hero deals 2 melee damage to each opposing hero and ally. A character dealt damage this way has -2 ATK this turn.

Thunderpetal, 3, Horde (Crown-121U)

Ally—Tauren Shaman, 2 [Nature] / 4 Health

**Mend 1** (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*) <p>

When 1 or more damage is healed from a hero or ally you control, this ally deals 1 nature damage to target opposing hero.

Thunderstorm, 4, Shaman (Ic crown-73R)

Instant Ability—Elemental

**Elemental Talent** (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p>

Exhaust all opposing heroes and allies. Your hero deals 1 nature damage to each of them. Ready a resource you control for each character dealt damage this way.

Thunderstrike Weapon, 1, Shaman

(Worldbreaker-102U)

Ability—Enhancement

Attach to target equipment you control. <p> Ongoing: When attached equipment exhausts, you may pay (1). If you do, your hero deals 1 nature damage to target hero or ally.

Thurgood Steelwall, 4, Horde (Scourgewar-194C)

Ally—Undead Warrior, 3 [Melee] / 5 Health

**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*) <p> (2), Discard a card >>> Target hero or ally has **Protector** this turn.

Thwarting Kolkar Aggression, Horde (Dark Portal-309C)

Quest

On your turn: Pay (3) to complete this quest. <p> Reward: Choose one: Target player turns a quest he controls face down; or draw a card. If your hero is a Troll, you may choose both.

Thysta Spiritlasher, 5, Horde (Dark Portal-236U)

Ally—Orc Warlock, 3 [Fire] / 5 Health

At the end of each player's turn, if no damage was dealt this turn, this ally deals 3 fire damage to that player's hero.

Tidal 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 Elemental, 1, Mage (Elements-54U)

Ally—Water Elemental, Pet (1), 2 [Frost] / 2 Health

**Elusive** (*This ally can't be attacked.*) <p> (2), [Activate] >>> Exhaust target ally.

Tidal Infusion, 2, Shaman (Scourgewar-92C)

Ability—Restoration

Attach to target ally or weapon you control. <p>

Ongoing: When attached card exhausts, you may draw a card.

Tidal Mastery, 6, Shaman (Gladiators-66R)

Ability—Restoration

**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*)

<p> Ongoing: Exhaust four Totems you control >>> Your hero deals 10 nature damage to target hero or ally.

Tidal Totem, 2, Shaman (Crown-44U)

Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 3 Health

Ongoing: When this totem enters play, it heals 3 damage from target hero or ally. <p> **Mend 3** (*At the start of your turn, this Totem may heal 3 damage from target hero or ally.*) (*Totems can't attack.*)

The Tidehunter's Gift, 3 (Elements-106U)

Ability

Ongoing: When this ability enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Elusive** this turn.

Tidus the Relentless, 5, Alliance (Elements-127R)

Ally—Worgen Hunter, 0 [Arcane] / 1 Health

**Aberration, Ferocity** <p> This ally has +1 ATK for each exhausted resource you control.

Tiger's Fury, 2, Druid (Gladiators-24R)

Ability—Feral

Ongoing: (1) >>> While you control a Cat Form, your hero has an additional +1 ATK while attacking.

Tilly Fiddlelight, Alliance (Worldbreaker-9)

Hero—Gnome Priest (Holy), 26 Health

[Front]: (3) >>> Flip Tilly face down.

[Back]: Each ally you control has **Mend 1**. (*At the start of your turn, it may heal 1 damage from target hero or ally.*)

Tim, 3, Alliance (Dark Portal-192C)

Ally—Human Mage, 1 [Arcane] / 1 Health

**Elusive** <p> [Activate] >>> This ally deals 1 arcane damage to target hero or ally.

Timbermaw Ally (Outland-241U)

Quest

Remove three abilities in your graveyard from the game and pay (1) to complete this quest.

<p> Reward: Draw a card.

Timeslicer, 3, HuRoShWa (Outland-225U)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike

Your hero has **Dual Wield**. (*Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.*)

Timmo Shadestep, Alliance (Azeroth-7, Class-16)

Hero—Gnome Rogue (Assassination),

Engineering/Mining, 27 Health

On your turn: (5), Flip Timmo >>> Destroy target exhausted ally.

Timriv the Enforcer, 4, Horde (Elements-148U)

Ally—Goblin Warrior, 3 [Melee] / 3 Health

**Time is Money** (*This ally may use [Activate] powers immediately.*) <p> [Activate] >>> Destroy all opposing damaged allies.

Tinker Art Seaclock, 5, Alliance (Drums-143C)

Ally—Gnome Mage, 3 [Fire] / 5 Health

This ally has **Long-Range** while he's undamaged. (*Defenders deal no combat damage to it.*)

Tinker Bixy Blue, 3, Alliance (Drums-144C)

Ally—Gnome Rogue, 1 [Melee] / 4 Health

If this ally is undamaged: [Activate] >>> Target player discards a card and you draw a card.

Tinker Burnfizzle, 6, Alliance (Drums-145C)

Ally—Gnome Warlock, 4 [Fire] / 5 Health

If this ally is undamaged: [Activate] >>> This ally deals 3 fire damage to each opposing hero and ally.

Tinker Casey Springlock, 4, Alliance (Alliance

Shaman-21C, Drums-146C)

Ally—Gnome Warrior, 4 [Melee] / 4 Health

This ally has **Protector** while she's undamaged.

Tinker Priest Cassie, Alliance (Throne-9)

Hero—Gnome Priest, 26 Health

On your turn: (5), Flip Cassie >>> Target opponent chooses an ability, ally, and equipment he controls. Put each of them into its owner's hand.

Tinkmaster Overspark, 8, Alliance (Outland-144E)

Ally—Gnome Engineer, Unique, 5 [Melee] / 6

Health

At the start of your turn, you may put an equipment from your graveyard into play.

Tiny, 1 (Scourgewar-215U, Scourgewar Loot-1L)

Ally—Raptor, Mount (1), 0 [Melee] / 3 Health

When you place a resource face up into your resource row, you pay (2) less to complete your next quest this turn. <p> (*Mounts can't attack or be attacked.*)

Tiril Dawnrider, 1, Horde (Dark Portal-237C)

Ally—Blood Elf Rogue, 1 [Melee] / 1 Health

**Ferocity** <p> At the end of your turn, put this ally into his owner's hand.

Tirion, the Ashbringer, 6 (Citadel-14E)

Ally—Human Paladin, Tirion (1), 6 [Holy] / 6

Health

**Protector** <p> Other [Holy] allies you control have +X / +X, where X is their cost. <p> Prevent all damage that would be dealt to this ally by Scourge heroes and allies.

Tirion's Gambit (Citadel Raid-92U, Icecrown-208U)  
Quest  
Argent Crusade Reputation (*You can't put cards with other reputations in your deck.*) <p> Pay (1) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed Unique card into your hand and the rest on the bottom of your deck.

Tirisfal Wand of Ascendancy, 1, MaPrLo (Illidan-230U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
Remove an ability in your graveyard from the game >>> You pay (1) less the next time you strike with this weapon this turn.

Titan-forged Rune of Cruelty, 3, DkDrHuMaPaPrRoShLoWa (Icecrown-187R)  
Equipment—Item, Trinket (2)  
At the start of your turn, each hero deals melee damage to itself equal to the number of cards in its controller's hand.

Titanium Frostguard Ring, 4, DkDrHuMaPaPrRoShLoWa (Icecrown Crafted-3R)  
Equipment—Item, Ring (2)  
Your hero has **Frost Resistance**. <p> On your turn: (6), [Activate] >>> Put a 10 [Frost] / 10 [Health] Unique Frozen Elemental ally token into play with **Frost Resistance**.

Titan's Grip, 1, Warrior (Betrayal-124U)  
Instant Ability—Arms  
Ongoing: Your hero has **Two-Handed Dual Wield**. (*Your hero has **Dual Wield**. One or both of weapons you control can be Two-Handed. You can control a Two-Handed weapon and an Off-Hand equipment.*)

Tithe, 2, Priest (Honor-51U)  
Instant Ability—Shadow  
Ready target opposing ally. This turn, it has **Protector** and you control it.

To Arms!, 6, RoWa (Elements-103E)  
Ability—Arms Combat  
Ongoing: Your hero has Dual Wield. <p> Melee weapons you control have +5 ATK. <p> You pay (5) less to strike with Melee weapons.

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.

Tol'zin, 3, Horde (Elements-149R)  
Ally—Troll Druid, 2 [Arcane] / 2 Health  
This ally has +2 / +2 for each token ally you control. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Token allies you control have **Assault 1** this turn.

Tomadae the Magnificent, 6, Alliance (Outland-145U)  
Ally—Draenei Mage, 5 [Arcane] / 5 Health  
If your hero would deal damage with an ability, it deals that much +1 instead.

Tomb of Ice, 2, Mage (Betrayal-66R)  
Ability—Traitor  
Traitor Hero Required <p> Ongoing: At the end of each opponent's turn, destroy each ally he controls that neither attacked nor entered play this turn.

Tommi Spazzratchet, 1, Alliance (Crown-96C)  
Ally—Gnome Rogue, 2 [Melee] / 1 Health  
**Stealth** (*This ally can't be protected against.*)

Tonks the Tenacious, 1, Alliance (Drums-147C)  
Ally—Gnome Mage, 2 [Frost] / 1 Health  
Destroy this ally >>> Target hero or ally can't attack this turn.

Tooga's Quest (Azerath-359R)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Put a 1 [Melee] / 1 [Health] Unique Turtle ally token named Tooga into play. At the start of your next turn, remove that ally from the game. If you do, draw two cards.

Topple, 2, HuPa (Drums-108C)  
Instant Ability—Survival Retribution  
Destroy target ally attacking your hero.

Tor Earthwalker, 4, Horde (Crown-122C)  
Ally—Tauren Druid, 2 [Nature] / 4 Health  
When you attach an ability to a hero or ally, you may put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Torashu Stronghoof, 4, Horde (Icecrown-143C)  
Ally—Tauren Shaman, 4 [Frost] / 4 Health  
**Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*) <p> This ally has -1 ATK for each damage on him.

Torch of Holy Fire, 2, DrPaPrSh (Wrathgate-199R)  
Equipment—1H Weapon—Mace, Melee (1), 1 [Holy], 3 Strike  
(1), Exhaust your hero >>> Reveal a random card from your hand. If it's a [Holy] card, your hero deals 2 unpreventable holy damage to target hero or ally and heals 2 damage from itself.

The Torch of Retribution (Worldbreaker-266C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw a card.

Torek's Assault, Horde (Azerath-345C)  
Quest  
If an opposing hero was dealt damage by an ally you controlled this turn: Pay (1) to complete this quest. <p> Reward: Draw a card.

Tor'gor Darkfire, 6, Horde (Gladiators-144U)  
Ally—Orc Warlock, 4 [Fire] / 5 Health  
**Hardiness** (*If this ally would be dealt damage, prevent 1 of it.*) <p> Destroy another ally you control >>> This ally heals all damage from himself.

Torment of Shadows, 2, PrLo (Icecrown-96U)  
Ability—Shadow Affliction  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals X shadow damage to attached character, where X is the cost of a non-hero Priest or Warlock you control.

Tormenting Gouge, 1, Rogue (Elements-77C)  
Instant Ability—Combat  
Exhaust each opposing ally with cost 4 or less.

Tormentor Emek, 3, Horde (Drums-197C)  
Ally—Undead Priest, 3 [Shadow] / 3 Health  
On your turn: (3), Discard a card >>> Target player discards a card.

Torn Web Wrapping, 3, HuSh (Naxxramas-19R)  
Equipment—Armor—Mail, Waist (1), 1 DEF (1), [Activate] >>> Reveal a random face-down resource you control. If it's a location or quest, turn it face up. Otherwise, put it into its owner's hand.

Torr'nag, 7 (Crown-139U)  
Monster Ally—Ogre Shaman, 6 [Frost] / 6 Health  
**Enrage** (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn. <p> **Smash** (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Toshe Chaosrender, 4 (Throne-222R)  
Ally—Taunka Shaman, Toshe (1), 0 [Nature] / 0 Health  
Opponents can't complete quests. <p> You can complete opposing quests. (*You get the rewards.*) <p> Toshe has +1 / +1 for each opposing face-down resource.

Totem of Coo, Alliance (Outland-228C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card, then draw another card for each other quest named Totem of Coo you control.

Totem of Decay, 4, Shaman (Betrayal-105R)  
Instant Ability Ally—Traitor, Earth Totem (1), 0 [Melee] / 1 Health  
Traitor Hero Required <p> Ongoing: At the start of your turn, each opponent destroys an ability, ally, or equipment he controls. <p> (*Totems can't attack.*)

Totem of Splintering, 2, Shaman (Icecrown-188R)  
Equipment—Item, Relic (1)  
(1), [Activate], Destroy a Totem you control >>> Your hero deals nature damage equal to that Totem's cost to target hero or ally. <p> When you play a Totem, ready this item.

Totem of Wrath, 2, Shaman (Legion-101R)  
Instant Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 1 Health  
**Elemental Talent** (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p> Ongoing: If an ally you control would deal non-combat damage, it deals that much +2 instead. <p> (*Totems can't attack.*)

Totemic Call, 4, Shaman (Azeroth-117R)  
Instant Ability—Elemental  
Choose one or more: If you control an Air Totem, ready your hero and a Melee weapon you control; or if you control an Earth Totem, allies you control have +1 ATK this turn; or if you control a Fire Totem, your hero deals 2 fire damage to target hero or ally; or if you control a Water Totem, draw two cards.

Totemic Focus, 2, Shaman (Legion-102R)  
Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*)  
<p> Ongoing: You pay (1) less to play Totems.

Totemic Mastery, 1, Shaman (Illidan-94R)  
Instant Ability—Restoration  
**Restoration Talent** (*You can't put Elemental Talents or Enhancement Talents in your deck.*)  
<p> Ongoing: Totems you control have +3 [Health].

Totemic Recovery, 4, Shaman (Betrayal-104R)  
Ability—Elemental  
Put an Air, Earth, Fire, and Water Totem from your graveyard into play.

Totemic Vigor, 3, Shaman (Elements-85R)  
Ability—Enhancement  
**Enhancement Talent** (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Ongoing: Totems you control have +2 [Health].  
<p> Your hero has **Assault 1** for each Totem you control.

Touch of Brilliance, 1, Mage (Throne-51U)  
Ability—Arcane  
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to an opposing hero, draw a card.

Touch of Chaos, 6, MaPrLo (Dark Portal-284R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
When this weapon enters play, remove all abilities in your graveyard from the game. <p> At the start of your turn, choose at random one of the abilities you removed this way and put it into your hand.

Touch of Darkness, 1, Priest (Legion-77U)  
Ability—Shadow  
Your hero deals 1 shadow damage to target hero or ally. If a hero is dealt damage this way, its controller discards a card.

Touch of Ice, 1, Mage (Legion-52U)  
Instant Ability—Frost  
Your hero deals 1 frost damage to target hero or ally. If a hero is dealt damage this way, the next time its controller would draw a card this turn, he skips drawing that card instead.

Touch of the Arcane, 3, Mage (Legion-53C)  
Instant Ability—Arcane  
Your hero deals 1 arcane damage to target hero or ally. Draw a card for each damage dealt this way.

Touch of Unlife, 3, MaPrLo (Scourgewar-245U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
At the start of your turn, your hero deals 1 shadow damage to target hero or ally. If damage is dealt this way, your hero heals 1 damage from itself.

Touched by Light, 1, Paladin (Azeroth-75U)  
Ability—Holy  
Your hero heals 1 damage from target hero or ally. Draw a card.

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.

Toz'jun, 5, Horde (Horde Shaman-19C, Worldbreaker-194C)  
Ally—Troll Shaman, 4 [Nature] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Track Demons, 2, Hunter (Legion-42R)  
Ability—Survival  
Ongoing: At the start of your turn, look at the top card of your deck. Either put it into your hand and put 3 damage on your hero, or put it on the bottom of your deck.

Track Dragonkin, 1, Hunter (Worldbreaker-50C)  
Instant Ability—Survival  
Target ally has -2 ATK this turn, or -4 ATK if it's a Dragonkin.

Track Enemy, 1, Hunter (Throne-45U)  
Ability—Survival  
Attach to target hero or ally you control, then **Delve**. <p> Ongoing: When attached character deals damage to an opposing hero, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Track Hidden, 4, Hunter (Honor-32C)  
Ability—Survival  
Ongoing: At the start of your turn, you may have target opponent reveal the top card of his deck. If you do, you may have him put that card on the bottom of his deck.

Track Humanoids, 2, Hunter (Azeroth-46U)  
Ability—Survival  
Ongoing: At the start of your turn, look at the top card of your deck. You may put it on the bottom of your deck.

Tracker Gallen, 2, Alliance (Azeroth-219C)  
Ally—Night Elf Hunter, 0 [Ranged] / 2 Health  
This ally has +1 ATK for each ally you control.

Tracker Pardo, 4, Alliance (Legion-168C)  
Ally—Night Elf Hunter, 1 [Ranged] / 3 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*) <p> This ally has +1 ATK for each other ally you control.

Trade Prince Gallywix, 2, Horde (Worldbreaker-195E)  
Ally—Goblin Trade Prince, Gallywix (1), 3 [Melee] / 2 Health  
Goblin allies you control have **Time is Money** and "[Activate] >>> Ready a resource you control."

Trag'ush, 4 (Crown-140C)  
Monster Ally—Ogre Warlock, 6 [Fire] / 4 Health  
**Conspicuous** (*Opposing heroes and allies can protect against this ally.*)

A Traitor Among Us (Legion-317C)  
Quest  
If an ally you controlled was destroyed this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Trakas, 4, Alliance (Gladiators-117C)  
Ally—Draenei Warrior, 3 [Melee] / 3 Health (3), Destroy this ally >>> Destroy target ally or equipment.

Trance Stone, 3, DrMaPrLo (Dark Portal-269U)  
Equipment—Item, Off-Hand (1)  
At the end of your turn, if you didn't place a resource this turn, draw a card.

Tranquility, X, Druid (Betrayal-46U)  
Ability—Restoration  
Your hero heals double X damage from each friendly hero and ally.

Transfigure, 4, Mage (Drums-42U)  
Ability—Arcane  
Ongoing: [Activate] >>> Target weapon's ATK becomes equal to its [Strike] this turn.

Trapper's Rifle, 3, Hunter (Scourgewar-246R)  
Equipment—Weapon—Gun, Ranged (1), 3 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> At the end of your turn, you may ready your hero.

Travel Form, 2, Druid (Dark Portal-29R)  
Instant Ability—Feral, Form (1)  
Ongoing: Exhaust your hero >>> You pay (1) less to complete your next quest this turn.

Traxel Emberklik, 5, Horde (Worldbreaker-196C)  
Ally—Goblin Warlock, 1 [Fire] / 7 Health  
**Time is Money** (*This ally can use [Activate] powers immediately.*) <p> [Activate] >>> This ally deals 1 fire damage to target hero or ally.

Treads of Fleeting Joy, 2, DrRo (Aftermath Justice-4E)  
Equipment—Armor—Leather, Feet (1), 1 DEF  
If your hero would deal 5 or more combat damage while attacking, it deals that much +5 instead.

Treasure Chest, 2 (Outland-108U)

Ability

Look at the top three cards of your deck. Put one into your hand and the rest on top of your deck in any order.

Treats for Great-father Winter (Winter Veil-10R)

Quest

Pay (3) to complete this quest. <p> Reward: Draw a card. Then, you may discard a card named Gingerbread Cookie. If you do, search your deck for a [Winter Veil] card, reveal it, and put it into your hand.

Tree of Life, 3, Druid (Outland-26R)

Instant Ability—Restoration, Form (1)

**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Ongoing: You pay (1) less to play Restoration abilities, to a minimum of (1). <p> If damage would be healed from a friendly hero or ally, that much +1 is healed instead. <p> When you play a non-Restoration ability, destroy this ability.

Treebole, 5 (Honor-152E)

Ally—Elemental Ancient, Unique, 5 [Melee] / 5 Health

At the start of your turn, each player chooses an ally he controls. Destroy all other allies.

Treesong, 5, Alliance (Azeroth-220U)

Ally—Night Elf Druid, 4 [Melee] / 4 Health

Your hero has **Protector**.

Treespeaker Onaha, 5, Horde (Throne-170R)

Ally—Tauren Druid, 3 [Nature] / 7 Health

When damage is healed from this ally, put that many 1 [Melee] / 1 [Health] Treant ally tokens into play.

Treewarden Tolven, 3, Alliance (Drums-148C)

Ally—Night Elf Druid, 2 [Melee] / 4 Health

**Protector** <p> **Shadowmeld** (*Elusive and Untargetable while ready.*)

Treewatcher Kursha, 4, Horde (Icecrown-144C)

Ally—Tauren Druid, 1 [Nature] / 6 Health

When this ally readies, you may destroy target ability and/or equipment.

Tremor Shock, 3, Shaman (Gladiators-67R)

Instant Ability—Elemental

Your hero deals 1 frost damage and 1 nature damage to target hero or ally. An ally dealt damage this way can't attack this turn. If a hero was dealt damage this way, you may interrupt an ability played by its controller.

Tremor Totem, 2, Shaman (Outland-81R)

Instant Ability Ally—Restoration, Earth Totem (1), 0 [Melee] / 1 Health

Ongoing: At the start of each turn, destroy any number of abilities attached to heroes and allies you control. <p> (*Totems can't attack.*)

Tribemother Torra, Horde (Gladiators-17, Naxxramas-10)

Hero—Tauren Shaman (Restoration), Engineering/Jewelcrafting, 29 Health (3), Flip Torra >>> Target up to three heroes and/or allies. Torra heals 3, 2, and 1 damage from them, respectively.

Tricks of the Trade, 3, Rogue (Onyxia-9U)

Instant Ability—Subtlety

Friendly heroes can't be targeted by opponents this turn.

Trickster's Gambit, 3, Rogue (Alliance Rogue-11R, Elements-78R)

Instant Ability—Subtlety

The next time damage would be dealt to your hero this turn, it's dealt to another target hero or ally instead.

Trilik the Light's Spark, Alliance (Twilight-8)

Hero—Gnome Priest, 26 Health

[Front]: (4) >>> Flip Trilik face down.

[Back]: You pay (1) less to play your first ally each turn.

Trista, Herald of the Fel, 4, Alliance (Throne-129U)

Ally—Worgen Warlock, 5 [Fire] / 2 Health

**Empower Warlock:** When this ally enters play, if you control another Warlock hero or ally, search your deck for a Pet or Demon ally, reveal it, and put it into your hand.

Tristan Rapidstrike, 4, Alliance (Azeroth-221C)

Instant Ally—Night Elf Warrior, 3 [Melee] / 3 Health

**Protector**

Tristani the Sunblade, 4, Horde (Crown-123R)

Ally—Blood Elf Rogue, 5 [Melee] / 4 Health

**Stealth** <p> When this ally deals combat damage to an opposing hero, that hero's controller reveals a random card from their hand. This ally deals melee damage to that hero equal to that revealed card's cost unless its controller discards that card.

Triton Legplates, 2, DkPaWa (Throne-225R)

Equipment—Armor—Plate, Legs (1), 2 DEF

At the end of each opponent's turn, if your hero was not dealt damage this turn, you may add a triton counter to this armor. <p> On your turn: [Activate], Remove five triton counters from this armor >>> Your hero has **Assault 10**, and combat damage that it would deal is unpreventable this turn.

Triton the Sacrilegious, Horde (Scourgewar-18)

Hero—Undead Death Knight (Unholy),

Blacksmithing/Jewelcrafting, 29 Health

If you control another Death Knight: Flip Triton >>> This turn, opposing heroes and allies must attack if able and can attack only Triton if able.

Trixie Boltclunker, 2, Alliance (Alliance Mage-21C, Alliance Paladin-18C, Alliance Rogue-20C, Alliance Shaman-22C, Class-159C, Scourgewar-158C)

Ally—Gnome Warrior, 1 [Melee] / 4 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Troggbane, Axe of the Frostborne King, 3,

DkPaWa (Worldbreaker-247E)

Equipment—1H Weapon—Axe, Melee (1), 0

[Frost], 0 Strike

(X) >>> This equipment has +X ATK this turn.

Trogun Smith, 4, Alliance (Outland-146C)

Ally—Human Paladin, 4 [Melee] / 4 Health

At the start of your turn, you may exhaust target armor.

Trollwoven Spaulders, 5, DrRo (Icecrown Crafted-1R)

Equipment—Armor—Leather, Shoulder (1), 1

DEF

At the start of your turn, your hero has **Berserking** and **Conspicuous** this turn.

Trophy Gatherer, 5, Hunter (Scourgewar-247U)

Equipment—Weapon—Bow, Ranged (1), 3

[Ranged], 3 Strike

You pay (3) less to strike with this weapon while your hero is attacking or defending, and an ally with cost 4 or more is an attacker or proposed defender. <p> When you strike with this weapon, your hero has **Long-Range** this combat.

Trophy Kill, 3, Hunter (Alliance Hunter-10C,

Class-46C, Dark Portal-40C)

Instant Ability—Marksmanship

Destroy target ally with cost 4 or more.

Trueshot Aura, 4, Hunter (Illidan-41R)

Ability—Marksmanship, Aura (1)

**Marksmanship Talent** (*You can't put Beast Mastery Talents or Survival Talents in your deck.*)

<p> Ongoing: [Ranged] allies you control have +2 ATK while attacking. <p> Ranged weapons you control have +2 ATK while your hero is attacking. <p> If your hero would deal ranged damage with an ability, it deals that much +2 instead.

Truesilver Breastplate, 6, PaWa (Azeroth-301U)

Equipment—Armor—Plate, Chest (1), 2 DEF

When your hero defends, it heals 1 damage from itself.

Truesilver Champion, 5, HuPaWa (Azeroth-337R)

Equipment—2H Weapon—Sword, Melee (1), 4

[Melee], 3 Strike

When you strike with this weapon, prevent the next 3 damage that would be dealt to your hero this combat.

Trytha Darksun, 3, Horde (Legion-205U)

Ally—Blood Elf Priest, 2 [Shadow] / 1 Health

At the start of each player's turn, he exhausts a resource he controls.

“Tubs” 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.

Tully Fiddlewit, 2, Alliance (Drums-149U)

Ally—Gnome Mage, 3 [Arcane] / 3 Health

When this ally defends against an ally, discard a card.

Tundra MacGrann's Stolen Stash, Alliance (Dark Portal-298R)

Quest

Dwarf Hero Required <p> Pay (3) to complete this quest. <p> Reward: If your hero dealt combat damage to an opposing hero this turn, draw two cards.

Turane Soulpact, Horde (Drums-17)  
Hero—Blood Elf Warlock (Demonology),  
Alchemy/Jewelcrafting, 28 Health  
On your turn: (3), Flip Turane, destroy X allies  
you control >>> Turane deals X shadow damage  
to target hero or ally.

Turn Aside, 3 (Dark Portal-150C)  
Instant Ability  
Prevent all combat damage that would be dealt  
by target ally this turn.

Turn the Blade, 1, Hunter (Citadel Raid-42C,  
Drums-33C, Horde Hunter-13C, Sylvanas-6C)  
Ability—Survival  
Attach to target ally or weapon. <p> Ongoing:  
Attached card has -3 ATK.

The Turning Tide, 3, MaPaLo (Naxxramas-38R)  
Equipment—1H Weapon—Sword, Melee (1), 1  
[Melee], 3 Strike  
You pay (2) less to play allies while you control  
fewer allies than an opponent.

Turov the Risen (Icecrown-11)  
Scourge Hero—Skeleton, 27 Health  
[Front]: On your turn: Flip Turov, remove a  
Scourge ally in your graveyard from the game  
>>> Turov deals 2 frost damage to target  
exhausted ally.  
[Back]: Deckbuilding: You can only include  
[Mage] abilities, [Rogue] equipment, allies with  
ally type Death Knight, neutral quests and  
locations, and Scourge cards. You can't include  
cards with reputations or other text restrictions  
(like *Frost Hero Required*).

Tusk, 3, Horde (Illidan-170U)  
Ally—Troll Hunter, 1 [Ranged] / 4 Health  
**Ferocity** <p> When this ally deals combat  
damage to a hero or ally, other heroes and allies  
you control have **Long-Range** while attacking  
that character this turn.

Tuskarr Kite, 3 (Scourgewar-113U, Scourgewar  
Loot-2L)  
Ability  
Ongoing: [Activate], Exhaust an ally you control  
>>> Put the card tenth from the top of your deck  
into your hand.

Tuskmender Jan'zu, 1, Horde (Wrathgate-152C)  
Ally—Troll Priest, 1 [Holy] / 3 Health  
This ally has **Mend 2** while she's damaged.

Twig of the World Tree, 3, DrPaWa (Azeroth-  
338R)  
Equipment—2H Weapon—Mace, Melee (1), 4  
[Melee], 3 Strike  
Destroy a resource you control >>> You pay (3)  
less the next time you strike with this weapon  
this turn.

Twilight Citadel (Twilight-220R)  
Location  
On your turn: (1), [Activate] >>> Put a 1  
[Shadow] / 1 [Health] Twilight Dragonkin ally  
token into play.

Twilight Corruptor, 5 (Twilight-161U)  
Ally—Twilight Dragonkin, 2 [Shadow] / 1  
Health  
When this ally enters play, if an ability, ally, or  
equipment was destroyed this turn, this ally  
may deal 2 shadow damage to each opposing  
hero and ally.

Twilight Drake, 4 (Twilight-162U)  
Ally—Twilight Dragonkin, 3 [Melee] / 5 Health  
When this ally enters play, if an ability, ally, or  
equipment was destroyed this turn, target  
player discards a card.

Twilight Emissary, 4 (Twilight-163U)  
Ally—Twilight Dragonkin, 4 [Melee] / 4 Health  
When this ally enters play, if an ability, ally, or  
equipment was destroyed this turn, you may  
put target Death Knight or Shaman ally from  
your graveyard into your hand.

Twilight Extermination (Twilight-217C)  
Quest  
On your turn: Destroy an ability, ally, or  
equipment you control and pay (2) to complete  
this quest. <p> Reward: Draw a card.

Twilight Shadowdrake, 3 (Twilight-164U)  
Ally—Twilight Dragonkin, 4 [Shadow] / 1  
Health  
When this ally enters play, if an ability, ally, or  
equipment was destroyed this turn, this ally  
may deal 4 shadow damage to target hero.

Twilight Vanquisher Knolan, 3, Horde  
(Scourgewar-195R)  
Ally—Undead Priest, 3 [Shadow] / 2 Health  
**Shadow Resistance** <p> You may play this ally  
without paying his cost if a hero or ally you  
controlled dealt shadow ([Shadow]) damage to  
an opposing hero this turn.

Twilight Wyrmlkiller, 6 (Twilight-165U)  
Ally—Twilight Dragonkin, 6 [Melee] / 3 Health  
When this ally enters play, if an ability, ally, or  
equipment was destroyed this turn, this ally has  
**Ferocity** this turn.

Twilight's Hammer, 7, DrPaPrSh (Twilight-  
203R)  
Equipment—1H Weapon—Mace, Melee (1), 1  
[Melee], 3 Strike  
On your turn: [Activate]; Exhaust your hero;  
destroy another ability, ally, or equipment you  
control >>> Gain control of target opposing card  
if it shares a card type with that destroyed card.

Twin Spire Ruins (Drums-268C)  
Location—Objective (2)  
When an opposing ally is destroyed, add a  
capture counter. <p> On your turn: (2),  
[Activate], Remove two capture counters >>>  
Put an ally with cost 2 or less from your  
graveyard into play.

Twinblade of the Phoenix, 5, PaWa (Gladiators-  
186R)  
Equipment—2H Weapon—Sword, Melee (1), 4  
[Melee], 1 Strike  
You can play this weapon from your graveyard.

Twined Band of Flowers, 2, DrPaPrSh  
(Worldbreaker Badge-8E)  
Equipment—Item, Ring (2)  
On your turn: [Activate] >>> Your hero heals 1  
damage from each ally you control and has  
**Assault 1** this turn for each damage healed this  
way.

Twist of Faith, 5, Priest (Alliance Priest-10R,  
Legion-78R)  
Ability—Shadow  
Attach to target ally. <p> Ongoing: You control  
attached ally.

Twisted Arcana, 1, Mage (Twilight-53U)  
Instant Ability—Arcane  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Draw two cards.

Twisted Death Pact, 2, Death Knight (Twilight-  
29U)  
Instant Ability—Blood  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Put a 3 [Melee] / 3 [Health] Ghoul ally token  
into play.

Twisted Fire Nova, 5, Shaman (Twilight-85U)  
Ability—Elemental  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Your hero deals 7 fire damage divided as you  
choose to any number of target heroes and/or  
allies.

Twisted Infernal, 7, Warlock (Twilight-92U)  
Ally—Infernal Demon, Pet (1), 8 [Fire] / 8  
Health  
As an additional cost to play this ally, destroy an  
ability, ally, or equipment you control. <p>  
**Ferocity** (*This ally can attack immediately.*)

Twisted Light, 2, Paladin (Twilight-60U)  
Instant Ability—Holy  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Prevent the next 3 damage that target friendly  
hero or ally would be dealt this turn. <p> Your  
hero deals 3 unpreventable holy damage to  
target opposing hero or ally.

Twisted Massacre, 5, Rogue (Twilight-76U)  
Ability—Assassination  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Destroy all exhausted opposing allies.

Twisted Mind Spike, 1, Priest (Twilight-69U)  
Ability—Shadow  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Your hero deals 3 shadow damage to target ally.  
Then, its controller discards a card.

Twisted Rampage, 3, Warrior (Twilight-101U)  
Ability—Fury  
As an additional cost to play this ability, destroy  
an ability, ally, or equipment you control. <p>  
Ready your hero and all Melee weapons you  
control. Melee weapons you control have +2  
ATK, and you pay (2) less to strike with them  
this turn.

Twisted Wrath, 2, Druid (Twilight-35U)  
Instant Ability—Balance  
As an additional cost to play this ability, destroy an ability, ally, or equipment you control. <p> Your hero deals 5 nature damage to target hero.

Two-Handed Weapon Specialization, 5, Warrior (Legion-122R)  
Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <p> Ongoing: Two-Handed weapons you control have +5 ATK.

Tyler Falconbridge, 1, Alliance (Outland-147U)  
Ally—Human Rogue, 2 [Melee] / 1 Health  
**Stealth** (*This ally can't be protected against.*) <p> This ally is also a Combo while in a graveyard.

Typhoon, 4, Druid (Illidan-34U)  
Ability—Balance  
Ongoing: This ability enters play with two wind counters. <p> Opposing heroes and allies can't attack or protect. <p> At the start of your turn, remove a wind counter. If none remain, destroy this ability.

Tyrande, High Priestess of Elune, 4, Alliance (Crown-97E)  
Ally—Night Elf Priest, Tyrande (1), 3 [Arcane] / 5 Health  
**Elusive** <p> When Tyrande enters play, you may shuffle any number of [Alliance] allies from your graveyard into your deck. If you do, put a 0 [Nature] / 1 [Health] Wisp ally token into play for each ally shuffled back into the deck this way. <p> At the end of your turn, for each Wisp you control, Tyrande deals 1 nature damage to target opposing hero and heals 1 damage from each hero and ally you control.

Tyrennius Scatheblade, 2, Horde (Citadel Raid-72C, Class-196C, Horde Mage-22C, Horde Warrior-18C, Legion-206C)  
Ally—Blood Elf Paladin, 3 [Holy] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Tyrus Blackhorn (Crown-3)  
Monster Hero—Satyr Demon Warlock, 28 Health  
[Front]: (8) >>> Flip Tyrus face down. <p> You pay (8) less to flip Tyrus if an opposing hero has 15 or more damage.  
[Back]: When an attacking Demon hero or ally you control deals combat damage to a hero, that hero's controller chooses and discards a card.  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Tyrus Lionheart, 1, Alliance (Alliance Paladin-19C, Gladiators-118C)  
Ally—Human Paladin, 1 [Holy] / 1 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> This ally has +4 ATK while defending.

Tyrus Sheynathren, 4, Horde (Dark Portal-238U)  
Ally—Blood Elf Priest, 3 [Arcane] / 4 Health (3), Destroy this ally >>> Interrupt target ability.

Tyrygosa, 6 (Elements-160R)  
Ally—Blue Dragonkin Consort, Tyrygosa (1), 3 [Arcane] / 8 Health  
At the start of your turn, reveal the top card of your deck. If it's an ability, you can play it immediately without paying its cost. (*If it has X in its cost, X is 0.*)

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.

Ubel Sternbrow, 4, Alliance (Outland-148U)  
Ally—Dwarf Paladin, 1 [Melee] / 6 Health  
**Protector** <p> This ally can protect himself.

Uglund Duskriders, 4, Horde (Outland-190C)  
Ally—Orc Rogue, 4 [Melee] / 3 Health  
**Stealth** (*This ally can't be protected against.*) <p> When this ally attacks, target hero or ally has **Stealth** this turn.

Uh'gali the Elementalist, 2, Horde (Icercrown-145U)  
Ally—Troll Shaman, 1 [Frost] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> Exhaust a Totem you control >>> Ready this ally.

Ulrac Bloodshadow, 5, Horde (Betrayers-182R)  
Ally—Blood Elf Warlock, 3 [Shadow] / 3 Health  
**Ferocity** <p> When this ally attacks, put a Demon ally from your graveyard into your hand.

The Ultimate Bloodsport (Outland-243R)  
Quest  
Pay (2) to complete this quest. <p> Reward: If you control no other quests, draw a card.

Ultimate Triumph, 6 (Outland-109C)  
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 (Betrayers-96C)  
Ability—Combat Combo  
Exhaust all opposing heroes and allies. If you control an equipment, each of them can't ready during its controller's next ready step.

Unbinding (Twilight-218C)  
Quest  
On your turn: Pay (1) to complete this quest. <p> Reward: Look at the top card of target opponent's deck. You may remove that card from the game.

Unbridled Wrath, 2, Warrior (Betrayers-125R)  
Ability—Fury  
**Fury Talent** (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Ongoing: (1) >>> Target weapon you control has +1 ATK this turn.

Uncatalogued Species (Gladiators-200C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Name a standard race, then reveal the top four cards of your deck. Put a revealed ally of that race into your hand and the rest on the bottom of your deck.

Undaunted Defense, 6, Paladin (Dark Portal-66U)  
Instant Ability—Protection  
Ongoing: Your hero has **Protector**. <p> Prevent all combat damage that would be dealt to your hero while protecting.

The Undeath Carrier, 5, DrHu (Naxxramas-39R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
When a non-Undead ally you control is destroyed, put it into play, and it's also an Undead.

Under the Shadow (Scourgewar-264C)  
Quest  
Pay (1) and name a damage type to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed card with ATK of that type into your hand and the rest on the bottom of your deck.

Undercity, Horde (Honor-208R)  
Location—City  
Undead Hero Required <p> [Activate] >>> You may remove target ally in a graveyard from the game. If you do, an Undead you control heals 2 damage from itself.

Underking Talonox, 3 (Icercrown-160R)  
Scourge Ally—Crypt Lord, Unique, 6 [Melee] / 6 Health  
Scourge Hero Required <p> This ally has -1 / -1 while there is an ability in an opposing graveyard. <p> This ally has -1 / -1 while there is an ally in an opposing graveyard. <p> This ally has -1 / -1 while there is an equipment in an opposing graveyard.

Unearthed Broadsword, 4, DkPaWa (Scourgewar-248C)  
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee], 3 Strike  
At the start of your turn, if this weapon is in your graveyard, you may pay (1). If you do, put it into your hand.

Unen Rataan, 2, Alliance (Outland-149C)  
Ally—Draenei Shaman, 3 [Melee] / 2 Health (2), Destroy this ally >>> Ready your hero and all weapons you control.

Unending Breath, 2, Warlock (Drums-81R)  
Ability—Demonology  
Ongoing: Play with the top card of your deck revealed. <p> You may complete quests from the top of your deck. As you do, remove them from the game as an additional cost.

The Unending Invasion (Betrayers-262C, Class-230C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card, then draw another one for each 10 damage on your hero.

Unfair Advantage, 5, Rogue (Legion-89R)

Ability—Subtlety

**Finishing Move** (*To play, remove X Combos in your graveyard from the game, where X is 5 or less.*) <p> Target player discards X cards.

Unfit for Death (Scourgewar-265C)

Quest

Pay (3) to complete this quest. <p> Reward:

Draw a card and remove target card in a graveyard from the game.

Unholy Ground, 4, Death Knight (Horde DK-10R, Worldbreaker-31R)

Ability—Unholy

Ongoing: When a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Unholy Power, 4, Warlock (Drums-82R)

Ability—Demonology

**Demonology Talent** (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> Ongoing: Demons you control have +3 / +3.

Unholy Presence, 2, Death Knight (Scourgewar-30C)

Ability—Unholy, Presence (1)

Ongoing: You pay (1) less to play and strike with weapons.

Unholy Rune, 2, Death Knight (Scourgewar-31C)

Ability—Unholy, Rune (6)

As an additional cost to play, remove an ally in your graveyard from the game. <p> Ongoing: [Activate] >>> You pay (1) less to play your next card this turn.

United Front, 1, Priest (Honor-52C)

Instant Ability—Discipline

Target a friendly hero and a friendly ally. The next time each of them would be dealt damage this turn, prevent it.

Unleash Elements, 3, Shaman (Elements-86R)

Ability—Enhancement

Put a copy of each token ally you control into play.

Unleash Inferno, 3, Shaman (Crown-45R)

Ability—Enhancement

Attach to target ally or weapon you control. <p> Ongoing: (1) >>> Attached card has +2 ATK this turn.

Unleash the Swarm!, 4 (Murkdeep-7U, Throne-91U)

Ability

Reveal the top seven cards of your deck. Put all revealed Murloc allies with cost 1 or less into play and the rest on the bottom of your deck.

Unraveled Plans, 3 (Dark Portal-151C)

Instant Ability

Target player destroys an ability he controls.

Unrelenting Assault, 5, Warrior (Legion-123R)

Ability—Arms

You can't play other cards this turn. <p> If you've played no other cards this turn, when your hero attacks this turn, you may pay (1). If you do, ready your hero and all Melee weapons you control.

Unstable Affliction, 3, Warlock (Outland-90R)

Ability—Affliction

**Affliction Talent** (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character. <p> When this ability is destroyed, your hero deals 4 shadow damage to attached character.

Unstable Corruption, 3 (Throne-218R)

Monster Ally—Water Elemental, 1 [Nature] / 5 Health

When this ally deals combat damage to an opposing hero, you may put a token copy of this ally into play exhausted.

Unstable Infusion, 2, Mage (Worldbreaker-62C)

Ability—Arcane

Your hero deals arcane damage to target hero or ally equal to the cost of an equipment in that character's party.

The Unstoppable Force, 5, PaWa (Dark Portal-285U)

Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike

Destroy this weapon >>> Destroy all armor named The Immovable Object.

Unwelcome Visitor, 4 (Dark Portal-152C)

Instant Ability

Target player destroys an ally he controls.

Unyielding Faith, 2, Paladin (Wrathgate-57R)

Instant Ability—Holy

**Holy Talent** (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> Prevent all damage that would be dealt this turn.

Uplifting Prayer, 6, Paladin (Honor-46R)

Ability—Holy

Ongoing: At the start of your turn, you may put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Upstanding Spaulders, 3, HuSh (Wrathgate-179R)

Equipment—Armor—Mail, Shoulder (1), 1 DEF  
Each player can't ready more than three resources during his ready step.

Urn of Lost Memories, 2, DrMaPaPrShLo

(Naxxramas-27R)

Equipment—Item, Off-Hand (1)

On your turn: [Activate], Destroy an ability or equipment you control with cost X >>> Put target ally with cost X or less from your graveyard into play.

Urrth, Horde (Legion-17)

Hero—Orc Shaman (Restoration),

Herbalism/Alchemy, 28 Health

(3), Flip Urrth >>> Draw a card for each Totem you control.

Ursoc's Fury, 1, Druid (Scourgewar-40C)

Instant Ability—Feral Bear Form, Form (1)

Ongoing: (1), [Activate] >>> Ready your hero. <p> Your hero has **Bear Form**. (*Has **Protector**. Destroy this card when you strike with a weapon or play a non-Feral ability.*)

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.

Utopia, 7, Druid (Gladiators-25R)

Ability—Balance

Destroy all tokens. Put each other ability, ally, and equipment into its owner's resource row face down, then exhaust them.

Uzak'zim, Horde (Elements-18)

Hero—Troll Warlock, 28 Health

[Front]: (4) >>> Flip Uzak'zim face down.

[Back]: At the start of your turn, Uzak'zim deals 1 shadow damage to each opposing hero and ally that has an attachment you control.

Vaakia, 1, Alliance (Throne-130C)

Ally—Draenei Shaman, 2 [Fire] / 1 Health

When this ally attacks, she deals 1 fire damage to target hero.

Vad of the Four Winds, Alliance (Twilight-9)

Hero—Worgen Warrior, 30 Health

[Front]: (4) >>> Flip Vad face down.

[Back]: At the end of your turn, you may ready Vad.

Vaerik Proudhoof, 4, Horde (Azeroth-262C,

Class-197C, Horde Warrior-19C)

Ally—Tauren Warrior, 5 [Melee] / 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.

Vakus the Inferno, 1, Alliance (Twilight-126R)

Ally—Worgen Warlock, 4 [Fire] / 1 Health

**Aberration, Ferocity** <p> This ally can attack only heroes. <p> At the end of your turn, destroy this ally.

Vala Carville, 5, Horde (Horde DK-21C, Horde

Druid-21C, Horde Mage-23C, Worldbreaker-197C)

Ally—Undead Mage, 5 [Arcane] / 5 Health

Valak the Vortex, 1, Alliance (Throne-131R)

Ally—Worgen Mage, 2 [Arcane] / 1 Health

When this ally attacks, you may discard an ability. If you do, he deals arcane damage to target ally equal to the cost of that ability.

Valanos, 4, Alliance (Alliance Hunter-20C, Class-160C, Dark Portal-193C)

Ally—Draenei Hunter, 2 [Melee] / 5 Health

Val'anyr, Hammer of Ancient Kings, 4, DrPaPrSh (Icecrown-201E)

Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 4 Strike

At the end of your turn, your hero heals all damage from allies you control. Then, it heals that much damage from itself.

Valeera Sanguinar, 3, Alliance (Horde) (Gladiators-150E)  
Arena Ally—Blood Elf Rogue, Unique, 2 [Melee] / 3 Health  
You may discard an Arena card rather than pay this ally's cost.

Valeos Chillheart, 3, Alliance (Knight-15C)  
Ally—Night Elf Death Knight, 2 [Frost] / 4 Health  
**Protector** <p> Each ally in combat with this ally has -1 ATK for each damage on that ally.

Valerie Worfield, Horde (Worldbreaker-18)  
Hero—Undead Hunter (Survival), 28 Health [Front]: (3) >>> Flip Valerie face down.  
[Back]: Prevent the first 1 damage that would be dealt to Valerie each turn.

Valterus, Horde (Illidan-17)  
Hero—Blood Elf Paladin (Protection), Skinning/Alchemy, 29 Health (3), Flip Valterus >>> Target friendly hero or ally has **Untargetable** this turn.

Valthak Spiritdrinker, 4, Horde (Azeroth-263R)  
Ally—Undead Warlock, 3 [Shadow] / 4 Health  
Your hero can't be destroyed.

Valytha Colton, 4, Horde (Elements-150C, Horde) (Druid-22C)  
Ally—Undead Hunter, 4 [Arcane] / 4 Health

Vambraces of the Sadist, 6, PaWa (Dark Portal-261U)  
Equipment—Armor—Plate, Wrist (1), 2 DEF  
When an ally is destroyed, your hero deals 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 Siphon, 6, Death Knight (Crown-10R)  
Ability—Blood  
Destroy up to two target allies. Your hero heals damage from itself equal to the combined remaining health of allies destroyed this way.

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  
**Shadow Talent** (*You can't put Discipline Talents or Holy Talents in your deck.*) <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 a resource you control.

Vanda Skydaughter, 6, Horde (Class-198C, Dark Portal-239C, Horde) (Druid-23C, Horde) (Shaman-20C)  
Ally—Tauren Druid, 6 [Nature] / 5 Health

Vandos, Herald of War, 4, Alliance (Throne-132U)  
Ally—Human Warrior, 3 [Melee] / 4 Health  
**Empower Warrior:** When this ally enters play, if you control another Warrior hero or ally, reveal the top five cards of your deck. Put all revealed equipment into your hand and the rest on the bottom of the deck.

Vanessa Fairgraves, 3, Horde (Knight-20C)  
Ally—Undead Death Knight, 3 [Frost] / 3 Health  
When this ally is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Vanessa VanCleaf, 5 (Dungeon Treasure-33R)  
Ally—Human Rogue, Vanessa VanCleaf (1), 4 [Nature] / 5 Health  
**Stealth, Untargetable** <p> When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

Vanira Raventhorne, Alliance (Elements-10)  
Hero—Worgen Druid, 27 Health [Front]: (5) >>> Flip Vanira face down.  
[Back]: Vanira has **Assault 2** while you control a Form. (*She has +2 ATK on your turn.*)

Vanish, 1, Rogue (Dark Portal-90U)  
Instant Ability—Subtlety  
Your hero has **Elusive** this turn. If it's defending, remove all attackers from combat. <p> Ongoing: Your hero has **Stealth**. <p> When your hero deals damage, destroy this ability.

Vanndar Stormpike, 14, Alliance (Honor-118E)  
Ally—Dwarf Warrior, Unique, 7 [Melee] / 9 Health  
**Protector** <p> You pay (1) less to play this ally for each honor counter on cards you control. <p> (1), Remove an honor counter from a card you control >>> Each player destroys a resource he controls.

Vanora Moonshot, 6, Alliance (Icecrown-119C)  
Ally—Night Elf Hunter, 3 [Ranged] / 6 Health  
At the start of your turn, target ally has **Assault 3** this turn. (*It has +3 ATK on your turn.*)

Vanquish, 4 (Azeroth-171C)  
Ability  
Destroy target ally.

Varah, Fury of the Stars, 6, Alliance (Alliance) (Druid-21C, Class-161C, Scourgewar-159C)  
Ally—Night Elf Druid, 6 [Arcane] / 5 Health  
**Assault 2** (*This ally has +2 ATK on your turn.*)

Varandas Silverleaf, 2, Alliance (Worldbreaker-161U)  
Ally—Night Elf Druid, 3 [Nature] / 1 Health  
When this ally enters play, you may turn a quest you control face down. If you do, this ally deals 3 nature damage to target ally.

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] / 8 Health  
Scriyer Reputation <p> **Sabotage:** Game <p> When this ally sabotages a game, the winner of this game also wins the next game.

Varimathras, 9, Horde (Legion-207E)  
Ally—Demon, Unique, 9 [Shadow] / 7 Health  
At the end of your turn, this ally deals 5 shadow damage to target opposing hero or ally. When that character is destroyed this turn, its controller discards a card.

Varok Saurfang, High Overlord, 6, Horde (Citadel-12R)  
Ally—Orc Warrior, Varok (1), 6 [Melee] / 4 Health  
**Ferocity** <p> If this ally would be dealt damage, prevent 1 of it for each damage on him.

Vazu'jin, 5, Horde (Crown-124C, Sylvanas-19C)  
Ally—Troll Rogue, 4 [Melee] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Veil of Night, 3, Rogue (Azeroth-104R)  
Instant Ability—Subtlety  
Your hero can't be targeted by opponents this turn. <p> Ongoing: Your hero has **Stealth**. (*It can't be protected against.*) <p> When your hero deals damage, destroy this ability.

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.

Veline Bladestar, 2, Horde (Worldbreaker-198C)  
Ally—Blood Elf Warrior, 0 [Melee] / 6 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Velkin Gray, 4, Alliance (Crown-98U)  
Ally—Human Death Knight, 1 [Shadow] / 5 Health  
**Protector** <p> When this ally enters play, if an ally you controlled was destroyed this turn, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Velnoth, 2, Warlock (Illidan-103C)  
Ally—Voidwalker Demon, Pet (1), 1 [Melee] / 4 Health  
This ally can protect your hero. <p> (2) >>> This ally heals all damage from himself.

Vendetta, 2, Rogue (Throne-69R)  
Ability—Assassination  
**Assassination Talent** (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p> Destroy target exhausted ally, or gain control of it if you have no cards in your hand.

Venerable Mass of McGowan, 2, DkRoShWa (Worldbreaker-248R)  
Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 1 Strike  
While your hero is attacking an ally, this equipment has +2 ATK for each heirloom counter on it. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Add an heirloom counter to target equipment you control.

Vengeance of the Illidari, 5, DrMaPaPrShLo (Legion-273U)  
Equipment—Item, Trinket (2)  
When you play an ability, ready your hero.

Vengeance of the Light, 1, Paladin (Scourgear-66U)  
Ability—Holy  
Destroy target Death Knight, Ghoul, or Undead ally.

Vengeance Wrap, 3, DkDrHuPaRoShWa (Scourgear-226U)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
When this armor enters play, you may remove an ally in a graveyard from the game. <p> [Activate] >>> Your hero deals 1 melee damage to target hero or ally that shares a class or race with that ally.

Vengeful Crusader Strike, 2, Paladin (Elements-62U)  
Instant Ability—Retribution  
Your hero deals 4 melee damage to target attacker.

Vengeful Gladiator's Bonecracker, 2, RoWa (Drums-235R)  
Arena Equipment—1H Weapon—Mace, Melee (1), 0 [Melee], 0 Strike  
When a resource enters play under your control, add a +1 ATK counter.

Vengeful Gladiator's Cleaver, 4, DkShWa (Honor-180R)  
Arena Equipment—1H Weapon—Axe, Melee (1), 4 [Melee], 2 Strike  
Your hero has **Dual Wield**. <p> You can strike with this weapon while an ally you control is attacking or defending. (*If you do, that ally gains this card's ATK and damage type this combat.*)

Vengeful Gladiator's Earthshaker, 7, Shaman (Honor-162E)  
Arena Equipment—Armor Set—Mail, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 7 DEF  
When combat damage is dealt with one or more weapons you control, ready all weapons you control. <p> [Activate] >>> Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Vengeful Gladiator's Felshroud, 7, Warlock (Gladiators-167E)  
Arena Equipment—Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF  
On your turn, you can play abilities that are removed from the game. <p> [Activate] >>> Put target opposing ally into its owner's hand.

Vengeful Gladiator's Piercing Touch, 2, MaPrLo (Gladiators-187R)  
Arena Equipment—Weapon—Wand, Ranged (1), 1 [Fire], 1 Strike  
(1), Remove an ability in your graveyard from the game >>> This weapon has +1 ATK this turn.

Vengeful Gladiator's Vestments, 7, Rogue (Drums-215E)  
Arena Equipment—Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 6 DEF  
When you play a **Finishing Move**, you may interrupt target card. <p> [Activate] >>> Put the top card of your deck into your resource row face down and ready.

Venomstrike, 4, Hunter (Dark Portal-41R)  
Ally—Scorpid, Pet (1), 1 [Melee] / 5 Health  
At the end of each turn, this ally deals 4 nature damage to each hero and ally it dealt damage to this turn.

Verdant Boon, 2, Druid (Elderlimb-10U, Throne-37U)  
Ability—Balance  
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.

Verzuck Bloodfist, 6, Horde (Scourgear-196C)  
Ally—Orc Rogue, 3 [Melee] / 6 Health  
**Assault 3** (+3 ATK on your turn) <p> When this ally deals damage to an exhausted ally, you may destroy target equipment.

Vesh'ral, 3, Horde (Azeroth-264C, Citadel Raid-73C, Class-199C, Horde Priest-20C)  
Ally—Troll Mage, 3 [Fire] / 1 Health  
**Ferocity** (*This ally can attack immediately.*)

Vesperia Silversong, 1, Alliance (Class-162C, Scourgear-160C)  
Ally—Night Elf Hunter, 2 [Ranged] / 3 Health  
This ally can't attack heroes.

Vestia Abiectus, 3, Alliance (Dark Portal-194C)  
Ally—Night Elf Priest, 2 [Holy] / 3 Health  
When this ally deals combat damage, you may put an ability you control into its owner's hand.

Veteran Crusader Aliocha Segard, 1 (Citadel Raid-83C, Wrathgate-165C)  
Ally—Human Paladin, Unique, 1 [Holy] / 1 Health  
Argent Crusade Reputation <p> **Protector** <p> This ally has +1 / +1 for each other Unique ally you control.

Veteran's Dreadweave Belt, 3, MaPrLo (Honor-163R)  
Equipment—Armor—Cloth, Waist (1), 1 DEF  
Players pay (2) more to play cards.

Veteran's Pendant, 1, DrHuMaPaPrRoShLoWa (Drums-218R)  
Equipment—Item, Neck (1)  
If you win this game, you decide who goes first next game.

Vexmaster Nar'jo, 2, Horde (Betrayal-183C)  
Ally—Troll Mage, 1 [Frost] / 3 Health  
**Ferocity** (*This ally can attack immediately.*) <p> This ally has +2 ATK while attacking a ready ally.

Vexra Darkfall, 5, Horde (Azeroth-265U)  
Ally—Undead Mage, 5 [Arcane] / 2 Health  
When this ally is destroyed, she deals 1 arcane damage to target hero for each card in its controller's hand.

Vial of Stolen Memories, 6, DkDrPaWa (Crown-177R)  
Equipment—Item, Trinket (2)  
When this item enters play, search your deck for three cards with different names, reveal them, and remove them from the game face down. <p> [Activate], Name a card >>> Look at a random card removed this way. If that card has that name, you may reveal it and put it into your hand.

Vicious Circle, 7, Warlock (Illidan-104R)  
Ability—Demonology  
You may put an ally from your hand into play. If you do, destroy a second target ally you control, then put a third target ally from your graveyard into your hand.

Vicious Grell, 1 (Crown-165U, Crown Loot-1L)  
Monster Ally—Grell, Pet (1), 1 [Fire] / 1 Health  
If this ally would be destroyed on an opponent's turn, you may pay (1). If you do, return him to his owner's hand instead.

Vicious Strike, 1, Rogue (Twilight-77C)  
Instant Ability—Combat  
Your hero deals 3 melee damage to target ally with cost 4 or less.

Viciousness, 2, Alliance (Worldbreaker-125U)  
Ability  
Ongoing: (1), [Activate] >>> Target Worgen ally you control has **Ferocity** this turn.

Victimize, 5, RoLo (Gladiators-90C)  
Ability—Subtlety Affliction  
Target player discards two cards and you draw two cards.

Victor Baltus, Alliance (Worldbreaker-10)  
Hero—Worgen Warlock (Demonology), 28 Health  
[Front]: (2) >>> Flip Victor face down.  
[Back]: Demons you control have +1 / +1.

Victoria Jatton, Alliance (Dark Portal-8)  
Hero—Human Warrior (Arms), Mining/Jewelcrafting, 30 Health  
(2), Flip Victoria >>> Weapons in your hand are instant this turn.

Victory Rush, 2, Warrior (Outland-99C)  
Instant Ability—Fury  
If your hero dealt fatal combat damage to an ally this turn, destroy a second target ally.

Viewless Wings, 5, DrHuRoSh (Aftermath Justice-8E)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
Allies you control have **Assault 1** for each ally you control.

Vigil of the Light, 6, PaPr (Worldbreaker-124E)  
Ability—Holy  
Put target ally from your graveyard into play. If you do, attach this ability to it. <p> Ongoing: At the start of each turn, your hero heals all damage from attached ally.

Vigilance, 3, Warrior (Dark Portal-126C)

Ability—Protection

Ongoing: Your hero has **Protector**. <p> On an opponent's turn: [Activate] >>> Ready your hero.

Vigor, 2, Rogue (Illidan-84R)

Ability—Assassination

**Assassination Talent** (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p> Put this ability into your resource row face down and ready.

Viking Warhammer, 1, PaRoShWa (Dark Portal-286U)

Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 1 Strike

Vileblade of the Betrayer, 3, Rogue (Betrayer-241R)

Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike

You may remove a Poison in your hand from the game rather than pay this weapon's cost.

Vincent Brayden, 5, Alliance (Elements-128C)

Ally—Human Paladin, 6 [Melee] / 3 Health

**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Vindicator Agran, 3 (Betrayer-193C)

Ally—Draenei Warrior, 2 [Melee] / 4 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Protector** <p>

**Inspire: Protector** (*You may ready a Protector you control during each other player's ready step.*)

Vindicator Aluumen, 6 (Illidan-178R)

Ally—Draenei Warrior, Unique, 6 [Melee] / 6 Health

Aldor Reputation <p> **Inspire:** All friendly **Protectors**

Vindicator Belian, 1 (Legion-220C)

Ally—Draenei Paladin, 1 [Holy] / 1 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> If another ally you control would be dealt damage, it's dealt to this ally instead.

Vindicator Borovon, 7, Alliance (Outland-150R)

Ally—Draenei Warrior, 6 [Melee] / 6 Health

At the start of your turn, you may destroy target equipment.

Vindicator Dindro, 1 (Legion-221U)

Ally—Draenei Warrior, 2 [Melee] / 1 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Inspire:** Weapon (*You may ready a Weapon you control during each other player's ready step.*)

Vindicator Enkallus, 4, Alliance (Class-163C, Dark Portal-195C)

Ally—Draenei Shaman, 3 [Nature] / 4 Health

**Protector**

Vindicator Falaan, 3 (Illidan-179R)

Ally—Draenei Warrior, 3 [Holy] / 3 Health

Aldor Reputation <p> **Inspire:** All friendly heroes and allies with [Activate] powers

Vindicator Javlo, 5 (Illidan-180C)

Ally—Draenei Priest, 4 [Melee] / 5 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> When an ally you control is inspired, draw a card.

Vindicator Kaldel, 2 (Legion-222C)

Ally—Draenei Paladin, 3 [Holy] / 2 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Inspire:** Ally (*You may ready an ally you control during each other player's ready step.*)

Vindicator Kentho, 2 (Illidan-181U)

Ally—Draenei Warrior, 3 [Melee] / 2 Health

Aldor Reputation <p> Destroy this ally >>> Interrupt target card or effect targeting a card in play you control.

Vindicator Khorin, 5 (Legion-223R)

Ally—Draenei Paladin, 3 [Holy] / 4 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> If another ally you control would be dealt damage, it's dealt to this ally instead.

Vindicator Lorin, 4 (Illidan-182U)

Ally—Draenei Paladin, 4 [Holy] / 4 Health

Aldor Reputation <p> **Inspire:** Armor and item

Vindicator Melina, 4 (Legion-224C)

Ally—Draenei Warrior, 5 [Melee] / 3 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Inspire:** Equipment (*You may ready an equipment you control during each other player's ready step.*)

Vindicator Ostakron, 1 (Betrayer-194C)

Ally—Draenei Warrior, 1 [Melee] / 2 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Protector** <p> **Inspire:** Armor (*You may ready an armor you control during each other player's ready step.*)

Vindicator Saaris, 6, Alliance (Throne-133R)

Ally—Draenei Warrior, 6 [Melee] / 4 Health

When this ally enters play, each opponent destroys an equipment he controls until he controls only one.

Vindicator Trytan, 2 (Legion-225C)

Ally—Draenei Warrior, 2 [Melee] / 2 Health

Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Protector** <p> **Inspire:** Armor (*You may ready an armor you control during each other player's ready step.*)

Vindicator Vasha, 1 (Illidan-183U)

Ally—Draenei Paladin, 2 [Holy] / 1 Health

Aldor Reputation <p> Cards in play with reputation other than Aldor lose and can't have powers.

Vindicator Zalreth, 7 (Legion-226R)

Ally—Draenei Paladin, 5 [Holy] / 5 Health

Aldor Reputation, **Protector** <p> When this ally is destroyed, you may remove him from the game. If you do, put an ally from your graveyard into play if its cost is less than or equal to the number of resources you control.

Vindicator's Brand, 3, PaWa (Illidan-231R)

Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 1 Strike

Aldor Reputation <p> When this weapon is destroyed, you may destroy target ability or equipment.

Vindicator's Shock, 1, Paladin (Crown-30U)

Ability—Holy

Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Vindictive Strike, 2, Paladin (Citadel Raid-57C, Class-66C, Scourgewar-67C)

Instant Ability—Retribution

Your hero deals 2 unpreventable holy damage to target ally, or 6 if that ally dealt damage this turn.

Vindron the Impure, 3, Horde (Scourgewar-197U)

Ally—Blood Elf Warlock, 3 [Shadow] / 3 Health

When this ally attacks, he may deal shadow damage to target hero or ally equal to the number of Curses you control.

Violet Proto-Drake, 7 (Worldbreaker Crafted-12E)

Ally—Dragonkin, 5 [Melee], 5 Health

You pay (1) less to play this ally for each different color among Dragonkin you control. <p> Other Dragonkin you control have +2 / +2.

Viper Sting, 4, Hunter (Illidan-42R)

Instant Ability—Marksmanship Sting

Attach to target hero. <p> Ongoing: At the start of attached hero's controller's turn, he exhausts a resource he controls, or two if you control a Ranged weapon.

Virkaltor, 5, Alliance (Drums-150C)

Ally—Draenei Shaman, 5 [Nature] / 4 Health (1), Destroy this ally >>> Destroy target ability.

Vishala, 1, Alliance (Ic crown-120C)

Ally—Draenei Shaman, 1 [Frost] / 1 Health

**Frost Resistance** (*Prevent all Frost ([Frost]) damage that would be dealt to this ally.*) <p> [Activate] >>> Target ally can't attack or protect this turn.

Vis'kag the Bloodletter, 4, HuPaRoWa (Onyxia-33R)

Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 1 Strike

When your hero deals combat damage with this weapon to an undamaged ally, destroy that ally.

Vitality, 4, Warrior (Hogger-8R, Illidan-114R)

Ability—Protection

**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Ongoing: At the start of your turn, add a might counter. <p> For each might counter, your hero has +1 ATK while attacking and +1 [Health].

Vixton Pinchwhistle, 2 (Drums-202E)

Arena Ally—Goblin, Unique, 0 [Melee] / 5 Health

[Activate] >>> Reveal the top three cards of your deck. Put a revealed Arena card into your hand and the rest on the bottom of your deck.

Vizo Arctwister, 3, Horde (Crown-125C)  
Ally—Goblin Mage, 4 [Arcane] / 3 Health

A Voice in the Dark (Scourgewar-250C)  
Quest  
Pay (2) to complete this quest. <p> Reward: An opponent chooses one: Put a random card from your graveyard into your hand; or draw a card.

Voice of Reason, 3, PaSh (Naxxramas-20R)  
Equipment—Armor—Shield, Off-Hand (1), 2 DEF  
Your hero has **Mend 2** for each 5 damage on it.  
<p> Your hero has **Protector** while you control no damaged allies.

Void Pact, 2, Warlock (Wrathgate-85C)  
Instant Ability—Destruction  
Draw a card for each opposing ally that left play this turn.

Void Rip, 4, Warlock (Twilight-93U)  
Instant Ability—Destruction  
Remove target ally from the game.

Voidbringer Jindal'an, Horde (Throne-20)  
Hero—Troll Warlock, 28 Health  
(X), Flip Jindal'an >>> Reveal the top X cards of your deck. Put a revealed Demon into your hand and the rest on the bottom of your deck.

Voidfire Wand, 4, MaPrLo (Betrayer-242R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike  
When combat damage is dealt with this weapon to a hero, the next time that hero's controller would draw a card, he skips drawing it instead.

Voidmaven Christie Noone, 3, Alliance (Scourgewar-161U)  
Ally—Human Warlock, 1 [Shadow] / 5 Health  
On your turn: (3), Exhaust a Demon you control  
>>> Target player discards a card.

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.

Volatile Thunderstick, 4, Hunter (Twilight-204U)  
Equipment—Weapon—Gun, Ranged (1), 1 [Ranged], 1 Strike  
**Long-Range** <p> When you strike with this or another Ranged weapon, your hero deals 1 nature damage to target hero or ally.

Voldrethar, Dark Blade of Oblivion, 6, DkPaWa (Icecrown-202R)  
Equipment—2H Weapon—Sword, Melee (1), 8 [Melee], 5 Strike  
You pay (5) less to strike with this weapon if you have a card with the same name as this weapon in your graveyard.

Volin Netherburn, 5, Horde (Legion-208U)  
Ally—Blood Elf Warlock, 3 [Shadow] / 5 Health  
When you play an ability, this ally 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] / 7 Health  
This ally has +X ATK, where X is the combined damage on Trolls you control.

Vol'jin, Darkspear Chieftain, 7, Horde (Throne-171E)  
Ally—Troll Shadow Hunter, Vol'jin (1), 7 [Melee] / 7 Health  
At the end of your turn, target opposing [Alliance] or Monster ally becomes 1 / 1, loses and can't have powers, and is also a Frog until it leaves play (*even if Vol'jin leaves play*).

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 this ability.

Voltrinnia, 5, Horde (Gladiators-146U)  
Ally—Blood Elf Paladin, 3 [Holy] / 5 Health  
**Protector** <p> **Arcane Torrent** <p> At the start of each opponent's turn, target ally he controls loses and can't have powers this turn.

Vorden the Shadowbringer, 6, Horde (Outland-191R)  
Ally—Orc Warlock, 3 [Shadow] / 3 Health  
When this ally enters play, destroy any number of allies you control, then destroy an opposing ally for each ally destroyed this way.

Voren'thal the Seer, 8 (Legion-245E)  
Ally—Blood Elf Mage, Unique, 5 [Fire] / 8 Health  
Scrier Reputation (*You can't put cards with other reputations in your deck*) <p> If you would draw a card, draw two instead.

Vorix Zorbuzz, Horde (Worldbreaker-19)  
Hero—Goblin Rogue (Assassination), 27 Health  
[Front]: (3) >>> Flip Vorix face down.  
[Back]: If Vorix would deal melee damage, he deals that much nature damage +1 instead.

Vor'na the Disciplined, Horde (Betrayer-26)  
Hero—Blood Elf Mage (Frost),  
Enchanting/Tailoring, 25 Health  
(3), Flip Vor'na >>> Allies can't attack this turn.

Vor'na the Wretched, Horde (Betrayer-35)  
Hero—Blood Elf Mage (Traitor),  
Enchanting/Tailoring, 25 Health  
(3), Flip Vor'na >>> At the end of this turn, the player whose turn it is destroys each ally he controls that neither attacked nor entered play this turn.

Vortex, 0, Mage (Throne-52U)  
Instant Ability—Arcane  
Monster allies in your hand are instant this turn until you play a Monster ally.

Vor'zun, 4, Horde (Crown-126C)  
Ally—Troll Hunter, 3 [Melee] / 2 Health  
When this ally enters play, target ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Voss Treebender, 1, Horde (Azeroth-266C,  
Horde Druid-24C)  
Ally—Tauren Druid, 2 [Nature] / 1 Health  
When this ally attacks, you may exhaust target hero or ally.

Vukora Netherflame, 3, Horde (Icecrown-146C)  
Ally—Orc Warlock, 2 [Fire] / 4 Health  
Opposing allies with **Resistance** have -1 [Health].

Vurkeran, 7, Alliance (Honor-119C)  
Ally—Draenei Shaman, 2 [Nature] / 9 Health  
**Protector** <p> [Activate] >>> Ready all abilities and equipment you control.

Vuza'jin, 2, Horde (Throne-172C)  
Ally—Troll Death Knight, 2 [Frost] / 3 Health  
(2) >>> Token allies you control have +1 ATK this turn.

Vuz'din, 3, Horde (Wrathgate-154C)  
Ally—Troll Mage, 2 [Arcane] / 4 Health  
Opposing abilities lose and can't have powers.

Vylar Whitepaw, 2, Alliance (Icecrown-121C)  
Ally—Night Elf Druid, 0 [Melee] / 5 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)  
<p> When this ally defends, it heals 1 damage from itself.

Vyloxx, 6 (Crown-148R)  
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health  
When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <p> Other Demon and Monster allies you control have +2 / +2.

Wake of Destruction (Hogger-28U, Throne-260U)  
Quest  
If you control two or more Monster heroes and/or allies: Pay (2) to complete this quest.  
<p> Reward: Draw a card.

Waking the Beast (Hogger-29C, Throne-261C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's a Monster ally, put it into your hand. Otherwise, leave it on top of your deck.

Waldo the Decoy, 3, Alliance (Legion-169U)  
Ally—Gnome Rogue, 2 [Melee] / 3 Health  
Exhaust your hero >>> Exhaust target ally.

Wall of Terror, 6, PaWa (Naxxramas-21R)  
Equipment—Armor—Shield, Off-Hand (1), 3 DEF  
When this armor enters play, put each other ability, ally, and equipment into its owner's hand.

Wall of the Dead, 2, PaShWa (Azeroth-302E)  
Equipment—Armor—Shield, Off-Hand (1), 0 DEF  
Remove an ally in your graveyard from the game >>> Add a bone counter. <p> This armor has +1 [DEF] for each bone counter.

Wand of Biting Cold, 2, MaPrLo (Drums-236U)  
Instant Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike  
When this weapon enters play, target hero or ally can't attack this turn.

Wand of Eternal Light, 1, MaPrLo (Class-223U, Legion-292U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Holy], 1 Strike  
Damage that would be dealt with this weapon is unpreventable.

Wand of Prismatic Focus, 4, MaPrLo (Honor-181U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
When this weapon enters play, your hero deals 1 arcane, 1 fire, 1 frost, 1 nature, and 1 shadow damage to target ally.

Wand of Ruby Claret, 3, MaPrLo (Jaina-23C, Worldbreaker-249C)  
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike  
When this equipment enters play, you may put target ability from your graveyard on top of your deck.

Wand of the Forgotten Star, 1, MaPrLo (Alliance Priest-25U, Gladiators-188U)  
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike  
When combat damage is dealt with this weapon to a hero, that hero's controller puts that many cards from the top of his deck into his graveyard.

Wand of the Seer, 4, MaPrLo (Betrayal-243R)  
Equipment—Weapon—Wand, Ranged (1), 1 [Nature], 1 Strike  
When your hero deals damage with an ability to a hero, it also deals that much nature damage divided as you choose to any number of target allies.

Wand Specialization, 3, Mage (Legion-54R)  
Ability—Arcane  
**Arcane Talent** (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Ongoing: Wands you control have +2 ATK. <p> When you strike with a Wand, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*)

Wanda Darkfizz, 1, Alliance (Knight-16C)  
Ally—Gnome Death Knight, 2 [Shadow] / 1 Health  
This ally has **Elusive** and **Untargetable** while you control a weapon.

Wanted: Durn the Hungerer (Class-231C, 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 2 [Melee] / 2 [Health] Gnoll ally token named Hogger into play. When that ally leaves play, draw two cards.

Wanton Warlord (Wrathgate-217C)  
Quest  
Exhaust four cards you control to complete this quest. <p> Reward: Draw a card.

War of Attrition, 3, Warrior (Drums-89R)  
Ability—Fury  
Put any amount of damage divided as you choose on allies you control. Each opponent divides that much damage among allies he controls. Players can't put more than fatal damage on an ally this way.

War Party Hitching Post, 1, DkDrHuMaPaPrRoShLoWa (Elements-189R, Elements Loot-2L)  
Equipment—Item  
You can control any number of Mounts.

War Stomp, 3, Horde (Dark Portal-137U)  
Instant Ability  
Tauren Hero Required <p> Exhaust all opposing heroes and allies.

Warbringer, 1, Warrior (Icecrown-87R)  
Ability—Protection  
**Protection Talent** (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Ongoing: [Activate] >>> [Warrior] abilities and equipment in your hand are instant this turn until you play a card.

Warbringer Arix'amal, 3 (Legion-254U)  
Ally—Demon, Unique, 3 [Melee] / 2 Health  
Other Demons have +2 ATK.

Warcaller Zin'bawa, 3, Horde (Dark Portal-240R)  
Ally—Troll Warrior, 0 [Melee] / 5 Health  
Troll Hero Required <p> **Protector** <p> This ally has +1 ATK for each damage on allies you control.

Warchief Garrosh Hellscream, 4, Horde (Twilight-149E)  
Ally—Orc Warrior, Garrosh (1), 6 [Melee] / 3 Health  
When another [Horde] ally enters play under your control, it has **Assault 2**, **Ferocity**, and "At the end of your turn, destroy this ally." this turn.

Warchief Thrall, 9, Horde (Azeroth-267E)  
Ally—Orc Shaman, Unique, 7 [Melee] / 8 Health  
Other Horde allies you control have +3 / +3.

Warchief's Revenge, Horde (Worldbreaker-252R)  
Quest  
Goblin Hero Required <p> On your turn: For each ally you control, you may pay (1) to complete this quest. <p> Reward: Your hero deals 1 nature damage to target hero or ally for each (1) paid this way.

Warden Ravella, 3, Alliance (Dark Portal-196C)  
Ally—Night Elf Warrior, 2 [Melee] / 3 Health  
**Protector**, **Untargetable**

Warden Stormclaw, Horde (Betrayal-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] / 1 Health  
**Elusive**, **Protector**

Warglaive of Azzinoth, Left Hand of the Betrayer, 5, RoWa (Black Temple-9R)  
Equipment—1H Weapon—Warglaive Sword, Melee (1), Unique, 3 [Melee], 0 Strike  
Your hero has **Dual Wield** while you control another Warglaive. <p> When this weapon leaves play, put a 3 [Fire] / 3 [Health] Demon ally token named Flame of Azzinoth into play with **Ferocity**.

Warglaive of Azzinoth, Right Hand of the Betrayer, 4, RoWa (Black Temple-8R)  
Equipment—1H Weapon—Warglaive Sword, Melee (1), Unique, 3 [Melee], 1 Strike  
When you strike with this weapon, ready another Warglaive you control. <p> When this weapon leaves play, put a 3 [Fire] / 3 [Health] Demon ally token named Flame of Azzinoth into play with **Protector**.

Warlock Training, 1, Warlock (Legion-114U)  
Ability—Affliction  
Attach to target friendly ally. <p> Ongoing: When attached ally attacks, you may put target opposing ally into its owner's hand.

Warlord Goretooth, 5, Horde (Azeroth-268E)  
Ally—Orc Warrior, Unique, 3 [Melee] / 4 Health  
Orcs you control have **Ferocity**.

Warlord Grog'thol (Crown-4)  
Monster Hero—Ogre Shaman, 31 Health  
[Front]: (8) >>> Flip Grog'thol face down. <p> You pay (8) less to flip Grog'thol if you control at least two allies each with 6 or more ATK. [Back]: **Assault 3**, **Smash** (*If Grog'thol would deal more than fatal combat damage to a defending ally, he deals the rest to that ally's controller's hero.*)  
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Warlord Kalithresh, 6 (Betrayal-215R)  
Ally—Naga Traitor, Unique, 5 [Melee] / 7 Health  
Traitor Hero Required <p> At the end of your turn, put a 0 [Melee] / 1 [Health] Naga Distiller ally token into play. <p> At the start of your turn, destroy a Naga Distiller you control. If you do, this ally has +5 ATK this turn.

A Warm Welcome (Betrayal-263R)  
Quest  
If your hero dealt 5 or more damage this turn: Pay (2) to complete this quest. <p> Reward: Draw two cards.

Warmace of Menethil, 5, DkPaWa (Alliance Warrior-22R, Worldbreaker-250R)  
Equipment—2H Weapon—Mace, Melee (1), 5 [Melee], 2 Strike  
When damage is dealt with this equipment, draw a card.

Warmaster Bo'jo, Horde (Illidan-18)  
Hero—Troll Warrior (Arms),  
Alchemy/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] / 5 Health  
Orc Hero Required <p> **Ferocity** <p> (2) >>>  
This ally has +1 ATK this turn.

Warning Shot, 1, Hunter (Elements-44C)  
Instant Ability—Survival  
Target ally with cost 4 or more has -5 ATK this  
turn.

Warp Splinter's Thorn, 2, HuRoShWa (Outland-  
226U)  
Equipment—1H Weapon—Dagger, Melee (1), 2  
[Melee], 2 Strike  
Your hero has **Dual Wield**. <p> (1), Destroy a  
Dagger you control >>> Your hero deals 2  
ranged damage to target ally.

Warpwood Binding, 2, Hunter (Outland-207R)  
Equipment—Armor—Mail, Waist (1), 1 DEF  
You pay (1) less to strike with Ranged weapons.

Warrax, Alliance (Azeroth-8)  
Hero—Dwarf Warrior (Protection),  
Blacksmithing/Mining, 30 Health  
(1), Flip Warrax >>> Warrax has **Protector** this  
turn.

Warrior Training, 1, Warrior (Legion-124U)  
Ability—Protection  
Attach to target friendly ally. <p> Ongoing:  
Opposing heroes and allies can attack only  
attached ally if able.

Warsong Gulch (Honor-205C)  
Location—Battleground (2)  
When you play a card, add an honor counter.  
<p> [Activate], Remove two honor counters >>>  
Target ally has **Protector** this turn.

Wasteland Tallstrider, 5 (Throne-219E, Throne  
Loot-3L)  
Monster Ally—Tallstrider, 4 [Melee] / 4 Health  
**Ferocity** <p> When this ally attacks, you may  
reveal the top card of your deck. If you revealed  
a quest or location this way, this and other allies  
you control have +2 ATK and **Ferocity** this turn.

Wastewalker Helm, 2, DrRo (Betrayal-227U)  
Equipment—Armor—Leather, Head (1), 1 DEF  
When your hero deals damage to an exhausted  
ally, destroy it.

Wastewalker Leggings, 4, DrRo (Betrayal-228R)  
Equipment—Armor—Leather, Legs (1), 1 DEF  
When an opposing hero or ally exhausts, your  
hero deals 1 melee damage to it.

Wastewalker Shoulder pads, 3, DrRo (Illidan-  
217U)  
Equipment—Armor—Leather, Shoulder (1), 1  
DEF  
When your hero attacks, you may exhaust target  
hero or ally.

Wastewalker Tunic, 2, DrRo (Legion-269U)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
This armor has +5 [DEF] while your hero is  
attacking an exhausted hero or ally.

Watcher Mal'wi, 4, Horde (Azeroth-269C)  
Ally—Troll Hunter, 3 [Ranged] / 3 Health  
When an opposing ally enters play, this ally  
deals 1 ranged damage to it.

Watchman Visi, 4, Alliance (Worldbreaker-  
162C)  
Ally—Human Hunter, 4 [Nature] / 3 Health  
This ally has **Assault 2** while an opposing hero  
is face down. *(It has +2 ATK on your turn.)*

Water Breathing, 2, Shaman (Drums-73R)  
Ability—Enhancement  
Ongoing: You may complete quests from your  
hand. As you do, remove them from the game as  
an additional cost.

Water Elemental, 3, Mage (Illidan-54R)  
Ally—Elemental Frost, Pet (1), 3 [Frost] / 4  
Health  
**Frost Talent** *(You can't put Arcane Talents or  
Fire Talents in your deck.)* <p> [Activate] >>>  
This ally deals 1 frost damage to each opposing  
hero and ally. A character dealt damage this way  
can't attack this turn.

Water Shield, 3, Shaman (Betrayal-106U)  
Ability—Restoration  
Ongoing: This ability enters play with three  
mana counters. <p> When an opposing hero or  
ally deals damage to your hero, ready up to  
three resources you control and remove a mana  
counter. If none remain, destroy this ability.

Water Walking, 1, Shaman (Scourgewar-93U)  
Ability—Enhancement  
Ongoing: [Activate] >>> Put target location or  
quest from your graveyard into your hand.

Waters of Elune (Throne-262C)  
Quest  
On your turn: Pay (4) to complete this quest.  
<p> Reward: Draw a card.

Wavestorm Totem, 2, Shaman (Honor-66C)  
Ability Ally—Restoration, Water Totem (1), 0  
[Frost] / 1 Health  
Ongoing: When an opposing ability, ally, or  
equipment readies, put it into its owner's hand.  
<p> *(Totems can't attack.)*

Waylay, 2, Rogue (Azeroth-105U)  
Instant Ability—Assassination Combo  
Exhaust target ally. If your hero has **Stealth**, it  
deals melee damage to that ally equal to that  
ally's [Health].

Wazix Blonktop, 5, Alliance (Worldbreaker-  
163C)  
Ally—Gnome Priest, 5 [Holy] / 4 Health  
**Untargetable**

Waz'luk, 1, Horde (Citadel Raid-74C, Class-200C,  
Dark Portal-242C, Horde Priest-21C, Horde  
Warlock-21C, Sylvanas-20C)  
Ally—Troll Mage, 2 [Fire] / 1 Health  
When this ally enters play, he deals 1 fire  
damage to target hero.

Wazzuli Wildmender, 5, Horde (Azeroth-270C)  
Ally—Troll Shaman, 3 [Nature] / 5 Health  
At the start of your turn, this ally heals 1  
damage from each hero and ally you control.

Weakening Poison, 1, Rogue (Wrathgate-71U)  
Instant Ability—Poison  
Attach to target hero or ally that was dealt  
combat damage by your hero this turn. <p>  
Ongoing: Attached character has -4 ATK.

Weapon Mastery, 2, Warrior (Drums-90R)  
Ability—Fury  
**Fury Talent** *(You can't put Arms Talents or  
Protection Talents in your deck.)* <p> Ongoing:  
When you play a Melee weapon, add a strength  
counter. <p> Melee weapons you control have  
+1 ATK for each strength counter.

Webster, 3, Hunter (Illidan-43R)  
Ally—Spider, Pet (1), 4 [Nature] / 3 Health  
At the end of your turn, you may put a web  
counter on target ally. <p> Allies with a web  
counter can't attack. <p> When this ally leaves  
play, remove all web counters from opposing  
allies.

Weeble, 6, Alliance (Legion-170C)  
Ally—Gnome Warrior, 4 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, draw  
two cards.

Weldon Barov, 5, Alliance (Drums-151E)  
Ally—Human Warrior, Unique, 5 [Melee] / 5  
Health  
At the end of your turn, put three 1 [Melee] / 1  
[Health] Peasant ally tokens into play with  
**Protector**. At the end of the next turn, destroy  
them.

Wendy Anne, 2, Alliance (Crown-99C, Jaina-19C)  
Ally—Human Mage, 2 [Frost] / 3 Health  
When this ally enters play, **Delve**. *(Look at the  
top two cards of your deck. Put any number of  
them on top of your deck in any order, and the  
rest on the bottom.)*

Wentletrap Vest, 2, HuSh (Throne-226C)  
Equipment—Armor—Mail, Chest (1), 2 DEF

Wesley Shadowsworn, 7, Alliance (Icecrown-  
122C)  
Ally—Human Warlock, 8 [Shadow] / 6 Health

What Illidan Wants, Illidan Gets . . . (Alliance  
Warlock-30U, Horde Warlock-28U, Illidan-  
252U)  
Quest  
If you control a Demon: Pay (2) to complete this  
quest. <p> Reward: Draw a card.

What's Haunting Witch Hill? (Worldbreaker-  
267C)  
Quest  
Pay (2) and an additional (1) for each opposing  
face-up resource to complete this quest. <p>  
Reward: Draw a card.

What's Wrong at 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 this quest and pay (5) to complete it. <p> Reward: Target opponent destroys a resource he controls.

Whirlwind, 5, Warrior (Class-123U, Betrayer-126U, Horde Warrior-9U)

Instant Ability—Fury

Your hero deals melee damage to each opposing ally equal to the ATK of a Melee weapon you control.

Whirlwind Weapon, Warrior (Scourgewar-266U)

Quest

On your turn: Pay (5) to complete this quest. <p> Reward: Your hero deals X melee damage to each opposing ally, where X is the ATK of a Melee weapon you control.

Whispering Blade of Slaying, 1, RoShWa (Legion-293U)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike

Other Daggers you control have +1 ATK. <p> Your hero has **Dual Wield**. (*Can control a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.*)

Whitemane's Chapeau, 4, MaPrLo (Azeroth-303U)

Equipment—Armor—Cloth, Head (1), 1 DEF  
When this armor enters play, you may put an ability from your graveyard into your hand.

Whiteout, 6, Mage (Citadel Raid-50U, Icecrown-45U, Jaina-8U)

Ability—Frost

Your hero deals 3 frost damage to each opposing hero and ally. <p> Ongoing: Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

Whiteout Staff, 3, Horde, DrMaPrLo (Honor-186U)

Equipment—2H Weapon—Staff, Melee (1), 1 [Frost], 3 Strike

When an [Alliance] ally is dealt frost or [Frost] damage, destroy it.

Whitney Gravecaller, 5, Horde (Scourgewar-198C)

Ally—Undead Death Knight, 3 [Shadow] / 5 Health

**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)

<p> When this ally enters play, you may put target Death Knight or Undead ally from your graveyard into your hand.

Widow Venom, 4, Hunter (Elements-45U)

Ability—Beast Mastery

Attach to target hero or ally. <p> Ongoing: Attached character can't be healed. <p> At the start of your turn, your hero deals 2 nature damage to attached character.

Widow's Fury, 2, DkRoWa (Naxxramas-40R)  
Equipment—1H Weapon—Sword, Melee (1), 3 [Melee], 2 Strike

This weapon has +3 ATK if an ally you controlled was destroyed this turn.

Wilba, 4, Alliance (Azeroth-223R)

Ally—Dwarf Hunter, 2 [Ranged] / 4 Health

When a Spider you control deals combat damage to an ally, destroy that ally. <p> (3) >>> Put a 1 [Melee] / 1 [Health] Unique Spider ally token named Charlotte into play.

Wild Cascade, 6, Druid (Crown-16R)

Ability—Balance

Ongoing: At the start of your turn, put a token copy of each token ally you control into play.

Wild Fervor, 2, Hunter (Elements-46U)

Ability—Beast Mastery

Target ally has **Assault 2**, **Ferocity**, and **Long-Range** this turn.

Wild Growth, 1, Druid (Twilight-36R)

Instant Ability—Restoration

**Restoration Talent** (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Your hero heals all damage from each ally you control. Then, this ability enters play with a growth counter for each ally healed this way. <p> Ongoing: Your hero has **Mend 1** for each growth counter on this ability.

Wild Hammer, 7, Warrior (Elements-201R)

Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 7 Strike

**Fury Talent** (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Your hero has Two-Handed Dual Wield. <p> While you control no ready resources, you pay (7) less to strike with Two-Handed weapons.

Wild Mushroom, 3, Druid (Twilight-37R)

Ability—Balance

Ongoing: This ability enters play with three fungus counters. <p> At the start of your turn, remove a fungus counter from this ability. If none remain, destroy this ability. If you do, your hero deals 5 nature damage to target hero, plus an additional 5 for each other card named Wild Mushroom you control.

Wild Roots, 3, Druid (Throne-38U)

Ability—Balance

Attach to target ally and exhaust it, then **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*) <p> **Ongoing:** Attached ally can't ready.

Wildlife Defender, 2, PaShWa (Elements-187R)

Equipment—Armor—Shield, Off-Hand (1), 2 DEF

While you control a Dragonkin, your hero has **Protector**. <p> **Stash:** Put target Dragonkin from your graveyard on top of your deck.

Wildseer Varel, Alliance (Throne-10)

Hero—Worgen Druid, 27 Health

On your turn: (4), Flip Varel >>> Search your deck for an attachment, reveal it, and put it into your hand.

Wildwatcher Elandra, 3, Alliance (Illidan-142C)  
Ally—Night Elf Druid, 3 [Arcane] / 3 Health  
When this ally enters play, target player shuffles his graveyard into his deck.

Wildweaver Masa'zun, 6, Horde (Twilight-150C)

Ally—Troll Druid, 4 [Nature] / 6 Health

When this ally enters play, she heals 3 damage from each hero and ally you control.

Will of Arlokk, 1, DrPrSh (Dark Portal-287U)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike

When this weapon enters play, your hero heals 3 damage from target hero or ally. <p> (1), Destroy this weapon >>> Your hero heals 3 damage from target hero or ally.

Wimbly Tinkerton, 4, Alliance (Illidan-143U)

Ally—Gnome Warrior, 2 [Melee] / 5 Health  
**Protector** <p> When this ally defends, draw a card.

Wind Shear, 2, Shaman (Scourgewar-94R)

Instant Ability—Elemental

Choose one or both: Interrupt target ability; or exhaust target hero or ally.

Windfury Infusion, 6, Shaman (Honor-67R)

Ability—Enhancement

Attach to target ally or weapon. <p> Ongoing: Attached card has +3 ATK. <p> When attached card exhausts for the first time each turn, you may ready it.

Windfury Totem, 4, Shaman (Azeroth-118R)

Instant Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 1 Health

Ongoing: When each hero or ally you control attacks for the first time each turn, you may pay (1). If you do, ready that character. <p> (*Totems can't attack.*)

Windfury Weapon, 2, Shaman (Azeroth-119R)

Instant Ability—Enhancement

Attach to a Melee weapon you control. <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.

Windguard Totem, 2, Shaman (Throne-75U)

Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 4 Health

Ongoing: At the start of each opponent's turn, you may ready all allies you control. <p> (*Totems can't attack.*)

The Windlord's Gift, 3 (Elements-107U)

Ability

Ongoing: When this ability enters play, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play. <p> (1), Destroy this ability >>> Target ally has **Untargetable** this turn.

Windrunner's Heartseeker, 5, Hunter (Citadel-27R, Sylvanas-24R)

Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 0 Strike

**Long-Range** <p> When this weapon enters play, put two 1 [Melee] / 1 [Health] Undead ally tokens into play. <p> This weapon has +1 ATK for each Undead you control.

Windseer Tarus, 4, Horde (Azeroth-271U)  
Ally—Tauren Shaman, 3 [Melee] / 3 Health  
When this ally attacks for the first time each turn, you may pay (1). If you do, ready him.

Windshear Totem, 3, Shaman (Citadel-8U)  
Instant Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 1 Health  
Ongoing: When this card enters play, you may interrupt target ability. <p> At the start of your turn, this card deals 1 nature damage to target hero or ally.

Windspeaker Nuvu, 1, Alliance (Alliance Shaman-23C, Twilight-127C)  
Ally—Draenei Shaman, 1 [Nature] / 2 Health  
When this ally attacks for the first time each turn, ready him.

Windstriker Larun, 3, Horde (Honor-147R)  
Ally—Tauren Shaman, 3 [Nature] / 4 Health  
Each ally has ATK equal to its printed ATK, has [Health] equal to its printed [Health], and can't gain or lose ATK or [Health].

Windtalker's Wristguards, 4, HuSh (Honor-164R)  
Equipment—Armor—Mail, Wrist (1), 1 DEF  
[Activate] >>> Reveal the top two cards of your deck, then put them on the bottom. If they have different card types, your hero deals 2 nature damage to target hero or ally.


Wing Clip, 1, Hunter (Dark Portal-42C, Worldbreaker-51C)  
Instant Ability—Survival  
Target hero or ally can't attack your hero this turn. Your hero deals 1 melee damage to it.

Winston Duskhaven, 6, Horde (Scourgewar-199C)  
Ally—Undead Rogue, 6 [Melee] / 4 Health  
**Shadow Resistance** (*Prevent all shadow ([Shadow]) damage that this ally would be dealt.*)  
<p> (2), Discard a card >>> Target hero or ally has **Shadow Resistance** this turn.

Winter's Grasp, 3, Mage (Azeroth-60U)  
Ability—Frost  
Ongoing: Opposing allies can't attack heroes or allies you control unless their controller pays (1) for each attacker.

Winter's Icy Embrace, 1, DrRo (Icecrown-178C)  
Equipment—Armor—Leather, Chest (1), 1 DEF  
Opposing heroes and allies lose and can't have **Resistances**.

Winterstorm Totem, 3, Shaman (Drums-74U)  
Ability Ally—Elemental, Water Totem (1), 0 [Frost] / 1 Health  
Ongoing: At the start of each opponent's turn, this Totem deals 1 frost damage to target hero or ally that opponent controls. A character dealt damage this way can't attack this turn. <p> (*Totems can't attack.*)

Winter Veil Disguise Kit, 2,  
DkDrHuMaPaPrRoShLoWa (Holiday -1R)  
Equipment—Item  
[Activate] >>> Target ally you control is also a Snowman this turn. <p> When a Snowman you control defends against a non-[Fire] hero or ally, remove it from combat.

Wipe or Snipe, 3, Hunter (Illidan-44U)  
Instant Ability—Marksmanship  
Choose one: Your hero deals 1 ranged damage to each of up to three target heroes and/or allies; or attach to target ally. <p> Ongoing: Attached ally has **Long-Range**.

Wisp, 1, Alliance (Dark Portal-197U)  
Ally—Wisp, 0 [Nature] / 1 Health  
At the start of your turn, if this ally is in your graveyard, you may pay (1). If you do, put this ally into your hand.

Wisp Amulet, 4, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-5E)  
Equipment—Item  
When a non-token ally in your party is destroyed, put a 0 [Nature] / 1 [Health] Wisp ally token into play. <p> Wisps you control have **Harmonize**.

Witch Doctor Ka'booma, 2, Horde (Crown-127R)  
Ally—Troll Warlock, 4 [Shadow] / 1 Health  
When this ally deals combat damage to a defending hero, reveal the top card of your deck. This ally deals shadow damage to your hero equal to that revealed card's cost, then put that card into your hand.

Witch Doctor Koo'zar, Horde (Gladiators-18)  
Hero—Troll Priest (Discipline), Mining/Engineering, 26 Health  
(1), Flip Koo'zar >>> Ready up to three target resources.

The Witch's Bane (Worldbreaker-268C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card for each five opposing face-down resources.

Withdraw, 3 (Azeroth-172C)  
Instant Ability  
Put target ally into its owner's hand.

Withering Decay, 4, Death Knight (Worldbreaker-32U)  
Ability—Unholy Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> On your turn, allies in attached hero's party have -1 [Health].

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] / 3 Health  
**Shadowmeld** (*Elusive and Untargetable while ready.*) <p> When this ally deals combat damage to an opponent's defending hero, you may destroy target ability or equipment he controls.

Wooly White Rhino, 2 (Icecrown-169R, Icecrown Loot-3L)  
Ally—Rhino, Mount (1), 0 [Melee] / 3 Health  
**Frost Resistance** <p> You pay (1) less to complete quests. <p> When you place a resource face up into your resource row, choose one: Your hero can't be protected against this turn; or the next time your hero would deal damage this turn, it's unpreventable. <p> (*Mounts can't attack or be attacked.*)

Word of Blight, 1, DkPr (Scourgewar-122U)  
Ability—Unholy Shadow  
Your hero deals shadow damage to target ally equal to the number of allies in your graveyard.

Word of Glory, 3, Paladin (Twilight-61U)  
Ability—Holy  
Ongoing: Your hero has **Protector** and **Mend 1**.

World Breaker, 5, PaShWa (Gladiators-189R)  
Equipment—2H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike  
On your turn: (6), [Activate], Destroy this weapon >>> Destroy all resources.

World in Flames, 8, Mage (Azeroth-61R)  
Ability—Fire  
Ongoing: If your hero would deal fire damage, it deals double that much instead.

World of Shadows (Scourgewar-267C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card, and target hero or ally you control has **Shadow Resistance** this turn. (*Prevent all shadow ([Shadow]) damage that it would be dealt.*)

The Worldbreaker (Twilight-219R)  
Quest  
Pay (8) and turn all other quests you control named The Worldbreaker face down to complete this quest. <p> Reward: Your hero has **Assault 5** and [Fire] this turn, plus an additional **Assault 5** this turn for each other quest turned face down this way.

Wormwood, 2, Horde (Azeroth-272U)  
Ally—Undead Warlock, 1 [Shadow] / 1 Health  
(1), Put 1 damage on this ally >>> Put target ally into its owner's hand.

Wound Poison, 1, Rogue (Legion-90U)  
Instant Ability—Poison  
Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: Attached character can't be healed. <p> At the start of your turn, your hero deals 1 nature damage to attached character.

Wraith Scythe, 4, HuPaShWa (Azeroth-339R)  
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike  
When your hero deals combat damage, it also heals that much from itself.

Wraith Spear, 4, DkHuPa (Wrathgate-200R)  
Equipment—2H Weapon—Polearm, Melee (1), 4 [Melee], 2 Strike  
When you strike with this weapon while your hero is defending, it heals 4 damage from itself.

Wraps of the Astral Traveler, 3, MaPrLo (Wrathgate Badge-4E)  
Equipment—Armor—Cloth, Wrist (1), 1 DEF  
On your turn: (3), [Activate] >>> Remove target opposing ability, ally, or equipment from the game. Its owner puts it into play at the start of your next turn.

Wrath, 2, Druid (Alliance Druid-10C, Class-36C, Dark Portal-30C, Horde Druid-12C, Worldbreaker-42C)  
Ability—Balance  
Your hero deals 3 nature damage to target hero or ally.

Wrath of Turalyon, 4, Paladin (Alliance Paladin-8R, Betrayer-76R)  
Instant Ability—Retribution  
Destroy all allies that attacked this turn.

Wrathtide Longbow, 5, Hunter (Betrayer-244U)  
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> When an opposing ally enters play, your hero deals 1 ranged damage to it.

Wreck, 1, Warrior (Legion-126U)  
Instant Ability—Protection  
Interrupt target equipment.

Wrecking Crew, 2, Warrior (Wrathgate-92R)  
Instant Ability—Arms  
**Arms Talent** (*You can't put Fury Talents or Protection Talents in your deck.*) <p> Interrupt target equipment. If you do, put three 0 [Melee] / 1 [Health] Warrior ally tokens into play with **Assault 2**.

Wristguards of True Flight, 4, HuShWa (Dark Portal-262U)  
Equipment—Armor—Mail, Wrist (1), 1 DEF  
When you strike with a weapon, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*)

Wristwraps of the Cutthroat, 3, DrRo (Icecrown Badge-4R)  
Equipment—Armor—Leather, Wrist (1), 1 DEF  
At the end of each opponent's turn, if a card didn't enter his graveyard this turn, he discards a card.

Wub's Cursed Hexblade, 2, MaPrLo (Honor-182R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 2 Strike  
(2), Destroy this weapon >>> Destroy target ally. If an opponent went first this game, put a card with the same name as that ally from a graveyard into play under your control.

Wuzlo Grindergear, 3, Alliance (Throne-134C)  
Ally—Gnome Warrior, 1 [Melee] / 5 Health  
Weapons you control have **Assault 2**. (*They have +2 ATK on your turn.*)

Wyler Surestrike, 2, Alliance (Drums-153C)  
Ally—Night Elf Rogue, 2 [Melee] / 1 Health  
**Shadowmeld** (*Elusive and Untargetable while ready.*) <p> When this ally deals combat damage to a defending ally, destroy that ally.

Wyndarr Shadefist, 4, Alliance (Alliance Rogue-21C, Wrathgate-128C)  
Ally—Night Elf Rogue, 4 [Melee] / 3 Health  
This ally has **Stealth** while an opponent controls an ally with cost 4 or less.

Wyneth Harridan, 4, Alliance (Azeroth-224R)  
Ally—Human Paladin, 2 [Holy] / 4 Health  
**Protector** <p> (3), [Activate] >>> Destroy target Undead ally.

Wynnd the Spry, 4, Alliance (Citadel Raid-66C, Gladiators-119C)  
Ally—Night Elf Druid, 2 [Melee] / 4 Health  
**Elusive** (*This ally can't be attacked.*) <p> This ally has +1 ATK for each exhausted opposing resource.

Wyrmwing Treads, 2, HuSh (Worldbreaker-228U)  
Equipment—Armor—Mail, Feet (1), 1 DEF (1), Exhaust a Dragonkin you control >>> Ready target exhausted ally.

Wysko, 2, Horde (Horde Rogue-21U, Horde Warrior-20U, Legion-209U)  
Ally—Troll Warrior, 3 [Melee] / 2 Health  
Weapons you control have +1 ATK while your hero is attacking.

Wyvern Sting, 1, Hunter (Worldbreaker-52R)  
Instant Ability—Survival Sting  
**Survival Talent** (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*) <p> Attach to target ally, or target hero or ally if you control a Ranged weapon. <p> Ongoing: Attached character can't attack or exhaust unless its controller pays (2).

X-51 Nether-Rocket, 2 (Betrayer-216R, Betrayer Loot-3L)  
Ally—Rocket, 0 [Melee] / 5 Health (1), [Activate] >>> Target [Horde] ally you control has **Ferocity** this turn. At end of turn, destroy it. <p> (1), [Activate] >>> Target [Alliance] ally you control can use [Activate] powers this turn. At end of turn, destroy it.

Xanata the Lightsworn, 2 (Betrayer-195U)  
Ally—Draenei Paladin, 1 [Holy] / 3 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Protector** <p> If this ally would be dealt combat damage while defending, prevent 2 of it.

Xavar the Resourceful, 1 (Legion-227C)  
Ally—Draenei Paladin, 1 [Holy] / 2 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> **Inspire**: Resource (*You may ready a resource you control during each other player's ready step.*)

Xela the Tormentor, 6, Horde (Illidan-171R)  
Ally—Blood Elf Warlock, 3 [Shadow] / 3 Health  
When this ally enters play, you may put a Pet from your graveyard into play if its cost is less than or equal to the number of resources you control.

Xerandaal, Shade Servitor, Alliance (Scourgewar-10)  
Hero—Draenei Priest (Shadow), Tailoring/Inscription, 26 Health  
If you control another Priest: Flip Xerandaal >>> Xerandaal deals 3 shadow damage to target hero.

Xeris, 3, Alliance (Elements-129C)  
Ally—Draenei Death Knight, 3 [Melee] / 2 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Target ally has -1 ATK this turn.

Xia, Queen of Suffering (Illidan-24)  
Hero—Succubus Demon, 20 Health  
[Front]: On your turn: Flip Xia >>> Gain control of target ally.  
[Back]: Deckbuilding: You can include only neutral quests, any [Warlock] abilities, and any allies with 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] / 13 Health  
At the end of your turn, destroy all Demons.

Xuurvis, 4, Alliance (Throne-135C)  
Ally—Draenei Priest, 2 [Holy] / 6 Health  
When 1 or more damage is healed from this ally, you may draw a card.

Ya'mon, 6, Horde (Azeroth-273R)  
Ally—Troll Rogue, 4 [Melee] / 6 Health  
This ally has +1 ATK for each damage on him.

Yana'mi, 3, Horde (Throne-173C)  
Ally—Troll Druid, 1 [Nature] / 5 Health  
When you attach an ability to a hero or ally, draw a card.

Yanna Dai'shalan, Alliance (Outland-9)  
Hero—Night Elf Druid (Balance), Skinning/Leatherworking, 27 Health  
On your turn: (3), Flip Yanna >>> Yanna deals 1 nature damage to target ally for each ally you control.

Ya'za the Vandal, 4, Horde (Illidan-172C)  
Ally—Troll Rogue, 4 [Melee] / 3 Health  
When this ally enters play, you may destroy target armor or item.

Yazli Earthspark, 2, Horde (Horde Druid-25C, Horde Mage-24C, Horde Priest-22C, Twilight-151C)  
Ally—Goblin Shaman, 2 [Nature] / 2 Health  
When this ally attacks, she may deal 2 nature damage to target hero.

Yellowspine, 4, Horde (Legion-210C)  
Ally—Troll Mage, 3 [Arcane] / 1 Health  
**Long-Range** (*Defenders deal no combat damage to this ally.*) <p> Other allies you control can protect this ally.

Yertle, 4, Hunter (Crown-20R)  
Monster Ally—Turtle, Pet (1), 4 [Melee] / 0 Health

**Protector, Eternal** (*When this enters your graveyard from anywhere, you may shuffle it into your deck.*) <p> This ally has +1 [Health] for each resource you control. <p> When this ally is destroyed, put a Shell armor token into play with [DEF] equal to the number of resources you controlled as this ally was destroyed.

Ymirheim Chosen Warrior, 3 (Icecrown-161C)  
Scourge Ally—Vrykul Warrior, Unlimited, 1 [Melee] / 5 Health  
Scourge Hero Required <p> **Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, you may search your deck for an ally with the same name, reveal it, and put it into your hand.

Yoink!, 3, Rogue (Gladiators-60R)  
Ability—Subtlety  
Attach to target equipment. <p> Ongoing: You control attached equipment.

You Are Rakh'likh, Demon (Class-232C, Legion-319C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card, or two cards if you control a Demon.

You, Robot (Betrayal-264U)  
Quest  
Pay (1) to complete this quest. <p> Reward: Equipment in your hand are instant this turn.

Your Fortune Awaits You (Azeroth-360C, Citadel Raid-93C, Class-233C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card.

Yoza'tsu, 4, Horde (Elements-151C)  
Ally—Troll Warlock, 4 [Fire] / 1 Health  
When this ally enters play, target opposing ally has -1 [Health] this turn.

Ysera the Dreamer, 20 (Worldbreaker-22E)  
Master Hero—Green Dragonkin Aspect, 3 [Nature] / 40 Health  
You pay (1) less to play Ysera for each face-down resource you control. <p> **Mend 3** <p> At the start of your turn, you may draw a card.

Yula the Fair, 4, Horde (Honor-148U)  
Ally—Blood Elf Paladin, Unique, 4 [Holy] / 2 Health  
Pay (2) or remove an honor counter from a card you control >>> Prevent the next 1 damage that this ally would be dealt this turn.

Yuna Sunridge, Horde (Worldbreaker-20)  
Hero—Tauren Priest (Holy), 27 Health  
[Front]: (3) >>> Flip Yuna face down.  
[Back]: **Mend 1** (*At the start of your turn, Yuna may heal 1 damage from target hero or ally.*)

Zaduru, 2, Horde (Icecrown-147C)  
Ally—Troll Priest, 2 [Shadow] / 2 Health  
This ally has **Assault 1** for each ready opposing resource.

Zagrun Wolfeye, Horde (Scourgewar-19)  
Hero—Orc Shaman (Enhancement),  
Leatherworking/Inscription, 28 Health  
If you control another Shaman: Flip Zagrun >>> Put a +1 ATK counter on target Melee weapon.

Zag'zil, Horde (Legion-18)  
Hero—Troll Rogue (Combat),  
Blacksmithing/Leatherworking, 27 Health  
On your turn: (X), Flip Zag'zil >>> Destroy target weapon with cost X.

Zaistor the Vigilant, 2 (Legion-228C)  
Ally—Draenei Paladin, 2 [Holy] / 2 Health  
Aldor Reputation (*You can't put cards with other reputations in your deck.*) <p> (1), Destroy this ally >>> Target hero or ally can't be destroyed this turn.

Zakis Trickstab, 3, Horde (Horde Rogue-22C, Horde Shaman-21C, Worldbreaker-199C)  
Ally—Goblin Rogue, 3 [Nature] / 1 Health  
**Elusive** (*This ally can't be attacked.*) <p> **Stealth** (*This ally can't be protected against.*)

Zalan Ragewind, 4, Horde (Honor-149C)  
Ally—Tauren Druid, 3 [Arcane] / 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] / 2 Health  
**Elusive** (*This ally can't be attacked.*) <p> When this ally is dealt damage, also put that much on your hero.

Zane the Sniper, Alliance (Twilight-10)  
Hero—Human Hunter, 28 Health  
[Front]: (2) >>> Flip Zane face down.  
[Back]: You pay (1) less to strike with Ranged weapons.

Zapped Giants (Azeroth-361C, Class-234C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Reveal the top three cards of your deck. Put a revealed ability into your hand and the rest on the bottom of your deck.

Zaritha, Alliance (Class-17, Illidan-9)  
Hero—Draenei Shaman (Restoration),  
Alchemy/Enchanting, 28 Health  
(2), Flip Zaritha >>> Zaritha heals 5 damage from target hero or ally.

Zarixx, Herald of Death, 7, Horde (Throne-174U)  
Ally—Goblin Death Knight, 4 [Melee] / 4 Health  
**Empower Death Knight:** When this ally enters play, if you control another Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play, and token allies you control have +1 ATK and **Ferocity** this turn.

Zari'zari, 2, Horde (Class-201C, Drums-198C)  
Ally—Troll Priest, 2 [Holy] / 3 Health  
**Berserking** (*This ally has +1 ATK for each damage on it.*)

Zarvix the Tormentor, 5, Horde (Elements-152R)  
Ally—Goblin Priest, 2 [Shadow] / 7 Health  
**Time is Money** <p> [Activate] >>> Target player puts the top card of his deck into his graveyard for each Goblin you control.

Zaza'jun, 4, Horde (Crown-128U)  
Ally—Troll Druid, 2 [Nature] / 2 Health  
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Assault 1**. (*They have +1 ATK on your turn.*)

Zazel the Greedy, Horde (Twilight-20)  
Hero—Goblin Rogue, 27 Health  
[Front]: (6) >>> Flip Zazel face down.  
[Back]: **Assault 2** (*Zazel has +2 ATK on your turn.*)

Zazzo Dizzleflame, 4, Alliance (Crown-100R)  
Ally—Gnome Warlock, 1 [Fire] / 5 Health  
On your turn: [Activate] >>> Destroy another target ally. If you do, that ally's controller reveals cards from the top of his deck until he reveals an ally. He puts that revealed ally into play and shuffles the rest into his deck.

Zealot Kalinov, 2, Alliance (Scourgewar-162R)  
Ally—Human Priest, 2 [Shadow] / 3 Health  
While this ally is in your graveyard, your hero has **Mend 1**.

Zempre, Grace of Elune, 4, Alliance (Drums-154R)  
Ally—Night Elf Priest, 4 [Holy] / 5 Health  
Night Elf Hero Required <p> **Shadowmeld** <p> Prevent all damage that would be dealt to your hero while this ally is exhausted.

Zenith Shadowforce, Alliance (Dark Portal-9)  
Hero—Human Warlock (Demonology),  
Herbalism/Tailoring, 28 Health  
(2), Flip Zenith >>> Turn target opposing hero face down.

Zeni'vun, 3, Horde (Elements-153U)  
Ally—Troll Mage, 1 [Arcane] / 5 Health  
(2), Discard a card >>> This ally deals 1 arcane damage to each opposing hero and ally.

Zephyr, 1, Druid (Outland-27C)  
Instant Ability—Balance  
Choose one: Your hero deals 1 nature damage to target hero or ally; or your hero heals 1 damage from target hero or ally.

Zerzu, 3, Horde (Horde Shaman-22C, Worldbreaker-200C)  
Ally—Troll Druid, 2 [Nature] / 4 Health  
When this ally enters play, she heals all damage from [Nature] allies you control.

Zhar'doom, Greatstaff of the Devourer, 3, MaPrLo (Black Temple-10R)  
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike  
(1), Exhaust your hero, remove three abilities in your graveyard from the game >>> Your hero deals 3 shadow damage to target hero or ally and heals 3 damage from itself.

Zi'mo, 3, Horde (Class-202C, Drums-199C)  
Ally—Troll Mage, 4 [Frost] / 3 Health  
**Berserking** (*This ally has +1 ATK for each damage on it.*)

Zi'mo the Empowered, Horde (Honor-18)  
Hero—Troll Mage (Frost),  
Alchemy/Jewelcrafting, 25 Health  
(1), Flip Zi'mo >>> Zi'mo has +2 ATK while damaged this turn.

Zimzi the Trickster, Horde (Elements-19)  
Hero—Goblin Rogue, 27 Health  
[Front]: (2) >>> Flip Zimzi face down.  
[Back]: Zimzi and allies you control with **Stealth** also have **Assault 1**.

Zin'rokh, Destroyer of Worlds, 7, HuPaWa (Dark Portal-288E)  
Equipment—2H Weapon—Sword, Melee (1), 5 [Melee], 8 Strike  
When your hero deals combat damage with this weapon, destroy all other abilities, allies, equipment, and resources.

Zin'sul, Horde (Elements-20)  
Hero—Troll Death Knight, 29 Health  
[Front]: (2) >>> Flip Zin'sul face down.  
[Back]: You pay (1) less to strike with weapons.

Zintix the Frostbringer, 3, Alliance (Throne-136R)  
Ally—Gnome Death Knight, 3 [Frost] / 3 Health  
When this ally deals damage to an opposing hero, you may search your deck for an attachment and play it immediately, targeting that hero, without paying its cost.

Zip, 2, Hunter (Drums-34U, Horde Hunter-14U, Sylvanas-7U)  
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

Zizzlix Drizzledrill, 2, Horde (Throne-175C)  
Ally—Goblin Priest, 1 [Shadow] / 5 Health  
Opponents can't target this ally.

Zomm Hopeslayer, Horde (Outland-18)  
Hero—Orc Rogue (Assassination),  
Skinning/Leatherworking, 27 Health  
(X), Flip Zomm >>> Put X Combos from your removed from game zone into your graveyard.

"Zooti" Fizzlefury, 5, Alliance (Elements-130U, Jaina-20U)  
Ally—Gnome Mage, 3 [Frost] / 4 Health  
**Elusive** <p> When this ally enters play, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play.

Zophos, 7, Alliance (Drums-155C)  
Ally—Draenei Paladin, 6 [Holy] / 5 Health  
**Protector** <p> When this ally 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.

Zorak'tul, Horde (Scourgewar-20)  
Hero—Troll Rogue (Subtlety),  
Leatherworking/Jewelcrafting, 27 Health  
If you control another Rogue: Flip Zorak'tul >>> Exhaust target hero or ally.

Zor'chal the Shadowseer, 6 (Throne-198U)  
Monster Ally—Ogre Warlock, 6 [Shadow] / 4 Health  
**Enrage** (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Zor'dul Deathbinder, 1, Horde (Twilight-152C)  
Ally—Orc Mage, 0 [Arcane] / 1 Health  
**Assault 1** (*This ally has +1 ATK on your turn.*) <p> When this ally is destroyed, you may draw a card.

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] / 1 Health  
Allies you control have +1 ATK while attacking.

Zorus the Judicator, 8, Alliance (Illidan-144R)  
Ally—Draenei Paladin, Unique, 8 [Holy] / 1 Health  
**Protector** <p> This ally can't be destroyed by fatal damage.

Zudzo, Herald of the Elements, 5, Horde (Throne-176U)  
Ally—Goblin Shaman, 5 [Nature] / 5 Health  
**Empower Shaman:** When this ally enters play, if you control another Shaman hero or ally, this ally deals 3 nature damage to target hero or ally and heals 3 damage from a second target hero or ally.

Zugna, Windseer Apprentice, 2, Horde (Citadel Raid-75C, Wrathgate-155C)  
Ally—Orc Shaman, 2 [Nature] / 2 Health  
**Assault 1** <p> When this ally exhausts for the first time each turn, you may pay (1). If you do, ready her.

Zulanji, 2, Horde (Horde Hunter-23C, Horde Warrior-21C, Worldbreaker-201C)  
Ally—Troll Priest, 4 [Holy] / 1 Health

Zulbraka, 6, Horde (Horde Priest-23C, Worldbreaker-202C)  
Ally—Troll Warrior, 6 [Melee] / 4 Health  
**Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Zul'that Steeltusk, 5, Horde (Legion-211R)  
Ally—Troll Priest, 5 [Holy] / 5 Health  
Damage that [Holy] allies you control would deal is unpreventable.

Zumbly Fiddlespark, 4, Alliance (Honor-120C)  
Ally—Gnome Warrior, 3 [Melee] / 4 Health  
**Protector** <p> **Escape Artist** (*When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.*) <p> When this ally leaves play, target ally has **Protector** this turn.

Zunjo of Sen'jin, Horde (Horde Hunter-1)  
Hero—Troll Hunter, 28 Health  
On your turn: (2), Flip Zunjo >>> Target ally has -4 ATK this turn.

Zumix of Kezan, Horde (Horde Mage-1)  
Hero—Goblin Mage, 25 Health  
On your turn: (4), Flip Zumix >>> Draw two cards.

Zuur, 4, Alliance (Alliance Shaman-24C, Worldbreaker-164C)  
Ally—Draenei Shaman, 3 [Nature] / 3 Health  
When this ally enters play, you may put target [Nature] card from your graveyard into your hand.

Zygore Bladebreaker, 6, Horde (Azeroth-275C, Class-203C, Horde Warrior-22C)  
Ally—Orc Warrior, 4 [Melee] / 3 Health  
When this ally enters play, you may destroy target armor or weapon.

Zy'lah Manslayer, 7, Horde (Azeroth-276R)  
Ally—Troll Warrior, 5 [Melee] / 6 Health  
**Protector** <p> When this ally deals combat damage to an ally, ready her.