

# World of Warcraft Trading Card Game Official Card Reference

Updated December 14, 2010

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.

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 (Worldbreaker-233C)  
Equipment—1H Weapon—Fist, Melee (1), 1 ATK, 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.

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

"Acid Hands" McGillicutty, 4, Horde (Class-164C, 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.

Adrenaline Rush, 7, Rogue (Legion-79R)  
Ability—Combat Talent  
Combat Hero Required <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 (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 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.

Aftermath, 2, Warlock (Illidan-95R)  
Instant Ability—Destruction Talent  
Destruction Hero Required <p> Ongoing: When you play an ability, you may exhaust target hero or ally.

Against the Illidari (Illidan-235C)  
Quest  
If you control an ability: Pay (2) to complete this quest. <p> Reward: Draw a card.

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

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

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

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

Akama, 8 (Illidan-195E)  
Ally—Broken Elder Sage, Unique, 7 [Melee] / 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.

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

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.

Alador Stonebrew, 4, Alliance (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.*)

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.

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

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 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'lanora, 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).

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.

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.

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

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.

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.

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

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

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 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 (Betraye-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 (Betraye-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 (Betraye-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 (Class-211U, Azeroth-311U)  
Equipment—Weapon—Bow, Ranged (1), 2 ATK, 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 (Naxxramas-6, Gladiators-10)  
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 (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.*)

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 (Betraye-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 Talent  
Arms Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to a hero, put the top card of your deck into your resource row face down and exhausted.

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 (Wrathgate-186C)  
Equipment—1H Weapon—Mace, Melee (1), 2 ATK, 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 (Class-126C, Azeroth-175C)  
Ally—Human Paladin, 5 [Melee] / 6 Health

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

Annihilator, 2, HuPaShWa (Class-213U, Azeroth-312U)  
Equipment—1H Weapon—Axe, Melee (1), 3 ATK, 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 (Betraye-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 (Betraye-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 ATK, 4 Strike  
On your turn: Exhaust your hero >>> Your hero heals 1 damage from target hero or ally, or 4 if an opponent went first this game.

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

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

Apprentice Teep, 1, Alliance (Class-127C, Azeroth-176C)  
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 Binding, 2, Mage (Icecrown-39R)  
Ability—Arcane  
Attach to target hero. <p> Ongoing: As this ability enters play, choose "ability," "ally," or "equipment." <p> Attached hero's controller can't play more than one card of the chosen kind per turn.

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

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

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

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

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

Arcane Focus, 1, Mage (Betrayal-57R)  
Ability—Arcane Talent  
Arcane Hero Required <p> Ongoing: If you've played another Arcane or [Arcane] card this turn: [Activate] >>> Ready a resource you control.

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

Arcane Research, 3, Mage (Illidan-45C)  
Ability—Arcane  
You pay (1) less to play 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 (Class-37C, Azeroth-33C)  
Instant Ability—Marksmanship  
Your hero deals 1 arcane damage to target hero or ally. Draw a card.

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

Arcane 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 (Class-212R, Azeroth-313R)  
Equipment—2H Weapon—Axe, Melee (1), 5 ATK, 0 Strike

Arcanite Steam-Pistol, 5, HuRo (Honor-170U)  
Equipment—Weapon—Gun, Ranged (1), 3 ATK, 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.

Arch Druid Lilliandra, Druid (Icecrown-1) Hero—Night Elf Druid (Balance), 27 Health [Front]: Argent Crusade Reputation <p> Flip Lilliandra, remove a Druid in your graveyard from the game >>> When Lilliandra is dealt combat damage this turn, she deals 1 nature damage to the source of that damage. [Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Druid] cards, [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**.

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 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 Talent Protection Hero Required <p> Ongoing: Prevent all damage that would be dealt to your hero while it has 25 or more damage.

Are We There, Yeti? (Azeroth-346U) Quest Pay (6) to complete this quest. <p> Reward: Put three 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 (Icecrown-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 ATK, 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.

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.

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 ATK, 0 Strike When this weapon enters play, you may put target ability into its owner's hand.

Armed to the Teeth, 3, Warrior (Betrayal-117C) 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.*)

Armwraps of Disdain, 1, DrRo (Betrayal-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 (Icecrown-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 ATK, 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.

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

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

Ash'ergi, 5, Horde (Outland-152C) Ally—Troll Rogue, 3 [Melee] / 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.

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 ATK, 0 Strike  
Loyal Hero Required (*Can't put this in your deck if your hero is a Traitor.*) <p> **Untargetable**

Ashtongue Rogue, 4 (Black Temple Raid-30C)  
Ally—Broken Rogue, 3 [Melee] / 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*).

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.

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

Astral Denial, 3, Mage (Scourgear-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.

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].

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

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

Auryna the Lightsworn, Alliance (Scourgear-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 Talent  
Protection Hero Required <p> Exhaust up to three target heroes and/or allies, and each of them can't ready during its controller's next ready step. Your hero deals 1 holy damage to each of those characters.

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

Axe of the Legion, 4, HuShWa (Legion-274U)  
Equipment—1H Weapon—Axe, Melee (1), 2 ATK, 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.  
[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.

Azamothe Deathfang, 1, Horde (Scourgear-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.

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

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

Babagahnoosh the Grumpy, 0 (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.

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

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

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 ATK, 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.

Band of Channeled Magic, 2, DrMaPrShLo (Scourgear 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 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 to the Nether, 3, Warlock (Betrayer-108C)  
Ability—Destruction  
Remove target ability, ally, or equipment from the game. <p> Ongoing: When this ability leaves play, the owner of that removed card puts that card into play.

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

Bantham, Jadefist 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.

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

Barkskin, 1, Druid (Legion-19R)

Instant Ability—Balance

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

Barman Shanker, 2, Rogue (Class-214U, Azeroth-315U)

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

This weapon has +2 ATK while your hero is attacking an exhausted hero or ally.

Barnathrum, Lord of Pain, 4, Alliance (Dark Portal-155C)

Ally—Human Warlock, 3 [Shadow] / 4 Health (1), [Activate] >>> Double the damage on each ally.

Barous the Storm Baron, 5, Alliance (Betraye-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."

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.*)

Bath'rah the Windwatcher, 5 (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 Mage's Baton, 6, DrMaPrLo (Gladiators-172R)

Arena Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 5 Strike

(X), Exhaust your hero >>> Destroy target ability, ally, or equipment with cost X.

Battle of Darrowshire (Azeroth-347C)

Quest

Remove three allies in your graveyard from the game and pay (1) to complete this quest. <p> Reward: Draw a card.

Battle of the Crimson Watch (Illidan-238C)

Quest

Pay (3) or more to complete this quest. <p> Reward: Draw a card for each (3) paid this way.

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

Ability

Allies can't attack until after your next turn.

Battle Shout, 3, Warrior (Class-115C, Azeroth-135C)

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

Scryer 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.

Bayner Cogbertson, 7, Alliance (Worldbreaker-134C)

Ally—Gnome Mage, 7 [Arcane] / 7 Health

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 (Betraye-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 Talent

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

Behead, 2, Warrior (Drums-85C)

Instant Ability—Fury

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

Bella Wilder, 3, Alliance (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 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 (Icecrown Badge-1R)

Equipment—Armor—Plate, Waist (1), 1 DEF

<p> 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 ATK, 4 Strike

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

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

Instant Ability—Arms

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

Benethor Draigo, 3, Horde (Class-168C, Azeroth-228C)

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 Talent

Feral Hero Required <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, Scourgewar-164C)

Ally—Tauren Druid, 1 [Arcane] / 5 Health  
**Assault 2** (+2 ATK on your 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 (Icecrown-32U)  
Ability—Beast Mastery

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

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

Ability—Beast Mastery Talent  
Beast Mastery Hero Required <p> Ongoing: [Activate] >>> Target Pet has **Ferocity** this turn.

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

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

Betrayal (Knight-24C)

Quest  
On your turn: Destroy an ally 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 ATK, 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 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.

Bitter Cold Armguards, 2, DkPaWa (Icecrown-170C)

Equipment—Armor—Plate, Wrist (1), 3 DEF  
At the start of your turn, your hero deals 1 frost damage to target hero or ally you control.

Bitties, 3, Alliance (Outland-111U)

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

Bizzazz, 3, Alliance (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 ATK, 1 Strike  
Your hero has **Dual Wield**. <p> (1), [Activate] >>> If your hero is defending against an ally, remove your hero from combat.

Black Blood, 5, Death Knight (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 ATK, 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 Felsteel Bracers, 2, PaWa (Crafted-1E)  
Equipment—Armor—Plate, Wrist (1), 0 DEF  
[Activate] >>> Put a +1 ATK counter on target weapon.

Black Ice, 3, DkHuPa (Icecrown-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 (Class-215U, Dark Portal-271U)

Equipment—Weapon—Crossbow, Ranged (1), 1 ATK, 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 ATK, 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 Truncheon, 2, DkPaRoSh (Honor-171R)

Instant Equipment—1H Weapon—Mace, Melee (1), 3 ATK, 2 Strike  
When this weapon enters play, exhaust target hero or ally. That character can't ready during its controller's next ready step.

Blade Flurry, 4, Rogue (Dark Portal-80R)

Ability—Combat Talent  
Combat Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to an ally, you may have your hero deal that much melee damage to a second target hero or ally.

Blade of 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 Unquenched Thirst, 1, RoSh (Legion-275R)

Equipment—1H Weapon—Dagger, Melee (1), 2 ATK, 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 ATK, 3 Strike (1), [Activate], Discard an ability >>> Destroy target ally.

Blade Twisting, 3, Rogue (Betrayer-87R)

Ability—Combat Talent  
Combat Hero Required <p> Ongoing: When your hero deals combat damage to an ally, destroy it, and its controller discards a card.

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" Spigotgulf, 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.

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 Talent  
Fire Hero Required <p> Your hero deals 2 fire damage to each opposing hero and ally. A character dealt damage this way can't protect this turn.

Blastenheimer 5000 Ultra Cannon, 7 (Darkmoon Faire-1R)

Ability  
Ongoing: (3), [Activate] >>> You may put an ally 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 ATK, 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 (Betrayal-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 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 (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 (Betrayal-69R)

Ability—Holy Talent  
Holy Hero Required <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 (Worldbreaker-63C)

Instant Ability—Protection Blessing  
Attach to target ally. <p> Ongoing: Attached ally has +5 ATK while defending.

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 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 Talent Blessing  
Protection Hero Required <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 (Azeroth-62U)

Instant Ability—Retribution Blessing  
Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

Blessing of Protection, 2, Paladin (Class-58U,  
Azeroth-63U)

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 Talent Blessing  
Protection Hero Required <p> Attach to target hero or ally. <p> Ongoing: Prevent all combat damage that attached character would be dealt. When damage that an attacking ally would deal is prevented this way, destroy that ally. <p> At end of turn, destroy 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 Martyr, 1, Paladin (Betrayal-70C)

Instant Ability—Protection Blessing  
Attach to target ally. <p> Ongoing: Attached ally has +2 ATK while attacking. <p> When attached ally is destroyed, its owner puts it from his graveyard into his hand.

Blessing of the Templar, 5, Paladin (Icecrown-46R)

Ability—Holy Blessing  
Attach to target hero. <p> Ongoing: Attached hero has **Assault 3** and **Mend 3**.

Blessing of Trials, 3, Paladin (Drums-44U)

Instant Ability—Protection Blessing  
Attach to target ally. The next time it would be dealt damage by an opposing hero or ally this turn, prevent that damage and 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 (Class-59R, Azeroth-64R)  
Instant Ability—Holy Blessing  
Attach to target hero or ally. <p> Ongoing: Attached character has "[Activate] >>> Draw a card."

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

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

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 (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. If damage is dealt this way, exhaust each opposing hero or ally with **Protector**.

Blood Frenzy, 1, Warrior (Honor-76R)  
Ability—Arms Talent  
Arms Hero Required <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 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 (Class-204C, Scourgewar-216C)  
Equipment—Armor—Cloth, Back (1), 1 DEF  
Your hero has **Assault 1**. (+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, Legion-175C)  
Ally—Orc Rogue, 5 [Melee] / 5 Health  
This ally can attack only heroes.

Bloodclaw, 1, Hunter (Class-38C, Azeroth-36C)  
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 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 ATK, 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 ATK, 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> At the end of your turn, if no damage was dealt with this weapon this turn, put 3 damage on your hero.

Bloodskull Destroyer, 2, PaShWa (Betrayer-235U)  
Equipment—1H Weapon—Mace, Melee (1), 3 ATK, 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.

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

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

Bloodwatcher Denissa, 2, Horde (Honor-122C)  
Ally—Blood Elf Hunter, 1 [Ranged] / 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 (Icecrown-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 (Azeroth-349C)  
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 (Naxxramas-7, Drums-10)  
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.

Boggspine Knuckles, 6, RoShWa (Gladiators-173U)  
Instant Equipment—1H Weapon—Fist, Melee (1), 3 ATK, 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 (Betrayer-47C)  
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 (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 (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 (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 ATK, 2 Strike  
When this weapon enters play, you may destroy target armor.

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 (Icecrown-209C)  
Quest  
On an opponent's turn: Pay (7) to complete this  
quest. <p> Reward: Draw three cards.

The Boon of Alexstrasza (Icecrown-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 (Icecrown-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.

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.

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

Boundless Concentration, 1, HuMa (Icecrown-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.

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 (Icecrown-124U)  
Ally—Undead Mage, 4 [Frost] / 2 Health  
(1), Discard a [Mage] card with cost X >>> This  
ally deals X frost damage to target ally.

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

Bragvi Stormstein, Alliance (Worldbreaker-3)  
Hero—Dwarf Shaman (Elemental), 28 Health  
[Front]: (4) >>> Flip Bragvi.  
[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] Treat 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 ATK,  
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.

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

Branu Wildbloom, 5, Horde (Dark Portal-202C)  
Ally—Tauren Druid, 2 [Nature] / 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 (Class-129U,  
Azeroth-179U)  
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  
ATK, 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.

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  
(Worldbreaker-94R)  
Instant Ability—Enhancement  
Ready each ally you control.

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

Brenor 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)  
Ally—Orc Warrior, 1 [Melee] / 2 Health  
When this ally deals combat damage to a damaged ally, destroy that ally.

The Bringer of Death, 5, MaPrLo (Legion-277R)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 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.

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**.

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.

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 (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.

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 (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 (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 Gladiator's Greatsword, 5, Paladin (Grand Melee-6R)  
Arena Equipment—2H Weapon—Sword, Melee (1), 5 ATK, 3 Strike  
**Preparation** (*On your first turn, you may play this card without paying its cost.*)

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

Bubula del Kessel, 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.

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

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 (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.

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 (Icecrown-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.

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.

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.

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 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 ATK, 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.  
[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.

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 Swash, 1, Horde (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)  
Ability—Assassination Combo  
Destroy each opposing ally with cost 4 or less.

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

Cat Form, 2, Druid (Dark Portal-19C)  
Instant Ability—Feral 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.

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 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.

Censure, 1, Paladin (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, 2 [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 Blooddawn, 4, Horde (Betrayer-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.

Cerwyn, 1, Alliance (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 (Class-91C, 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 (Class-92R, Azeroth-106R)  
Ability—Elemental  
Target up to three heroes and/or allies. Your hero deals 3, 2, and 1 nature damage to them, respectively.

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 (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.

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 Zosimus, 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.

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.

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.

Charge, 1, Warrior (Class-116U, Azeroth-137U)  
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 ATK, 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 (Legion-68C)  
Instant Ability—Holy  
Your hero deals 3 unpreventable holy damage to target hero or ally.

Chastise, 2, Priest (Class-69U, Azeroth-76U)  
Ability—Holy  
Your hero deals 2 unpreventable holy damage to target hero or ally.

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

Chen Stormstout, 7 (Outland-192E)  
Instant Ally—Pandaren Brewmaster, Unique, 6 [Melee] / 6 Health  
When this ally enters play, say "I bring PANDAMONIUM!" 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 Talent  
Marksmanship Hero Required <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.

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 (Betrayer-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.

Chops, 3, Hunter (Dark Portal-32U)  
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.

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.

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

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

Citadel Enforcer's Claymore, 4, DkPaWa (Worldbreaker-238C)  
Equipment—2H Weapon—Sword, Melee (1), 5 ATK, 4 Strike

Clamora Amberglare, 4, Horde (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)

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.)

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

Close Quarters Combat, 5, Rogue (Icecrown-61R)  
Ability—Combat Talent  
Combat Hero Required <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.

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 (Betrayer-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 Talent  
Assassination Hero Required <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 ATK, 1 Strike  
You pay (1) less to play this weapon for each [Frost] ally you control.

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

Cold Hearted (Icecrown-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 Talent  
Frost Hero Required <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 (Wrathgate-187U)  
Equipment—2H Weapon—Axe, Melee (1), 4 ATK, 2 Strike  
When an opposing ally is destroyed, add a skull counter. <p> This weapon has **Assault 1** for each skull counter.

Colossal Totem, 5, Shaman (Icecrown-67U)  
Ability—Enhancement, Earth Totem (1), 10 Health  
Ongoing: If a friendly hero or ally would be dealt damage, that damage is dealt to this ability instead. <p> (*Totems can be attacked or targeted like allies.*)

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

Command Decision, 3, Warrior (Icecrown-81C)  
Ability—Protection  
Ongoing: (1), [Activate] >>> Target ally you control has **Protector** this turn.

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

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

Commanding Shout, 3, Warrior (Dark Portal-118C)  
Instant Ability—Fury Shout  
Ongoing: Allies 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.

Cone of Cold, 3, Mage (Icecrown-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 (Class-174C, Azeroth-232C)  
Ally—Undead Priest, 2 [Shadow] / 2 Health  
(2), Destroy this ally >>> Destroy target ability.

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

Conqueror Edge, 4, Horde (Icecrown-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 Gurzom, 4, Horde (Scourgear-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 (Scourgear-168U)  
Ally—Tauren Druid, 6 [Melee] / 6 Health  
When this ally enters play, you may destroy target [Death Knight] ability or equipment.

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

Conqueror Nairi, 6, Horde (Icecrown-127U)  
Ally—Blood Elf Paladin, 5 [Holy] / 6 Health  
If an opposing Shaman would deal damage, prevent 2 of it.

Conqueror Neusuada, 2, Horde (Scourgear-169U)  
Ally—Blood Elf Rogue, 3 [Melee] / 2 Health  
When this ally attacks, you may destroy target non-hero Warlock or [Warlock] equipment.

Conqueror Tristos, 3, Horde (Icecrown-128U)  
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health  
This ally has **Assault 2** and **Long-Range** while attacking Mages.

Conqueror 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 (Scourgear-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)  
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 ATK, 2 Strike  
At the start of each player's turn, if he didn't take the last turn, he takes an extra turn after this one.

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

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.

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 ATK, 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.

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 Talent  
Unholy Hero Required <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.

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 Whiplashade, 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.

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 (Class-48R, Azeroth-51R)  
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 (Class-82C, Azeroth-93C)  
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 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.

"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, Sickle." If you lose, it can't deal damage this combat.

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

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

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

Crimson Cranium Crusher, 4, PaRoSh (Scourgewar-233R)  
Equipment—1H Weapon—Mace, Melee (1), 4 ATK, 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 Shocker, 3, MaPrLo (Class-216U, 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 (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 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.

The Cruel Hand of Timmy, 5, PaRoShWa (Azeroth-317R)

Equipment—1H Weapon—Mace, Melee (1), 2 ATK, 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 Talent  
Fury Hero Required <p> Ongoing: Your hero has +1 ATK while you control a weapon.

Crusade, 3, Paladin (Betrayal-71R)

Ability—Retribution Talent  
Retribution Hero Required <p> Ongoing: Your hero has +2 ATK while attacking. <p> When your hero deals combat damage to a Demon ally, destroy it.

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

Crusade Engineer Spitzpatrick, 4 (Wrathgate-160C)

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

Crusader 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 (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 Talent  
Retribution Hero Required <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.

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 (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)

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 (Icecrown-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 ATK, 1 Strike  
When you strike with this weapon on an opponent's turn, put two 1 [Melee] / 1 [Health] Scarab ally tokens into play.

Crystalfire Staff, 6, DrMaPrShLo (Legion-279U)

Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 4 Strike  
Exhaust your hero >>> Target player draws a card.

Crystalheart Pulse-Staff, 4, DrPr (Magtheridon-18R)

Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 3 Strike  
On your turn: (2), [Activate] >>> Remove a friendly ally from the game. If you do, its owner puts it into play at the end of your turn.

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.

Curse of Agony, 5, Warlock (Class-103R, Azeroth-121R)

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 Talent Curse  
Affliction Hero Required <p> Target player skips his next turn.

Curse of Fatigue, 1, Warlock (Drums-75U)  
Instant Ability—Affliction Curse  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, 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)  
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.

Dagger of Betrayal, 2, Rogue (Scourgear-234R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 ATK, 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.*)

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 ATK, 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 Talent  
Blood Hero Required <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 (Scourgear-129C)  
Ally—Night Elf Death Knight, 2 [Shadow] / 2 Health  
(1), Discard a card >>> Target hero or ally has -1 [Health] this turn.

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.

Darburn Steppeheart, 3, Horde (Drums-163C)  
Ally—Tauran 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)  
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 Extortion, 5, Priest (Worldbreaker-73R)  
Ability—Shadow  
Target player chooses an ally he controls. Gain control of that ally.

Dark Horizon (Scourgear-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 Pact, 2, Warlock (Azeroth-122R)  
Ability—Affliction Talent  
Affliction Hero Required <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 (Scourgear-68C)  
Ability—Shadow  
Target opponent discards a random card and destroys a random ally he controls.

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.

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.

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 (Betrayor-78R)  
Ability—Shadow Talent  
Shadow Hero Required <p> Target player discards his hand.

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

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 (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.*)

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.

David Smythe, 1, Horde (Betrayor-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.

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.

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

Deadly Brew, 2, Rogue (Outland-65U)  
Ability—Assassination  
Choose a Poison attached to a hero or ally. Search your deck for a card with the same name and attach it to that character.

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

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.

Deafening Shout, 7, Warrior (Betrayor-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 (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 (Betrayor-97U)  
Instant Ability—Traitor  
Traitor Hero Required <p> Your hero deals 1 nature damage to target ally for each damage on your hero.

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 (Betrayor-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 Talent  
Fury Hero Required <p> Ongoing: [Activate] >>> All heroes have +3 ATK this turn.

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 ATK, 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.

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.

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 (Iccrown-129R)  
Ally—Undead Death Knight, 4 [Frost] / 4 Health  
When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Ghoul ally token named Brode into play exhausted with "This ally can't ready during its controller's ready step." <p> Once per turn, on your turn: (3) >>> This ally deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Death's Gaze (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.

Deathseer Zuk'raj (Iccrown-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*).

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.

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 ATK, 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)  
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 (Betrayor-249C)  
Quest  
On your turn: Pay (4) to complete this quest. <p> Reward: Put a card from your graveyard on top of your deck.

Defender Kaniya, 4, Horde (Drums-164C)  
Ally—Tauren Warrior, 4 [Melee] / 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.

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 Talent  
Protection Hero Required <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.

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 (Iccrown-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 (Iccrown-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 (Betrayor-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 ATK, 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 (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 Knowledge, 2, Warlock (Betrayed-110R)  
Ability—Demonology Talent  
Demonology Hero Required <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 ATK, 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.

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.

Desecrator Stormclaw, Horde (Betrayed-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.

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 ATK, 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.

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 Beast Mastery Talent, Pet (1), 4 [Nature] / 3 Health  
Beast Mastery Hero Required <p> While this ally is in your graveyard, you can control an additional Pet.

Devastate, 2, Warrior (Outland-92R)  
Instant Ability—Protection Talent  
Protection Hero Required <p> Your hero deals melee damage to target hero or ally equal to the ATK of 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 Talent  
Destruction Hero Required <p> As an additional cost to play, choose "ability," "ally," or "equipment" and destroy a card you control of that kind. <p> Destroy all opposing cards of that kind.

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.

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 ATK, 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 (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 ATK, 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.

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.

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

Dispel Magic, 1, Priest (Class-70U, Azeroth-77U)  
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 Talent  
Shadow Hero Required <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)  
Ability—Subtlety  
Exhaust all allies controlled by target player. They can't ready during his next ready step.

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 (Icecrown-62C)  
Ability—Subtlety Combo  
Attach to target ability, ally, or equipment you control. <p> Ongoing: Opposing cards and effects must target attached card if able.

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

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

Divine Fury, 4, Priest (Worldbreaker-74R)  
Ability—Holy Talent  
Holy Hero Required <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 Talent  
Holy Hero Required <p> You pay (1) less to play abilities this turn, to a minimum of (1). Draw a card.

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

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

Divine Riposte, 6, Paladin (Betrayal-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 Talent  
Discipline Hero Required <p> Ongoing: [Activate] >>> Draw a card, or ready up to three of resources you control.

Divine Storm, 1, Paladin (Scourgewar-61R)  
Instant Ability—Retribution Talent  
Retribution Hero Required <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.

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.

Domona the Ever-Watchful, 6, Alliance (Betrayal-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.

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 (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 (Betrayal-221U)

Equipment—Armor—Plate, Head (1), 3 DEF

Armor you control have +3 [DEF] while you control five or more equipment.

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

Ally—Troll Priest, 4 [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 Risestrider, 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 Barrel, 1, Hunter (Legion-36U)

Instant Ability—Marksmanship

Ongoing: Your hero has **Ranged Dual Wield**. (*Can control a second Ranged weapon. Can strike with a second Ranged weapon during the same combat.*)

Double Time, 2, 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.

Dr. Boom! (Class-225C, Betrayal-250C)

Quest

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

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

Draconian Deflector, 4, PaShWa (Class-206U,

Azeroth-285U)

Equipment—Armor—Shield, Off-Hand (1), 4 DEF

Your hero has **Protector**.

Dragonflight Great-Ring, 13, DkDrPaWa

(Scourgewar-228E)

Equipment—Item, Ring (2)

At the start of your turn, destroy target hero.

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 Talent

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

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.

Drain Essence, 3, Warlock (Wrathgate-81C)

Instant Ability—Affliction

Your hero deals 3 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

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.

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 (Scourgewar-171U)

Ally—Blood Elf Death Knight, 2 [Shadow] / 2

Health

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

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)

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

When this ally enters or leaves play, he 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.

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

Drek'Thar, 14, Horde (Honor-128E)  
Ally—Orc Shaman, Unique, 7 [Melee] / 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**.

Drillborer 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 (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.

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.)

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.

Durдин 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 ATK, 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 (Worldbreaker-33R)  
Ability—Balance Talent  
Balance Hero Required <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—Enhancement, Earth Totem (1), 1 Health  
Ongoing: When this ability enters play, put a 2 [Melee] / 2 [Health] Earth Elemental ally token into play with **Protector**. <p> (Totems can be attacked or targeted like allies.)

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

Earth Shield, 3, Shaman (Outland-75R)  
Instant Ability—Restoration Talent  
Restoration Hero Required <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—Elemental, Earth Totem (1), 1 Health  
Ongoing: Opposing allies can't ready during their controllers' ready step. <p> (Totems can be attacked or targeted like allies.)

Earthen 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.

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.

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, Legion-93C)  
Ability—Restoration  
Put target card from your graveyard into your hand.

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—Elemental, Air Totem (1), 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 be attacked or targeted like allies.*)

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 (Betrayal-79U)  
Instant Ability—Traitor  
Traitor Hero Required <p> Ongoing: When damage is healed from an opposing hero or ally, your hero deals double that much shadow damage to that character.

Edge of Oblivion, 4, DkShWa (Scourgewar-235R)  
Equipment—2H Weapon—Axe, Melee (1), 0 ATK, 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 (Azeroth-286U)  
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.

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 (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 Zeex, 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.*)

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 Focus, 2, Shaman (Azeroth-108R)  
Ability—Elemental Talent  
Elemental Hero Required <p> Ongoing: You pay (1) less to play Elemental abilities, to a minimum of (1).

Elemental Focus Band, 4, DrMaPrShLo (Outland-212R)  
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)  
Ability—Elemental Talent  
Elemental Hero Required <p> Ongoing: If a hero or ally you control would deal nature damage, it deals double that much instead.

Elemental Shield, 4, Shaman (Icecrown-68C)  
Ability—Restoration  
Ongoing: This ability enters play with three water counters. <p> [Activate] >>> Ready a resource you control for each water counter, then remove a water counter. If none remain, destroy this ability.

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

Elemental Weapons, 4, Shaman (Honor-63R)  
Ability—Enhancement Talent  
Enhancement Hero Required <p> Ongoing: Each weapon you control becomes a [Nature] weapon and has +X ATK, where X is its cost.

Elementalist Psyryn, 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.

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

Elendril, Alliance (Azeroth-3)  
Hero—Night Elf Hunter (Marksmanship),  
Engineering/Leatherworking, 28 Health (1), Flip Elendril >>> 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.

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

Embolism, 4, PrRo (Icecrown-90U)  
Ability—Shadow Subtlety  
Target player discards X cards, where X is the cost of a non-hero Priest or Rogue you control.

Embrace of the Nether, 3, Warlock (Icecrown-75C)  
Ability—Destruction  
As an additional cost to play, choose "ability," "ally," or "equipment" and discard a card of that kind. <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 (Scourgewar-172C)  
Ally—Undead Death Knight, 3 [Shadow] / 1 Health  
**Protector** <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 ATK, 1 Strike  
Your hero has **Dual Wild**. <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.

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.

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.

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 Talent  
Frost Hero Required <p> Attach to target ability or equipment. <p> Ongoing: Attached card can't be destroyed.

Enemies, Old and New, Horde (Drums-243C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card. You may remove a counter from target card in play.

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

Energized, 2, Shaman (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 Talent  
Discipline Hero Required <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.

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 (Class-28C, Azeroth-20C)  
Ability—Balance  
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Entomb, 2, Death Knight (Icecrown-20C)  
Ability—Unholy  
Put target equipment on the bottom of its owner's deck.

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 Talent  
Subtlety Hero Required <p> Ongoing: [Activate] >>> Target ally can't deal damage this turn.

Evenom, 3, Rogue (Outland-66R)  
Instant Ability—Assassination  
**Finishing Move** (To play, remove X Combs 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 ATK, 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.

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 (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.*)

Erytheis, 1, Horde (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.

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 ATK, 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 ATK, 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.

The Essence of Enmity (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 Mending, 4, PrSh (Honor-84C)  
Instant Ability—Holy Restoration  
Your hero heals 6 damage from each friendly hero and ally.

Essence of the Martyr, 3, DrPaPrSh (Badge-2E)  
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 (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 ATK, 4 Strike  
Players can't play allies. <p> Allies can't be destroyed.

Ethereal Plunderer, 5 (Illidan-201R, Illidan Loot-3L)  
Ally—Ethereal, 4 [Arcane] / 4 Health  
When this ally leaves play, you may gain control of target equipment.

Evasion, 6, Rogue (Betrayal-91R)  
Ability—Combat  
Ongoing: Prevent all combat damage that would be dealt to your hero.

Everfrost (Icecrown-213C)  
Quest  
Pay (6) to complete this quest. <p> Reward: Target player shuffles his graveyard into his deck. Draw two cards.

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 (Worldbreaker-116C, Class-  
117C, Azeroth-141C)  
Instant Ability—Fury  
Destroy target damaged ally.

Exemplar's Blades, 1, Shaman (Illidan-86U)  
Instant Ability—Enhancement  
Attach to target ally. <p> Ongoing: Attached ally  
has +X ATK, where X is the highest ATK among  
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.

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

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 Smash, 4, Alliance (Azeroth-150C)  
Instant Ability  
Target ally has "[Activate] >>> Destroy target  
ally" this turn.

Faces from the Past, 7, Priest (Illidan-68R)  
Ability—Holy  
Put any number of target 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 (Betrayal-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.

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.

Faesha 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.

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.*)

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 (Betrayer-11)  
Hero—Night Elf Warrior (Traitor), Mining/Blacksmithing, 30 Health  
On your turn: (2), Flip Fallenstar >>> Fallenstar deals 2 melee damage to target undamaged hero or ally.

Falling to Corruption (Legion-299C)  
Quest  
Destroy two resources you control and pay (1) to complete this quest. <p> Reward: Draw two cards.

Fallingstar, Alliance (Betrayer-2)  
Hero—Night Elf Warrior (Fury), Mining/Blacksmithing, 30 Health  
(1), Flip Fallingstar >>> Damaged allies you control have +2 ATK this turn.

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 (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 (Betrayer-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 ATK, 2 Strike  
When your hero deals combat damage to a hero, that hero's controller can't play cards or strike with weapons this turn.

Far Sight, 1, Shaman (Illidan-87C)  
Ability—Enhancement  
Look at the top five cards of your deck. Choose one, shuffle the rest into your deck, then put that card on top.

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.

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

Fear, 1, Warlock (Worldbreaker-105C, Class-104C, Azeroth-123C)  
Ability—Affliction  
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 (Betrayer-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 (Betrayer-50R)  
Instant Ability—Survival  
Play only if your hero is defending or the target of an opposing card or effect. <p> Interrupt all cards and effects, then end the turn.

Feint, 0, Rogue (Illidan-77C)  
Instant Ability—Combat  
Remove target attacker from combat.

Fel-Acid Breath, 2, Shaman (Black Temple Raid-17U)  
Ability—Traitor  
Traitor Hero Required <p> Target opponent chooses three allies 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 (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 Domination, 2, Warlock (Dark Portal-107R)  
Ability—Demonology Talent  
Demonology Hero Required <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 (Betrayer-112C)  
Ability—Affliction  
Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character. <p> (3) >>> Your hero deals 1 fire damage to attached character.

Fel Fury, 3, Warlock (Icecrown-76U)  
Ability—Destruction  
Ongoing: At the start of your turn, your hero deals 1 fire damage to each non-Demon hero and ally. Then destroy this ability if you control no Demons.

Fel Geyser, 2, Druid (Black Temple Raid-11U)  
Ability—Traitor  
Traitor Hero Required <p> Ongoing: Opposing quests have "As an additional cost to complete, turn another quest you control face down."

Fel Infernal, 4, Warlock (Icecrown-77U)  
Ally—Infernal Demon, Pet (1), 4 [Fire] / 4 Health  
When you discard a card, you may pay (1). If you do, this ally deals 1 fire damage to each opposing hero and ally.

Fel Iron Hatchet, 4, HuPaShWa (Class-217U, Dark Portal-272U)  
Equipment—1H Weapon—Axe, Melee (1), 2 ATK, 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.

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 ATK, 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 ATK, 1 Strike  
**Thrown** (When you strike with this weapon, your hero has **Long-Range** this combat. At the end of this turn, put this weapon from play into its owner's hand.)

Felstriker, 2, RoWa (Dark Portal-273E)  
Equipment—1H Weapon—Dagger, Melee (1), 2 ATK, 1 Strike  
(5), Destroy this weapon >>> Destroy target ally.

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 Talent  
Feral Hero Required <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 Talent  
Feral Hero Required <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 Talent  
Enhancement Hero Required <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.

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."

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 ATK, 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> This weapon has **Assault 1** for each card in opposing hands.

Find Weakness, 2, Rogue (Betrayed-92R)  
Ability—Assassination Talent  
Assassination Hero Required <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 Talent  
Frost Hero Required <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 ATK, 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 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 (Worldbreaker-55C, Class-49C, Azeroth-52C)  
Instant Ability—Fire  
Your hero deals 2 fire damage to target hero or ally.

Fire Elemental Totem, 2, Shaman (Outland-77C)  
Instant Ability—Elemental, Fire Totem (1), 1 Health  
Ongoing: When this ability enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play with **Ferocity**. <p> (Totems can be attacked or targeted like allies.)

Fire Nova Totem, 1, Shaman (Dark Portal-93U)  
Ability—Elemental, Fire Totem (1), 1 Health  
Ongoing: At the start of your turn, destroy this ability. If you do, it deals 3 fire damage to each opposing hero and ally. <p> (*Totems can be attacked or targeted like allies.*)

Fire Power, 3, Mage (Legion-46R)  
Ability—Fire Talent  
Fire Hero Required <p> Ongoing: When you play a Fire ability or [Fire] card, your hero may deal 1 fire damage to target hero or ally.

Fireball, 4, Mage (Class-50U, Azeroth-53U)  
Ability—Fire  
Attach to target hero or ally, and your hero deals 4 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Firemaul of Destruction, 6, DkPaShWa (Honor-172U)  
Equipment—2H Weapon—Mace, Melee (1), 5 ATK, 3 Strike  
You pay (3) less to strike with this weapon if an opposing card was destroyed this turn.

Firewarden Wyland Kaslinth, 1, Horde (Class-177C, Scourgewar-174C)  
Ally—Blood Elf Mage, 1 [Fire] / 2 Health  
**Assault 1** (+1 ATK on your turn)

Firewing Signets (Betrayed-247C)  
Quest  
Spyer 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 ATK, 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 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 ATK, 3 Strike  
When your hero deals combat damage with this weapon, your hero deals 1 fire damage to each opposing hero and ally.

Flamestrike, 7, Mage (Azeroth-54R)  
Ability—Fire  
Your hero deals 3 fire damage to each opposing hero and ally.

Flametongue Weapon, 2, Shaman (Dark Portal-95U)  
Instant Ability—Enhancement  
Attach to a 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 Heal, 1, Priest (Worldbreaker-76C, Class-71C, Azeroth-78C)  
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 (Betrayed-73C)  
Instant Ability—Holy  
Your hero heals all damage from target ally. Draw a card.

Flash of Steel, 4 (Dark Portal-142C)  
Ability  
Your hero deals 3 melee damage to target hero or ally.

A Flawless Advance, 3, Warrior (Gladiators-79R)  
Ability—Fury  
Ongoing: When an ally with cost equal to the number of resources you control enters your party, 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 (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 ATK, 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.

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.

Foam Sword Rack, 4 (Gladiators-92R, Gladiators Loot-3L)  
Ability  
Ongoing: Each hero has "(1) >>> This hero deals ½ melee damage to target hero."

Focused Will, 7, Priest (Gladiators-49R)  
Ability—Discipline Talent  
Discipline Hero Required <p> Ongoing: At the start of your turn, switch all damage on your hero with the damage on target opposing hero.

The Footsteps of Illidan, 2 (Illidan-116U, Illidan Loot-1L)  
Ability  
Attach to target hero or ally. <p> Ongoing: Attached character is also a Demon.

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 (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 Talent  
Balance Hero Required <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 (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.

Fork Lightning, 5, Shaman (Gladiators-63C)  
Ability—Elemental  
Your hero deals 5 nature damage to target hero and 5 nature damage to target ally.

Form of the Serpent, 3, Druid (Betrayal-39R)  
Instant Ability—Traitor, Form (1)  
Traitor Hero Required <p> Ongoing: When your hero attacks, add a poison counter. Your hero has +1 ATK this combat for each poison counter. <p> Remove all poison counters >>> Your hero deals 1 nature damage to target ally for each counter removed this way.

The Formation of Felbane (Legion-303U)  
Quest  
Pay (7) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ability, ally, equipment, and quest into your hand and the rest on the bottom of your deck.

Fortify, 1, PaWa (Icecrown-91U)  
Instant Ability—Protection  
Your hero has **Protector** this turn. <p> Your hero has +X ATK while protecting this turn, where X is the cost of target non-hero Paladin or Warrior you control.

Fortifying Shout, 5, 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.

Freeze, 2, Mage (Scourgewar-53U)  
Ability—Frost  
Attach to target opposing ally or weapon. <p> Ongoing: Attached card can't attack or exhaust. <p> **Death Rattle** *(When this ability enters your graveyard from anywhere):* Target opposing ally or weapon can't attack or exhaust this turn.

Freezing Arrow, 3, Hunter (Icecrown-35C)  
Instant Ability—Survival  
**Trap** *(You may exhaust your defending hero rather than pay this card's cost.)* <p> Remove target opposing attacker from combat. It can't ready during its controller's next ready step.

Freezing Band, 3, MaPrLo (Legion-271E)  
Equipment—Item, Ring (2)  
Each opponent can't draw more than one card per turn.

Freezing 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 (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.

From the Shadows, 5, Alliance (Azeroth-151R)  
Ability  
Ongoing: All allies have **Elusive**.

Frost Armor, 4, Mage (Betrayal-59U)  
Ability—Frost  
Ongoing: (1), Remove an ability in your graveyard from the game >>> Target ally can't attack this turn.

Frost-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 (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 (Class-52R, Azeroth-55R)  
Instant Ability—Frost  
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Frost Presence, 5, Death Knight (Knight-8U)  
Ability—Frost, Presence (1)  
Ongoing: Opposing cards and effects must target your hero if able. <p> Your hero has +10 [Health] and **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—Enhancement, Fire Totem (1), 1 Health  
Ongoing: Friendly heroes and allies have **Frost Resistance**. <p> *(Totems can be attacked or targeted like allies.)*

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 (Class-96C, Azeroth-109C)  
Instant Ability—Elemental  
Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Frost Strike, 3, Death Knight (Icecrown-22R)  
Instant Ability—Frost Talent  
Frost Hero Required <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 (Betrayor-60R)  
Ability—Frost Talent  
Frost Hero Required <p> Ongoing: (1), Discard a Frost or [Frost] card >>> Opponents pay (2) more to play cards this turn.

Frostbolt, 3, Mage (Class-51U, Azeroth-56U)  
Instant Ability—Frost  
Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

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 ATK, 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 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.

"Fungus Face" McGillicutty, 3, Horde (Class-178C, Legion-183C)  
Ally—Undead Priest, 3 [Holy] / 3 Health  
When this ally is destroyed, you may destroy target ability.

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.

Furor, 3, Druid (Illidan-29R)  
Ability—Restoration Talent  
Restoration Hero Required <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)  
Ally—Cat, Pet (1), 5 [Melee] / 3 Health  
**Ferocity**

Fusion Totem, 2, Shaman (Wrathgate-74U)  
Instant Ability—Elemental, Air Totem (1), 1 Health  
Ongoing: (1), Exhaust an Air Totem you control >>> Exhaust target ally. <p> (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 (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.

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 Talent  
Balance Hero Required <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.

Garell Strout, 4, Horde (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.*)

Garrosh Hellscream, 7, Horde (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 (Class-179C, Azeroth-238C)  
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.*)

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 (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.

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.

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.

Gift of Nature, 3, Druid (Betrayal-40R)  
Ability—Restoration Talent  
Restoration Hero Required <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 (Wrathgate-32R)  
Instant Ability—Restoration Talent  
Restoration Hero Required <p> Attach to target ally. <p> Ongoing: Attached ally has +6 / +6. <p> When attached ally is destroyed, draw two cards.

Gift of the Elven Magi, 1, DrMaPrShLo (Azeroth-322R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 ATK, 4 Strike (2), [Activate], Exhaust your hero >>> Look at the top card of your deck. If it's an ability, 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 (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.

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 Razuvious, 5, DkPaWa (Naxxramas-15R)  
Equipment—Armor—Plate, Waist (1), 2 DEF  
When this armor enters play, search your deck for a weapon with cost less than or equal to the number of resources you control, put damage on your hero equal to its cost, and put it into play.

Girdle of Ruination, 6, MaPrLo (Crafted-3E)  
Equipment—Armor—Cloth, Waist (1), 1 DEF  
At the start of your turn, destroy the ability, ally, or equipment with the lowest cost. If two or more are tied, destroy all with that cost.

Girdle of the Blasted Reaches, 2, HuSh (Drums-208U)  
Equipment—Armor—Mail, Waist (1), 2 DEF  
When this armor enters play, look at the top card of your deck. You may put it on the bottom.

Girdle of the Endless Pit, 1, PaWa (Magtheridon-3R)  
Equipment—Armor—Plate, Waist (1), 3 DEF  
At the start of your turn, put 1 damage on your hero.

Girdle of 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 (Iccrown-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.

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 ATK, 2 Strike  
You can place the top card of your deck face down (*as your one resource per turn*).

Gladiator's Regalia, 8, Mage (Drums-209E)  
Arena 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 ATK, 2 Strike (X), Exhaust your hero >>> Prevent the next X damage that would be dealt to target hero or ally this turn.

Gladiator's Sanctuary, 8, Druid (Honor-158E)  
Arena 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 ATK, 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 ATK, 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.

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.

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.

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 (Class-207U, Azeroth-290U)  
Equipment—Armor—Plate, Head (1), 3 DEF

Gone Fishin', 3 (Outland-106R, Outland Loot-2L)  
Ability  
Ongoing: On your turn: (2), [Activate] >>> Draw three cards and skip your next turn.

Gorebelly, Horde (Azeroth-9)  
Hero—Orc Warrior (Arms), Blacksmithing/Mining, 30 Health (1), Flip Gorebelly >>> You pay (3) less the next time you strike with a Melee weapon this turn.

Gorehowl, 10, PaShWa (Gladiators-178E)  
Equipment—2H Weapon—Axe, Melee (1), 15 ATK, 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 (Worldbreaker-174C)  
Ally—Orc Mage, 1 [Fire] / 4 Health  
**Ferocity** (*This ally can attack immediately.*)

Gouge, 1, Rogue (Worldbreaker-89C, Class-86C, Azeroth-99C)  
Instant Ability—Combat Combo  
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Graccus, Alliance (Class-11, Azeroth-4)  
Hero—Human Paladin (Protection), Blacksmithing/Mining, 29 Health (3), Flip Graccus >>> Prevent the next 3 damage that would be dealt to target hero or ally this turn.

Grace of Air Totem, 2, Shaman (Dark Portal-96R)  
Ability—Enhancement, Air Totem (1), 1 Health  
Ongoing: Opposing allies can't attack your heroes, allies, or Totems unless their controller pays (1) for each attacker. <p> (*Totems can be attacked or targeted like allies.*)

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 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.

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)  
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 (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 ATK, 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 ATK, 3 Strike  
As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

Greatsword of the Ebon Blade, 5, Death Knight (Knight-22R)  
Equipment—2H Weapon—Sword, Melee (1), 5 ATK, 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 (Class-20, Azeroth-10)  
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.

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 Reach, 3, Warlock (Gladiators-71R)  
Ability—Affliction Talent  
Affliction Hero Required <p> Opposing heroes and allies have -1 [Health] this turn for each ability you control.

Grimdron, 1, Warlock (Azeroth-125U)  
Ally—Imp Demon, Pet (1), 0 [Fire] / 1 Health  
**Elusive** <p> (1), [Activate] >>> This ally deals 1 fire damage to target hero or ally.

The Grimtotem Weapon (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.  
[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.

Grounding Totem, 1, Shaman (Drums-69U)  
Ability—Enhancement, Air Totem (1), 4 Health  
Ongoing: Opposing cards and effects must target this ability if able. <p> *(Totems can be attacked or targeted like allies.)*

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.

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.)*

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.

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 Steelhoof, 3, Horde (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.)

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 ATK, 2  
Strike  
When you strike with this weapon, your hero has  
**Long-Range** this combat. <p> (2), Destroy this  
weapon >>> Destroy target Dwarf ally.

Guruvan, 4, Alliance (Class-133U, Outland-119U)  
Ally—Draenei Hunter, 3 [Ranged] / 2 Health  
**Long-Range** (Defenders deal no combat damage  
to this ally.)

Gurzuk, 3, Horde (Class-180C, Legion-187C)  
Ally—Orc Shaman, 2 [Fire] / 3 Health  
**Ferocity** (This ally can attack immediately.)

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

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 (Betrayer-93R)  
Instant Ability—Traitor  
Traitor Hero Required <p> **Finishing Move: Ally**  
(To play, remove X allies in your graveyard from  
the game, where X is 5 or less.) <p> Your hero  
deals 2+X melee damage to target hero or ally.

Gutbuster, 4, DkRoShWa (Worldbreaker-241R)  
Equipment—1H Weapon—Mace, Melee (1), 1  
ATK, 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.

Gutgore Ripper, 3, RoShWa (Molten Core-23R)  
Equipment—1H Weapon—Dagger, Melee (1), 2  
ATK, 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 (Naxxramas-1,  
Gladiators-5)  
Hero—Gnome Rogue (Subtlety),  
Alchemy/Engineering, 27 Health  
On your turn: (2), Flip Gyro >>> If Gyro has  
**Stealth**, destroy target exhausted ally.

Haaroon, 5, Warlock (Legion-107R)  
Ally—Felguard Demon Demonology Talent, Pet  
(1), 6 [Melee] / 6 Health  
Demonology Hero Required <p> **Protector**

Haedis, Alliance (Worldbreaker-5)  
Hero—Draenei Death Knight (Blood), 29 Health  
[Front]: (5) >>> Flip Haedis.  
[Back]: If Haedis would deal damage, he deals  
that much +1 instead.

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.

Halaal (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  
ATK, 2 Strike  
When this weapon enters play, you may destroy  
target damaged ally.

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  
ATK, 3 Strike  
(1), [Activate], Exhaust your hero >>> Your hero  
heals 2 damage from target hero or ally.

Hammer of Justice, 2, Paladin (Class-62C,  
Azeroth-68C)  
Instant Ability—Protection  
Exhaust target hero or ally. It can't ready during  
its controller's next ready step. Draw a card.

Hammer of the 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  
ATK, 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  
ATK, 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 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.

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  
ATK, 3 Strike  
Abilities, allies, and equipment in your hand are  
instant.

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 (Class-135C,  
Azeroth-187C)  
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**.

Haranto Darkstrider, 3, Horde (Scourgear-  
179C)  
Ally—Tauren Death Knight, 5 [Melee] / 3 Health  
**Protector** <p> This ally can't attack unless an  
opponent controls more allies than you.

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.

Harrigan Soulsunder, Horde (Outland-12)  
Hero—Blood Elf Warlock (Affliction),  
Enchanting/Engineering, 28 Health  
(2), Flip Harrigan >>> Harrigan deals 1 shadow  
damage to each opposing hero and ally for each  
ability attached to that character.

Haruka Skycaller, Horde (Dark Portal-14)  
Hero—Orc Shaman (Enhancement),  
Herbalism/Alchemy, 28 Health  
(2), Flip Haruka >>> Ready target Melee weapon.

Hatchet Totem, 2, Shaman (Honor-64R)  
Ability—Enhancement, Air Totem (1), 1 Health  
Ongoing: When this ability enters play, put a 4  
[Melee] / 1 [Strike] Axe weapon token into play  
with Melee (1) if this ability is in play. When this  
ability 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 (Scourgear-97R)  
Instant Ability—Affliction Talent  
Affliction Hero Required <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.

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  
ATK, 3 Strike  
(2), Exhaust your hero >>> Remove three target  
cards in one opposing graveyard from the game.  
Add a spirit counter for each ally removed this  
way. <p> At the start of your turn, your hero  
deals 1 shadow damage to each opposing hero for  
each spirit counter.

Hazardous Materials (Knight-26C)  
Quest  
Pay (3) to complete this quest. <p> Reward:  
Choose one: Put a +1 ATK counter on a Weapon  
you control; or draw a card. If your hero is a  
Death Knight, you may choose both.

Hazlow Mudshuggle, 3, Alliance (Icecrown-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.

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  
ATK, 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 (Azeroth-79U)  
Ability—Holy  
Your hero heals 7 damage from target hero or  
ally.

Healing Stream Totem, 1, Shaman (Azeroth-  
111U)  
Instant Ability—Restoration, Water Totem (1), 1  
Health  
Ongoing: At the start of each turn, this ability  
heals 1 damage from each hero and ally you  
control.

Healing Touch, 3, Druid (Class-29U, Azeroth-22U)  
Ability—Restoration  
Your hero heals 10 damage from target hero or  
ally.

Healing Wave, 3, Shaman (Class-97C, Azeroth-  
112C)  
Ability—Restoration  
Your hero heals 8 damage from target hero or  
ally.

Heart of the Wild, 3, Druid (Dark Portal-22R)  
Ability—Feral Talent  
Feral Hero Required <p> Ongoing: Your hero has  
+10 [Health] while 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 ATK, 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 ATK, 1 Strike

(1), Destroy this weapon >>> Target hero can't deal damage this turn.

Heartseeker, 2, HuRoShWa (Class-208U, Azeroth-326U)

Equipment—1H Weapon—Dagger, Melee (1), 1 ATK, 1 Strike

This weapon has +2 ATK while your hero is attacking a hero or ally that was dealt damage this turn.

Heavy Netherweave Bandage, 2,

DrHuMaPaPrRoShLoWa (Magtheridon-11R)

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 ATK, 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**.

Hellreaver, 3, HuPaWa (Dark Portal-276U)

Equipment—2H Weapon—Polearm, Melee (1), 3 ATK, 3 Strike

You pay (3) less to strike with this weapon while your hero is defending.

Helm of Desolation, 3, HuSh (Betrayal-223U)

Equipment—Armor—Mail, Head (1), 1 DEF

When you strike with a weapon, target ally you control has +2 ATK this turn.

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 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 (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 ATK, 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.

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 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 (Class-118U, Azeroth-142U)

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 (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.

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.

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 Commander Halford Wyrmbane, 4, Alliance (Wrathgate-115E)

Ally—Human Paladin, Unique, 4 [Holy] / 4 Health  
**Protector** <p> This ally has **Assault 1** and **Mend 1** for each other ally you control.

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 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 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 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.

Highlord Bolvar Fordragon, 8, Alliance (Betraye-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 (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

Scryer 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.

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 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 (Worldbreaker-68C, Class-

63C, Azeroth-69C)

Ability—Holy

Your hero heals 5 damage from target hero or ally. Draw a card.

Holy Nova, 2, Priest (Legion-70R)

Instant Ability—Holy Talent

Holy Hero Required <p> Your hero deals 1

unpreventable holy damage to each opposing

hero and ally and heals 1 damage from each

friendly hero and ally.

Holy Shield, 2, Paladin (Azeroth-70R)

Instant Ability—Protection Talent

Protection Hero Required <p> Prevent the next 5

damage that would be dealt to your hero by

target hero or ally this turn. When damage is

prevented this way, your hero deals that much

holy damage to that character.

Holy Shock, 3, Paladin (Illidan-61R)

Instant Ability—Holy Talent

Holy Hero Required <p> Prevent the next 4

damage that target friendly hero or ally would be

dealt this turn. <p> Your hero deals 4

unpreventable holy damage to target opposing

hero or ally.

Holy Strike, 2, Paladin (Honor-44C)

Ability—Retribution

Your hero deals 2 melee damage and 2

unpreventable holy damage to target ally.

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

ATK, 0 Strike

At the end of your turn, if this weapon is ready, put two +1 ATK counters on it.

Horace Shadowfall, 6, Alliance (Betraye-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.

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.

Horrify, 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.

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 (Betraye-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 Mettemelt, 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 (Icycrown-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 (Betraye-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

(Scourgear-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 (Scourgear-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 ATK, 2 Strike

At the end of your turn, if no damage was dealt with this weapon this turn, destroy it.

Hunter Training, 1, Hunter (Legion-37U)

Ability—Marksmanship

Attach to target friendly ally. <p> Ongoing: When an opposing ally enters play, attached ally deals 1 ranged damage to it.

Hunter's Mark, 3, Hunter (Drums-29U)

Instant Ability—Marksmanship

Attach to target hero. <p> Ongoing: If attached hero would be dealt ranged or [Ranged] damage, it's dealt that much +1 instead.

Huntress Xenia, 3, Alliance (Gladiators-109C)

Ally—Draenei Hunter, 4 [Ranged] / 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.

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, Scourgear-180C)

Ally—Troll Shaman, 5 [Melee] / 3 Health

When this ally is dealt damage, you may destroy target ability.

Hurricane, 5, Druid (Scourgear-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 (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 (Scourgear-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.*)

Hypnotic Blade, 2, DrMaPrShLo (Azeroth-327R)

Equipment—1H Weapon—Dagger, Melee (1), 1 ATK, 5 Strike

On your turn: (3), [Activate], Exhaust your hero >>> Target player discards a card.

Hysteria, 4, Death Knight (Wrathgate-26R)

Ability—Blood Talent

Blood Hero Required <p> Ongoing: [Activate], Put 1 damage on a hero or ally you control >>> It has **Assault 4** this turn.

I Was a Lot of Things . . . (Illidan-242C)

Quest

Pay (3) to complete this quest. <p> Reward: Draw a card for each opposing hero.

Ice Barbed Spear, 5, HuPaWa (Drums-228R)

Equipment—2H Weapon—Polearm, Melee (1), 3 ATK, 2 Strike

Each opponent can't draw cards unless he pays (1) for each card.

Ice Barbs, 3, Mage (Honor-35R)

Ability—Frost

Ongoing: Each opponent can't draw cards unless he pays (1) for each card.

Ice Block, 2, Mage (Dark Portal-51R)

Instant Ability—Frost Talent

Frost Hero Required <p> Ongoing: Prevent all damage that would be dealt to your hero. You can't play cards. <p> At the start of your turn, destroy this ability.

Ice Lance, 2, Mage (Class-53C, Drums-36C)

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 ATK, 2 Strike

When your hero deals combat damage to an ally, that ally can't ready during its controller's next ready step.

Icemistress Gal'ha, 4, Horde (Betraye-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 (Icycrown-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 (Icycrown-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 (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 (Icecrown-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)  
Instant Ability—Frost Disease  
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached hero. <p> Allies in attached hero's party have -1 ATK.

Icy Veins, 4, Mage (Honor-36R)  
Ability—Frost Talent  
Frost Hero Required <p> Ongoing: Skip your draw step. <p> At the start of your turn, target opponent chooses a hero or ally 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.

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 ATK, 2 Strike  
If your hero would deal damage to a Demon, it deals double that much instead.

Illidari Blood Lord, 2 (Black Temple Raid-37C)  
Ally—Blood Elf Paladin Traitor, 2 [Melee] / 1 Health  
Traitor Hero Required <p> When this ally enters play, each player turns a face-up resource he controls face down.

Iliyana 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 Talent  
Holy Hero Required <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 ATK, 3 Strike  
(1), [Activate], Exhaust your hero >>> Remove your hand from the game. At the next end of turn, put the cards removed this way into your hand.

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 (Class-106C, Outland-85C)  
Ability—Destruction  
Attach to target hero or ally, and your hero deals 1 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Immolation Trap, 3, Hunter (Dark Portal-35U)  
Instant Ability—Survival  
**Trap** (You may exhaust your defending hero rather than pay this card's cost.) <p> Attach to target attacking hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

The Immovable Object, 4, PaShWa (Dark Portal-254U)  
Equipment—Armor—Shield, Off-Hand (1), 5 DEF  
Destroy this armor >>> Destroy all weapons named The Unstoppable Force.

Imp Lord Pinprick (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 (Betrayal-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), 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—Elemental, Fire Totem (1), 1 Health  
Ongoing: At the start of your turn, this ability deals 3 fire damage to target hero or ally. <p> **Death Rattle** (When this ability enters your graveyard from anywhere): Your hero deals 3 fire damage to target hero or ally.

Incinerate, 2, Warlock (Class-107U, Outland-86U)  
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 (Icecrown-133C)  
Ally—Blood Elf Warlock, 7 [Fire] / 4 Health

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.

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

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 Talent  
Discipline Hero Required <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.

Innervate, 4, Druid (Class-30R, Azeroth-23R)  
Instant Ability—Restoration  
Target player draws three cards.

Inoculation, Alliance (Dark Portal-290C)  
Quest  
On your turn: Pay (3) to complete this quest. <p> Reward: Choose one: Put an ally you control into its owner's hand; or draw a card. If your hero is a Draenei, you may choose both.

Insect Swarm, 1, Druid (Illidan-30R)  
Ability—Balance Talent  
Balance Hero Required <p> Attach to target hero or ally, and your hero deals 2 nature damage to it. <p> Ongoing: Attached character has -2 ATK.

Inspiring Light, 4, Paladin (Drums-46C)  
Ability—Holy  
Your hero heals 8 damage from target hero or ally. Draw a card.

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 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)  
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 Talent  
Beast Mastery Hero Required <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 (Betrayal-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 ATK, 2 Strike (2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.

Invigorating Touch, 1, Druid (Legion-25U)  
Ability—Restoration  
Your hero heals 6 damage from target hero.

Invisibility, 3, Mage (Betrayal-61U)  
Instant Ability—Arcane  
Your hero has **Elusive** and **Untargetable** this turn. <p> Ongoing: Opposing heroes and allies lose and can't have **Elusive** or **Untargetable**.

Invocation, 2, Mage (Betrayal-62R)  
Ability—Arcane  
Ongoing: (2), Destroy this ability >>> This turn, resources you control have "[Activate] >>> Draw a card."

Invoke the Nether, 6, Warlock (Legion-108R)  
Ability—Destruction  
Remove all allies from the game.

Invulnerable Mail, 7, HuPaShWa (Azeroth-296E)  
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.

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.

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 (Betraye-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 (Betraye-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 Spindelflame, 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.

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.

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.*)

Jaenel, Alliance (Worldbreaker-6)  
Hero—Draenei Paladin (Retribution), 29 Health  
[Front]: (4) >>> Flip Jaenel.  
[Back]: **Assault 1** (*Jaenel has +1 ATK on your turn.*)

Jae'va the Relentless, 7, Horde (Betraye-165C)  
Ally—Blood Elf Paladin, 3 [Melee] / 7 Health  
**Protector** <p> Once per turn: Exhaust a hero or ally you control >>> Ready this ally.

Jai Dawnsteel, Horde (Worldbreaker-13)  
Hero—Blood Elf Warrior (Arms), 30 Health  
[Front]: (3) >>> Flip Jai.  
[Back]: Weapons you control have +1 ATK.

Jaina, Lady of Theramore, 4, Alliance (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.

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.

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.

Jaroth 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.*)

Jarro Graven, 3, Alliance (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.

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**

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'zoona, 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> **Berserker** (*This ally has +1 ATK for each damage on it.*)

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.

Jeleane Nightbreeze, 2, Alliance (Dark Portal-170C)  
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health  
**Untargetable**

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.

Jessup Smythe, 3, Horde (Betraye-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

Jezbella of Karabor, 3, Alliance (Betraye-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 Talent, Pet (1), 0 [Melee] / 0 Health  
Demonology Hero Required <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  
**Berserker** (*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 ATK, 4 Strike  
When a player draws a card, put 1 damage on that player's hero.

Jinie Swizzleshade, 6, Alliance (Worldbreaker-142C)  
Ally—Gnome Priest, 5 [Shadow] / 4 Health  
**Elusive** (*This ally can't be attacked.*)

Jin'lak Nightfang, 2, Horde (Azeroth-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 ATK, 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.

Johnny Rotten, 3, Horde (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.

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 (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 (Icecrown-194R)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 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 (Worldbreaker-118R)  
Ability—Arms Talent  
Arms Hero Required <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.

Jumo'zin, Horde (Worldbreaker-14)  
Hero—Troll Druid (Balance), 27 Health [Front]: (4) >>> Flip Jumo'zin. [Back]: When Jumo'zin is dealt combat damage while defending, he deals 1 nature damage to the source of that damage.

Junkboxes Needed, Rogue (Scourgear-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 (Scourgear-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 (Betrayal-140U)  
Ally—Human Paladin, 5 [Holy] / 5 Health  
This ally can protect damaged heroes and allies.

Justicar Broxlo Frostnuggle, 1, Alliance (Scourgear-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 (Scourgear-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 (Scourgear-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 (Naxxramas-8, Drums-11)

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.

Kadus Frosthand, Alliance (Worldbreaker-7)

Hero—Dwarf Mage (Frost), 25 Health  
[Front]: (6) >>> Flip Kadus.  
[Back]: [Activate] >>> Target ally can't attack this turn.

Kaelos Sunscreech, 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 (Class-182C, Azeroth-246C)

Ally—Orc Hunter, 1 [Ranged] / 2 Health  
**Ferocity** (This ally can attack immediately.)

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.

Kalathine Carmichael, Alliance (Gladiators-6)

Hero—Human Priest (Discipline),  
Engineering/Jewelcrafting, 26 Health  
(1), Flip Kalathine >>> The next time Kalathine would be dealt damage this turn, prevent it.

Kalek Deepearth, 3, Alliance (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.)

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)

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.

Kana Nassis, Alliance (Outland-3)

Hero—Draenei Hunter (Survival),  
Skinning/Leatherworking, 28 Health  
(2), Flip Kana >>> If Kana is defending, remove her from combat.

Kaniya the Steadfast, Horde (Honor-14)

Hero—Tauren Warrior (Arms),  
Enchanting/Engineering, 31 Health  
(3), Flip Kaniya >>> Heroes and allies you control have **Protector** this turn.

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.

Karkas Deathhowl, 4, Horde (Class-183C, Azeroth-247C)

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, 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)

Ally—Troll Shaman, 1 [Nature] / 2 Health  
**Protector** <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.

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.

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**

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

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.

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.

Kel'Thuzad, 10 (Scourgear-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 (Icecrown-195E)  
Equipment—1H Weapon—Fist, Melee (1), 3 ATK,  
1 Strike  
When your hero deals combat damage with this  
weapon to a hero, you may destroy this weapon.  
If you do, put target ally in an opponent's  
graveyard into play under your control.

Kelvor Valorshine, 3, Horde (Class-185C, Outland-  
168C)  
Ally—Blood Elf Paladin, 3 [Holy] / 3 Health  
Combat damage that this ally 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.

Kerkz 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 (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  
(Scourgear 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.

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.

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 (Scourgear-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, 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 (Betraye-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 (Betraye-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! (Betraye-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 Dred's Helm, 4, HuSh (Scourgear-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 (Betraye-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 (Betrayal-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 ATK, 2 Strike  
Your hero has **Protector**.

Kingsbane, 4, Rogue (Icecrown-196R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 ATK, 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.

Kirga Earthguard, 2, Horde (Drums-177C)  
Ally—Tauren Shaman, 1 [Nature] / 4 Health  
**Protector** <p> At the end of your turn, ready this ally.

Kirjen Fizzgar, 3, Alliance (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 (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.

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 (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.

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.

Koelus, 3, Alliance (Worldbreaker-147C)  
Ally—Draenei Shaman, 1 [Nature] / 4 Health  
When this ally enters play, if you control an ability, you may destroy target ability.

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 (Class-140C, Azeroth-192C)  
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 (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.

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 (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.

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.

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.

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.

Krol Blade, 3, HuPaRoWa (Azeroth-331U)  
Equipment—1H Weapon—Sword, Melee (1), 3 ATK, 1 Strike

Kronore, 7, Alliance (Betrayal-141R)  
Ally—Draenei Shaman, 4 [Nature] / 6 Health  
[Activate] >>> Ready all other allies you control.

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.

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.

Kurdoc 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 (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.)

Kyla Duskrider, 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 (Icecrown-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>  
<p> Totems you control have +3 [Health].

Kysa Shadowstalker, 3, Alliance (Icecrown-109C)  
Ally—Night Elf Druid, 3 [Melee] / 3 Health  
When this ally enters play, target hero or ally has **Stealth** this turn. (It can't be protected against.)

Lacerate, 3, Druid (Betrayal-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 (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 (Class-141C, Azeroth-194C)  
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 (Betrayal-209E)  
Ally—Black Dragon Traidor, 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 Vashj, 9 (Betrayal-210E)  
Ally—Naga Traidor, 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 (Worldbreaker-148C)  
Ally—Night Elf Mage, 2 [Arcane] / 3 Health

Lafiel, 6, Alliance (Class-142C, Azeroth-196C)  
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 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.

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 ATK, 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.

Last Stand, 1, Warrior (Azeroth-143R)  
Instant Ability—Protection Talent  
Protection Hero Required <p> Ongoing: Your hero has +20 [Health]. <p> At the start of your turn, destroy this ability unless you discard two cards.

Latro Abiectus, 2, Alliance (Class-143C, Azeroth-197C)

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 ATK, 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.

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.

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 (Betrayer-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**.

Leeroy Jenkins, 4, Alliance (Azeroth-198E)

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 "Leeeerooooo 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.

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 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 (Betrayer-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.

Lelora Sunlancer, Horde (Betrayer-21)

Hero—Blood Elf Paladin (Holy),

Mining/Blacksmithing, 29 Health

(3), Flip Lelora >>> Prevent all damage that would be dealt to and dealt by target friendly ally this turn.

Lelora the Dawnslayer, Horde (Betrayer-30)

Hero—Blood Elf Paladin (Traitor),

Mining/Blacksmithing, 29 Health

(1), Flip Lelora >>> If combat damage would be dealt to or dealt by target opposing ally this turn, double it instead.

Leorox, 8, Horde (Betrayer-167E)

Ally—Mok'Nathal Beastmaster, Unique, 7 [Melee] / 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 (Class-144C, Azeroth-200C)  
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.

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

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 (Betrayed-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 (Class-108U, Azeroth-128U)  
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 ATK, 1 Strike  
**Finishing Move:** Rogue (*To play, remove X Rogues in your graveyard from the game, where X is 5 or less.*) <p> When this weapon enters play, your hero deals X melee damage to target hero or ally and heals X damage from itself.

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 (Drums-179C)  
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 (Betrayed-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, DrHuMaPrShLo (Scourgewar-239R)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 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 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 (Worldbreaker-98C, Class-99C, Azeroth-113C)  
Ability—Elemental  
Your hero deals 4 nature damage to target hero or ally.

Lightning Overload, 3, Shaman (Drums-70R)  
Ability—Elemental Talent  
Elemental Hero Required <p> Ongoing: When you play a non-Ongoing ability, destroy 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 Talent  
Survival Hero Required <p> Ongoing: Opposing heroes and allies have -1 ATK while in combat with your hero.

Lightning Shield, 4, Shaman (Dark Portal-97R)  
Instant Ability—Enhancement  
Ongoing: 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.

Light's Justice, 2, DrPaPrSh (Drums-229U)  
Equipment—1H Weapon—Mace, Melee (1), 1  
ATK, 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 Talent  
Holy Hero Required <p> Ongoing: Friendly  
heroes and allies have "[Activate] >>> This  
character heals 2 damage from itself."

Lilith Smythe, 2, Horde (Betrayer-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 (Betrayer-31)  
Hero—Orc Warrior (Traitor), Mining/Enchanting,  
30 Health  
On your turn: (2), Flip Lionar >>> Destroy target  
ally with **Protector**.

Lionar, Unbound, Horde (Betrayer-22)  
Hero—Orc Warrior (Protection),  
Mining/Enchanting, 30 Health  
(3), Flip Lionar >>> **Protectors** you control have  
+2 ATK this turn.

Lionheart Helm, 4, PaWa (Azeroth-297U)  
Equipment—Armor—Plate, Head (1), 2 DEF  
Damage that your hero would deal is  
unpreventable.

Lissie Spizfrat, 1, Alliance (Icecrown-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 (Azeroth-5)  
Hero—Human Mage (Frost), Alchemy/Herbalism,  
25 Health  
(2), Flip Litori >>> Target hero or ally can't attack  
this turn.

Living Bomb, 1, Mage (Scourgear-54R)  
Ability—Fire Talent  
Fire Hero Required <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 (Betrayer-63C)  
Instant Ability—Fire  
Attach to target hero or ally. <p> Ongoing: At the  
start of your turn, your hero deals 1 fire damage  
to attached character for each ability named  
Living Pyre attached to it.

Llyras Keeneye, 2, Alliance (Betrayer-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 (Icecrown-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 (Azeroth-100R)  
Ability—Combat  
Destroy target resource. If your hero has **Stealth**,  
put the top card of your deck into your resource  
row face down and exhausted.

The Lobotomizer, 5, HuRoShWa (Dark Portal-  
278U)  
Equipment—1H Weapon—Dagger, Melee (1), 1  
ATK, 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  
ATK, 3 Strike  
Once per turn: (2) >>> Your hero heals 2 damage  
from target hero or ally.

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 ATK,  
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  
ATK, 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 (Naxxramas-9, Drums-12)  
Hero—Troll Hunter (Survival),  
Engineering/Jewelcrafting, 28 Health  
On your turn: (5), Flip The Longeye >>> Destroy  
target opposing ally if it has or shares the highest  
cost among opposing allies.

Loraala, 3, Alliance (Drums-135C)  
Ally—Draenei Mage, 3 [Fire] / 4 Health  
This ally can't attack. <p> [Activate] >>> This ally  
deals 3 fire damage to target hero.

Loraala the Frigid, Alliance (Class-13, Naxxramas-  
2, Honor-5)  
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 ATK,  
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 (Scourgear-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 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 (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*

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 ATK, 0 Strike  
This weapon enters play with three +1 ATK counters if an opponent went first this game.

Lu'ka de Wall, 6, Horde (Illidan-160C)  
Ally—Troll Warrior, 6 [Melee] / 5 Health  
**Protector** <p> When this ally is dealt damage, you may exhaust target hero or ally.

Lunen the Moon Baron, 3, Alliance (Betraye-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.

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.

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 (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 (Betraye-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."

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 (Betraye-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 (Betraye-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 attachments.*) <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—Elemental, Fire Totem (1), 1 Health  
Ongoing: At the start of your turn, this ability deals 1 fire damage to each opposing hero and ally. <p> (*Totems can be attacked or targeted like allies.*)

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> Dwarf heroes and allies you control have additional [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**

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.

Malaxia Wizwhirl, Horde (Worldbreaker-15)  
Hero—Goblin Shaman (Elemental), 28 Health [Front]: (2) >>> Flip Malaxia.  
[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** and Form (1) until you strike with a weapon or play a non-Feral ability. (*+1 ATK while attacking in Cat Form.*)

Malfuction, 4 (Dark Portal-147C)  
Instant Ability  
Target player destroys an equipment he controls.

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 (Outland-173U)  
Ally—Blood Elf Warlock, 3 [Fire] / 2 Health  
Friendly Pets have +2 ATK.

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 (Class-54U, Azeroth-57U)  
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 (Betrayor-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 (Betrayor-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—Restoration, Water Totem (1), 1 Health  
Ongoing: At the start of your turn, draw a card.  
<p> (Totems can be attacked or targeted like allies.)

Mana Tide Totem, 4, Shaman (Dark Portal-99R)  
Ability—Restoration Talent, Water Totem (1), 1 Health  
Restoration Hero Required <p> Ongoing: At the start of your turn, draw a card for each hero and ally you control. <p> (Totems can be attacked or targeted like allies.)

Manaforge B'naar (Betraye-248C)  
Quest  
Scrier 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.

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 Life, 3, Druid (Icecrown-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 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 (Class-31C, Azeroth-24C)  
Instant Ability—Restoration  
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Mark of Undeath, 3, Death Knight (Icecrown-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 (Betraye-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.

Marksman Boriz, 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**.

Marksman Eowan, 4 (Betraye-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.

Marksman Glous, 2 (Betraye-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.

Marksman'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 (Class-14, Betraye-4)  
Hero—Human Warlock (Destruction),  
Alchemy/Enchanting, 28 Health  
On your turn: (6), Flip Marlowe >>> Target hero or ally has -5 [Health] this turn.

Marlowe the Felsworn, Alliance (Betraye-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 (Naxxramas-3, Drums-3)  
Hero—Dwarf Priest (Shadow),  
Engineering/Jewelcrafting, 26 Health  
(1), Flip Martiana >>> Target player discards a card if he already discarded a card this turn.

Martyr's Mending, 3, Paladin (Legion-61R)  
Instant Ability—Holy  
Your hero heals any amount of damage from other friendly heroes and allies. Put that much damage on your hero.

Marundal the Kindred, 4, Alliance (Honor-108R)  
Ally—Night Elf Druid, 4 [Arcane] / 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 ATK, 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 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 Talent  
Subtlety Hero Required <p> Ongoing: Your hero has **Stealth**. (*It can't be protected against.*)

Master of the Hunt, 3, Hunter (Azeroth-40R)  
Ability—Beast Mastery  
Ongoing: Pets you control have +2 / +2.

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

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 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 (Outland-216R)  
Equipment—1H Weapon—Mace, Melee (1), 3 ATK, 2 Strike (5), [Activate] >>> Your hero deals 1 nature damage to each of up to three target heroes and/or allies.

Matalo Trailfinder, 1, Horde (Betrayal-170U)  
Ally—Tauren Hunter, 1 [Ranged] / 1 Health  
This ally has +1 ATK while attacking for each quest you control.

A Matter of Time (Worldbreaker-263C)  
Quest  
Pay (6) to complete this quest. <p> 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.*)

Maxum Ironbrew, 4, Alliance (Azeroth-204C)  
Ally—Dwarf Paladin, 2 [Melee] / 4 Health  
When this ally defends, he heals 2 damage from himself.

Mayla Finkspitter, 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.

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 (Betrayal-255C)  
Quest  
Pay (2) to complete this quest. <p> Reward: Draw a card for each five resources you control.

Megamorph, 8, Mage (Outland-43R)  
Ability—Arcane  
Target any number of allies controlled by one player. <p> Ongoing: Those allies can't attack or protect, lose and can't have powers, and are also Sheep.

Meganna Callaghan, 5, Alliance (Drums-137C)  
Ally—Human Rogue, 4 [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.

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.

Melt Face, 2, Priest (Class-73C, Betrayal-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.

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 ATK, 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 ATK, 4 Strike  
If your hero would deal non-combat damage, it deals double that much instead.

Merciless Gladiator's Greatsword, 6, PaWa (Drums-231R)  
Arena Equipment—2H Weapon—Sword, Melee (1), 7 ATK, 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.

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 (Betrayed-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 Talent, 1 [Fire] / 35 Health  
Demonology Hero Required <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.

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 (Class-187C, Azeroth-251C)  
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.

Millhouse Manastorm, 3 (Betrayed-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 (Class-145C, Azeroth-208C)  
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-numbing Poison, 3, Rogue (Dark Portal-84U)  
Instant Ability—Poison  
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of attached hero's controller's turn, that player exhausts a ready resource he controls.

Mind Sear, 4, Priest (Icecrown-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)  
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.

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.

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 Stonedeeep, 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.

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 Talent

Shadow Hero Required <p> Ongoing: (X), [Activate] >>> Target player puts the top X cards of his deck into his graveyard.

The Missing Diplomat, Alliance (Azeroth-342U)

Quest

On your turn: Pay (4) to complete this quest. <p> Reward: Search your deck for an ally, 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.

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.

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 ATK, 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.

Moira Darkheart, 4, Alliance (Class-146C,

Azeroth-209C)

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)

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 (Class-188U, Azeroth-252U)

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.

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.

Mooncaller Jynalla Nightpath, 6, Alliance

(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 Talent, Form (1)  
Balance Hero Required <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.

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.

Morfel, 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.

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 Talent  
Arms Hero Required <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 (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.*)

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.

Multi-Shot, 5, Hunter (Class-40R, Azeroth-41R)  
Instant Ability—Marksmanship  
Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

Munkin Blackfist, 4, Horde (Drums-185C)  
Ally—Orc Warrior, 2 [Melee] / 4 Health  
**Protector** <p> When this ally enters play, destroy target equipment if its controller has more equipment than you.

Murderous Torment, 3, Mage (Betrayal-65U)  
Ability—Traitor  
Traitor Hero Required <p> Ongoing: When an opponent draws a card, your hero deals 1 arcane damage to his hero.

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

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

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 Talent Combo  
Assassination Hero Required <p> Your hero deals melee damage to target hero or ally equal to 1 plus the combined ATK of Daggers you control.

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 (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.

Mythen of the Fang, Alliance (Betrayed-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 (Class-15, Betrayed-5)

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].

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

(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 (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 (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 (Betrayed-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.

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)

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 (Class-32C, Betrayed-43C)

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)

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 (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 (Gladiators-20R)  
Ability—Balance Talent  
Balance Hero Required <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 Swiftmess, 3, Druid (Azeroth-28R)  
Ability—Restoration Talent  
Restoration Hero Required <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.

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.

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.

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.

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.

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 ATK, 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. <p> If a card would enter an opposing graveyard, remove it from the game instead unless it's a hero from play.

Nerves of Steel, 1, Rogue (Drums-62R)  
Instant Ability—Combat Talent  
Combat Hero Required <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 ATK, 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.

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 ATK, 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 ATK, 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 (Wrathgate-125C)  
Ally—Human Warlock, 3 [Shadow] / 6 Health  
**Assault 3**

Nethershard, 3, DrMaPrShLo (Gladiators-182R)  
Equipment—1H Weapon—Dagger, Melee (1), 1 ATK, 3 Strike  
On your turn: (2), Exhaust your hero >>> Target opponent removes a card in his hand from the game.

Netherwind Crown, 3, Mage (Onyxia-17E)  
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 Talent  
Arcane Hero Required <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 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.

Nicholas Merrick, Alliance (Gladiators-8)

Hero—Human Mage (Fire), Mining/Engineering, 25 Health

On your turn: (3), Flip Nicholas >>> Nicholas deals 2 fire damage to each opposing ally.

Nightbloom, 2, Alliance (Azeroth-211R)

Ally—Night Elf Druid, 1 [Nature] / 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.

Nightstalker Austen, 6, Alliance (Worldbreaker-154C)

Ally—Human Hunter, 6 [Ranged] / 5 Health Opposing allies lose and can't have **Elusive**.

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 (Betrayal-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.*)

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.

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**.

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 (Naxxramas-4, Drums-4)

Hero—Night Elf Druid (Feral),

Alchemy/Engineering, 27 Health

(1), Flip Oakenclaw >>> This turn, Oakenclaw has **Bear Form** and Form (1) until you strike with a weapon or play a non-Feral ability.

The Oathkeeper, 4, DrPaSh (Drums-233E)

Equipment—2H Weapon—Mace, Melee (1), 6 ATK, 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 (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 (Betrayal-15)

Hero—Draenei Mage (Traitor),

Jewelcrafting/Tailoring, 25 Health

(2), Flip Obora >>> When an opponent draws a card this turn, Obora deals 1 arcane damage to target hero or ally that opponent controls.

Obora the Wise, Alliance (Betrayal-6)

Hero—Draenei Mage (Arcane),

Jewelcrafting/Tailoring, 25 Health

(4), Flip Obora >>> When you play an ability this turn, draw a card.

Observer's Shield, 2, PaShWa (Dark Portal-257U)

Equipment—Armor—Shield, Off-Hand (1), 2 DEF

This armor enters play exhausted.

Obsidian Edged Blade, 4, PaWa (Molten Core-24R)

Equipment—2H Weapon—Sword, Melee (1), 4

ATK, 1 Strike

(1), Discard this weapon from your hand >>> Put a +1 ATK counter on target Two-Handed Sword.

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 (Class-147C, Scourgewar-150C)  
Ally—Dwarf Warrior, 4 [Melee] / 6 Health  
**Protector**

Old Bones, 4, Hunter (Class-41U, Azeroth-42U)  
Ally—Bear, Pet (1), 4 [Melee] / 4 Health  
This ally can protect your hero.

Omedus the Punisher, Horde (Azeroth-12)  
Hero—Undead Priest (Shadow),  
Alchemy/Herbalism, 26 Health  
(3), Flip Omedus >>> Omedus deals shadow damage to target hero equal to 7 minus the number of cards in its controller's hand.

Omen of Clarity, 3, Druid (Honor-22R)  
Ability—Restoration Talent  
Restoration Hero Required <p> Ongoing: At the start of your turn, you may reveal the top card of your deck. If you do, you pay (2) less the next time you play or complete a card with that name this turn.

The Omens of Terror, 2, Priest (Gladiators-51U)  
Instant Ability—Shadow  
Your hero deals 1 shadow damage to target hero or ally. Its controller reveals a card in his hand for each damage dealt this way. Choose a revealed card, and he discards it.

On 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 (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 [Frost] / 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.

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 (Class-148U, Drums Starter-3U)  
Ally—Draenei Shaman, 4 [Melee] / 4 Health

Oruk Starstorm, 3, Horde (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.

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.

Overlord Drakuru, 2 (Icecrown-155R)

Scourge Ally—Troll Death Knight, Unique, 1 [Frost] / 4 Health

Scourge Hero Required <p> This ally has **Assault X**, where X is the highest cost among Scourge allies you control.

Overlord Or'barokh, 8, Horde (Illidan-163R)

Ally—Orc Warrior, Unique, 8 [Melee] / 1 Health

**Ferocity** <p> When this ally enters play, you may destroy target damaged ally.

Overpower, 6, Warrior (Honor-79R)

Ability—Arms

Ongoing: Opposing cards can't exhaust on your turn.

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 (Icecrown-7)

Scourge Hero—Human Rogue (Combat), 27 Health

[Front]: On your turn: Flip Savryn, remove a Rogue in your graveyard from the game >>> This turn, Melee weapons you control have **Assault 1**, and combat damage your hero would deal is unpreventable.

[Back]: Deckbuilding: You can only include either [Alliance] or [Horde] cards, [Rogue] cards, [Rogue] Combat Talents, neutral cards, and Scourge cards. You can't include cards with reputations or other text restrictions.

The Overseer's Shadow (Scourgewar-262C)

Quest

Pay (4) to complete this quest. <p> Reward: If you control an ability, draw a card. If you control an ally, draw a card. If you control an equipment, draw a card.

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.

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.)

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 Soulbinder, 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 Talent

Discipline Hero Required <p> Ongoing: If your hero would be dealt damage, prevent 1 of that damage.

"The Painsaw", 3, Horde (Illidan-164C)

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

When The this ally enters play, you may destroy target ready weapon.

Paint Bomb, 1 (Icecrown-97U, Icecrown 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.

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 (Azeroth-212C)

Ally—Gnome Warrior, 2 [Melee] / 2 Health

**Protector** <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 (Worldbreaker-29C)

Ability—Frost

Put target ally from your graveyard on top of your deck.

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."

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.

Penance, 4, Paladin (Drums-47R)  
Ability—Retribution  
Each ally deals holy damage to itself equal to its ATK.

Penelope's Rose, 4, DrMaPrLo (Dark Portal-266U)  
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, Molten Core-25R)  
Equipment—1H Weapon—Dagger, Melee (1), 2 ATK, 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.

Pernicious Poison, 2, Rogue (Drums-63U)  
Instant Ability—Poison  
Attach to target hero or ally that your hero dealt combat damage to this turn. <p> Ongoing: At the start of your turn, your hero deals 3 nature damage to attached character.

Personal Weather Maker, 3 (Betrayal-128R, Betrayal Loot-2L)  
Ability  
Ongoing: Play with the top card of your deck revealed. <p> Opponents can't target cards in play you control that share a type with the top card of your deck.

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.  
[Back]: When you strike with a Melee weapon, you may add a +1 ATK counter to it.

Petreus Roffe, 3, Alliance (Class-150C, Scourgewar-151C)  
Ally—Human Paladin, 3 [Holy] / 3 Health  
**Protector**

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.

Phantrich, 5, Alliance (Icecrown-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.

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 (Icecrown-86C)  
Ability—Arms  
Attach to target ally, and your hero deals 2 melee damage to it. <p> Ongoing: Attached ally has -2 [Health].

Piercing Howl, 5, Warrior (Legion-117R)  
Ability—Fury Talent  
Fury Hero Required <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 (Dark Portal-185U)  
Ally—Dwarf Hunter, 3 [Ranged] / 1 Health  
**Elusive** <p> **Long-Range** (*Defenders deal no combat damage to this ally.*)

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 (Icecrown-156U)  
Scourge Ally—Zombie, Unlimited, 3 [Nature] / 3 Health  
Scourge Hero Required <p> When this ally is dealt non-fatal damage, destroy it. If you do, it deals that much nature damage to each opposing hero and ally.

Plague Fleshbane, Horde (Betrayed-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.

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 (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 (Betrayed-237U)  
Equipment—2H Weapon—Polearm, Melee (1), 4 ATK, 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)  
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 (Icecrown-66C)  
Ability—Subtlety  
Look at target player's hand and choose an ability, ally, or equipment with cost 4 or less. He discards that card.

Point Blank, 2, Hunter (Dark Portal-37C)  
Instant Ability—Marksmanship  
If your hero is defending, it deals 3 ranged damage to target attacker.  
"Poison 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.

Polished Breastplate of Valor, 4, 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.

Polymorph, 2, Mage (Class-55C, Azeroth-58C)  
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 (Icecrown-183R, Icecrown Loot-2L)  
Equipment—Item, Hearthstone (1)  
On your turn: (1), [Activate] >>> Remove target ally you control from the game. <p> On your turn: (1), [Activate] >>> Put an ally removed by a card named Portal Stone into play under your control.

Porto, 2, Alliance (Outland-137C)  
Ally—Draenei Shaman, 2 [Nature] / 2 Health  
**Protector** <p> Friendly Totems have **Untargetable**.

Potential Energy Source (Betrayed-258U)  
Quest  
Pay (2) to complete this quest. <p> Reward: You pay (4) less to complete your next quest this turn.

Power Infusion, 3, Priest (Icecrown-56R)  
Ability—Discipline Talent  
Discipline Hero Required <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: 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: 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 (Class-74C, Azeroth-83C)  
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: 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 (Scourgewar-74C)  
Instant Ability—Discipline  
Attach to target ally. <p> Ongoing: Attached ally has +5 [Health].

Prayer of Fortitude, 6, Priest (Legion-74R)  
Ability—Discipline  
Ongoing: Heroes and allies you control have +5 [Health].

Prayer of Healing, 3, Priest (Class-76U, Azeroth-84U)  
Ability—Holy  
Your hero heals 3 damage from each hero and ally you control.

Prayer of Mending, 1, Priest (Betrayer-83C)  
Instant Ability—Holy  
Attach to target friendly ally. <p> Ongoing: At the start of your turn, your hero heals 3 damage from attached ally. <p> When attached ally is destroyed, put this ability from its owner's graveyard into play attached to target friendly ally.

Prayer of Shadow Protection, 1, Priest (Scourgewar-75U)  
Instant Ability—Shadow  
Friendly heroes and allies have **Shadow Resistance** this turn. *(Prevent all shadow [Shadow]) damage that they would be dealt.)*

Prayer of Spirit, 4, Priest (Icecrown-57U)  
Ability—Discipline  
Ongoing: [Activate] >>> Ready a resource you control for each ally you control.

Prayer of Vitality, 3, Priest (Icecrown-58C)  
Ability—Discipline  
Your hero heals all damage from allies you control. <p> Ongoing: Allies you control have +1 [Health].

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 (Icecrown-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 Talent  
Feral Hero Required <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 Talent  
Subtlety Hero Required <p> Search your deck for up to two Combos, reveal them, and put them into your hand.

Preparing for War (Betrayer-259C)  
Quest  
Pay (X) to complete this quest. <p> Reward: Shuffle X target cards from any number of graveyards into their owners' decks.

Presence of Mind, 0, Mage (Drums-38R)  
Instant Ability—Arcane Talent  
Arcane Hero Required <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.

Prey on the Weak, 2, Rogue (Class-87C, Dark Portal-85C)  
Instant Ability—Assassination  
Destroy target ally with cost 4 or less.

Pride of the Fel Horde (Legion-311C)  
Quest  
Pay (2) to complete this quest. <p> Reward: If you control no ready resources, draw a card.

Priest Training, 1, Priest (Legion-75U)  
Ability—Holy  
Attach to target friendly ally. <p> Ongoing: Attached ally has "[Activate] >>> This ally heals 5 damage from target hero or ally."

Priestess Katianna, 2, Alliance (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 Focus, 4, Hunter (Icecrown-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 Taming, 1, HuSh (Icecrown-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—Elemental, Earth Totem (1), 1 Health  
Ongoing: When a Totem you control is destroyed, it deals 1 nature damage to each opposing hero and ally. <p> *(Totems can be attacked or targeted like allies.)*

Primalist Naseth, 6, Alliance (Dark Portal-186U)  
Ally—Draenei Shaman, 3 [Nature] / 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 Kael'thas Sunstrider, 9 (Betrayer-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.)*

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, 3, HuSh (Worldbreaker-223R)  
Equipment—Armor—Mail, Shoulder (1), 1 DEF  
Neutral 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 neutral 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.

Proving Grounds (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 Scream, 6, Priest (Azeroth-85R)  
Instant Ability—Shadow  
Each opponent puts three allies he controls into their owners' hands.

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].

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 (Class-101U, Azeroth-114U)  
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.

PX-238 Winter Wondervolt, 3 (Winter Veil-2R)  
Ability  
Choose an ally type. <p> Ongoing: All allies also have that type. (Examples of types are Chicken, Demon, Druid, Gnome, and Yeti.)

Pyroblast, 8, Mage (Azeroth-59R)  
Ability—Fire Talent  
Fire Hero Required <p> Attach to target hero or ally, and your hero deals 6 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 2 fire damage to attached character.

Pyroclastic Consumption, 5, Mage (Drums-39R)  
Ability—Fire  
Attach to target hero. <p> Ongoing: When attached hero is dealt fire or [Fire] damage, 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.

Quagmirran's Eye, 3, DrMaPaPrShLo (Betraye-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 (Betraye-238E)  
Equipment—2H Weapon—Sword, Melee (1), 5 ATK, 5 Strike  
Remove the top ten cards of your deck from the game >>> You pay (5) less the next time you strike with this weapon this turn.

Queen Angerboda, Mage (Icecrown-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 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.

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" Spigotgulf, 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 (Betraye-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)  
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.

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.

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 (Betrayal-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.

Rakasa Mournwind, 6, Horde (Honor-141C)  
Ally—Tauren Shaman, 3 [Frost] / 6 Health  
**Protector** <p> When this ally deals damage, target opposing hero or ally can't attack or protect this turn.

Rake, 1, Druid (Dark Portal-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.

Rally the Troops, 3 (Azeroth-166C)  
Instant Ability  
Allies you control have +1 ATK this turn.

Rallying Shout, 2, Warrior (Outland-95U)  
Instant Ability—Protection Shout  
Ongoing: Allies you control have **Protector**.

Ramaladni's Blade of Culling, 4, DkPaWa (Worldbreaker-244R)  
Equipment—2H Weapon—Axe, Melee (1), 7 ATK, 2 Strike  
Opposing heroes and allies have **Protector**.

Rames the Purifier, 4, Alliance (Betrayal-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 Talent  
Fury Hero Required <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 (Class-152U, Azeroth-213U)  
Ally—Gnome Rogue, 2 [Melee] / 2 Health  
When this ally deals combat damage to a defending hero, draw a card.

Randolphe Mortimer, Alliance (Naxxramas-5, Knight-1)  
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 (Betrayal-53R)  
Ability—Marksmanship Talent  
Marksmanship Hero Required <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 (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 (Betrayal-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 (Icecrown-30C)  
Ability—Feral Combo  
Your hero deals 2 melee damage to target ally, or 4 if you control a Form.

Ravenna, Horde (Class-24, Illidan-14)  
Hero—Blood Elf Rogue (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.

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 (Betrayal-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.

Razorsaw, 6 (Legion-250R)

Ally—Demon, Unique, 7 [Ranged] / 4 Health

**Long-Range** (Defenders deal no combat damage to this ally.) <p> When this ally enters play, he deals 4 ranged damage to target ally you control. When this ally leaves play, he deals 4 ranged damage to target ally.

Raztu'jor, 4, Horde (Class-191C, 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 Talent

Survival Hero Required <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 (Scourgewar-241U)

Equipment—1H Weapon—Axe, Melee (1), 3 ATK, 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 Infinites, 6, HuPaWa (Outland-217E)

Equipment—2H Weapon—Axe, Melee (1), 2 ATK, 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 (Illidan-31U)

Instant 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.

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 Talent

Protection Hero Required <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.

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 ATK, 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 (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 ATK, 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.

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.

[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 (Betrayed-18)  
Hero—Dwarf Priest (Traitor), Alchemy/Tailoring,  
26 Health  
On your turn: (4), Flip Remba >>> Gain control of  
target ally with an attachment.

Rend, 1, Warrior (Azeroth-146C)  
Instant Ability—Arms  
Attach to target hero or ally. <p> Ongoing: At the  
start of your turn, your hero deals 1 melee  
damage to attached character.

Renew, 1, Priest (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 (Scourgear-  
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.

Repentance, 2, Paladin (Worldbreaker-69R)  
Instant Ability—Retribution Talent  
Retribution Hero Required <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  
ATK, 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 Survivors!, Alliance (Dark Portal-  
297R)  
Quest  
Draenei Hero Required <p> On your turn, pay (3)  
to complete this quest. <p> Reward: Put two 0  
[Melee] / 1 [Health] Draenei Survivor ally tokens  
into play with "Exhaust your hero, remove this  
ally from the game >>> Draw a card."

Resolute Aura, 4, Paladin (Honor-45R)  
Ability—Retribution, Aura (1)  
Ongoing: For each armor you control, weapons  
you control have +1 ATK and you pay (1) less to  
strike with them.

Resourcefulness, 4, Hunter (Drums-30R)  
Ability—Survival Talent  
Survival Hero Required <p> Ongoing: Heroes and  
non-token allies you control can be exhausted to  
pay costs as though they were resources.

Ressa Shadeshine, Alliance (Betrayed-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 (Icecrown-51U)  
Ability—Holy  
Put target ally with **Assault, Mend, or Protector**  
and cost less than or equal to the number of  
resources you control from your graveyard into  
play. Draw a card.

The Restless Dead (Scourgear-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 (Class-78R, Azeroth-86R)  
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 (Betrayal-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 ATK, 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.

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 ATK, 2 Strike  
When you strike with this weapon, your hero has **Long-Range** this combat. (*Defenders deal no combat damage to it.*)

Rhonin, 3 (Iccrown-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 (Iccrown-114C)  
Ally—Night Elf Druid, 3 [Arcane] / 5 Health  
**Protector, Assault 1, Mend 1**

The Rider of Frost (Iccrown-216C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card. You pay (1) less to complete quests this turn.

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.

Rimblat Earthshatter, Shaman (Iccrown-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 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 Recalcitrant, 4, DrHuRoWa (Magtheridon-15R)  
Equipment—Item, Ring (2)  
Friendly heroes have +1 ATK while attacking.

Ring of the Shadow Deepes, 1, DrHuPaRoShWa (Betrayers-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 (Betrayers-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 (Betrayers-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.

Rise and Be Recognized (Honor-197C)  
Quest  
On your turn: Pay (4) to complete this quest. <p> Reward: Draw two cards.

Rise to the Challenge, 15 (Azeroth-167E)  
Ability  
Attach to your hero and remove all damage from it. <p> Draw cards until you reach your maximum hand size. <p> Ongoing: Attached hero has +10 [Health].

Rite of Vision, Horde (Dark Portal-306R)  
Quest  
Tauren Hero Required <p> On your turn, pay (3) to complete this quest. <p> Reward: Put a 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 (Betrayers-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**.

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.

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.

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 ATK, 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 (Betrayers-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.

Rogg Dreadnock, 3, Horde (Betrayers-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.

Roke the Ice Baron, 2, Alliance (Betrayed-153R)  
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 Talent  
Elemental Hero Required <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.

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.)

Ruinination, 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**

Run to Ground, 5, Hunter (Betrayed-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  
ATK, 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  
ATK, 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 (Betrayed-25)  
Hero—Troll Priest (Shadow),  
Herbalism/Alchemy, 26 Health  
On your turn: (2), Flip Runetusk >>> Target  
opponent discards a card.

Ruon Wildhoof, 6, Horde (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 Talent  
Assassination Hero Required <p> Put up to five  
Combos from your removed from game zone into  
your hand.

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**.

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 ATK, 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.

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].*)

Sanctity Aura, 4, Paladin (Legion-65R)  
Ability—Retribution Talent, Aura (1)  
Retribution Hero Required <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.

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, 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.*)

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 (Class-110C, Azeroth-130C)  
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 (Betraye-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 (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 Fury, 3, Druid (Betraye-44R)  
Ability—Feral Talent  
Feral Hero Required <p> Ongoing: When you play a Feral ability, if you control a Form, your hero may deal 2 melee damage to target ally.

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 (Class-156C, Dark Portal-189C)

Ally—Human Warlock, 2 [Shadow] / 1 Health

(2), Destroy this ally >>> Draw a card.

Scarlet Kris, 2, HuRoShWa (Class-221U, Azeroth-333U)

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

Scatter Shot, 4, Hunter (Gladiators-31R)

Instant Ability—Marksmanship Talent

Marksmanship Hero Required <p> Your hero deals ranged damage to target hero or ally equal to 1 plus the combined ATK of 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 ATK, 3 Strike

If a card or effect you control would cause an opponent to discard a card, he discards a random card instead.

Scholar Krosiss, 1, Horde (Betrayal-176C)

Ally—Undead Mage, 1 [Arcane] / 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 ATK, 2 Strike

Scimitar of the Sirocco, 4, DkPaWa (Worldbreaker Crafted-2E)

Equipment—1H Weapon—Sword, Melee (1), 3 ATK, 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 (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 Talent

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**.

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 Talent

Assassination Hero Required <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 Talent, Seal (1)

Retribution Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to a hero or ally, your hero also deals 2 holy damage to that character. <p> (1), Destroy 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 (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 (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 Talent

Holy Hero Required <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 Totem, 2, Shaman (Azeroth-116U)

Instant Ability—Elemental, Fire Totem (1), 1 Health

Ongoing: At the start of each turn, this ability deals 1 fire damage to target hero or ally. <p> (*Totems can be attacked or targeted like allies.*)

The Secret Compromised (Illidan-247C)

Quest

Pay (1) to complete this quest. <p> Reward: Look at the top three cards of target opponent's deck. Put one on top of his deck and the rest on the bottom in the order of your choice.

Seeds of the Lashers (Wrathgate-215C)

Quest

Exhaust seven cards you control to complete this quest. <p> Reward: Draw two cards.

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)

Scryer Reputation <p> Your hero has "**Sabotage**: Ability or equipment." <p> When your hero sabotages a card, destroy it.

Sek Grimlash, 6, Horde (Betrayal-177R)

Ally—Orc Warlock, 3 [Shadow] / 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.

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—Enhancement, Air Totem (1), 1 Health

Ongoing: When an opposing ally enters play, exhaust it. <p> (*Totems can be attacked or targeted like allies.*)

Sen'zir Beastwalker, Horde (Class-25, Azeroth-14)

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 ATK, 4 Strike  
(1), Discard a card >>> Your hero heals 2 damage from target hero or ally.

Set Ablaze, X, Mage (Honor-39R)

Ability—Fire

Ongoing: 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 ATK, 6 Strike  
[Activate] >>> Put the card tenth from the top of your deck into your hand.

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.

Shadala, 2, Horde (Legion-202C)

Ally—Blood Elf Priest, 2 [Holy] / 2 Health

When you play an ability, you may destroy target ability.

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)

Ally—Panther, Pet (1), 7 [Melee] / 7 Health  
**Elusive** (*This ally can't be attacked.*)

Shadow and Flame, 3, Warlock (Betraye-116R)

Ability—Destruction Talent

Destruction Hero Required <p> Ongoing: (1), Destroy an ability you control >>> Your hero deals 2 shadow or fire damage to target hero or ally.

Shadow Bolt, 3, Warlock (Class-111U, Azeroth-132U)

Ability—Destruction

Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

Shadow 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 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 (Betraye-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 Talent

Shadow Hero Required <p> Attach to target opposing hero or ally. <p> Ongoing: If attached character would be dealt shadow damage, it's dealt that much +2 instead.

Shadow Word: Agony, 3, Priest (Illidan-73U)

Ability—Shadow

Attach to target hero. <p> Ongoing: At the start of your turn, attached hero's controller discards a card.

Shadow Word: Anguish, 1, Priest (Drums-56C)

Instant Ability—Shadow

Your hero deals 5 shadow damage to target ally and 5 shadow damage to itself.

Shadow Word: 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)

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: Pain, 3, Priest (Azeroth-87U)

Instant Ability—Shadow

Attach to target hero or ally, and its controller discards a card. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached character.

Shadowburn, 2, Warlock (Dark Portal-113R)

Instant Ability—Destruction Talent

Destruction Hero Required <p> As an additional cost to play, destroy 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.

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 Talent, Form (1)

Shadow Hero Required <p> Ongoing: If your hero would deal shadow damage, it deals that much +1 instead. <p> When you play a Holy ability, destroy this ability.

Shadowfury, 5, Warlock (Outland-88R)

Ability—Destruction Talent

Destruction Hero Required <p> Your hero deals 2 shadow damage to each opposing ally. Exhaust each ally dealt damage this way, and it can't ready during its controller's next ready step.

Shadowmeld, 3, Alliance (Dark Portal-131U)

Ability

Night Elf Hero Required <p> Ongoing: Your hero 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].

Shadowproowler'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 Ghoull you control >>> Your hero deals 3 shadow damage to target hero or ally.

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 Talent

Subtlety Hero Required <p> Ongoing: Ready opposing heroes and allies also count as being exhausted. (*They are still ready.*)

Shadowstrike, 3, HuPaWa (Molten Core-27R)  
Equipment—2H Weapon—Polearm, Melee (1), 3  
ATK, 3 Strike  
(1), Destroy this weapon >>> If your hero has  
Enchanting, draw two cards.

Shaii, Strategist Supreme, Alliance (Drums-6)  
Hero—Night Elf Hunter (Survival),  
Engineering/Jewelcrafting, 28 Health  
If Shaii is defending: [Activate], Flip Shaii >>>  
Shaii deals 1 melee damage to target attacker.

Sha'kar, 3, Horde (Betrayal-178C)  
Ally—Troll Shaman, 4 [Nature] / 2 Health  
If your hero dealt fire, frost, or nature damage  
this turn, this ally has **Ferocity**. (*It can attack  
immediately.*)

Sha'lin Nightwind, 3, Alliance (Class-158C,  
Azeroth-217C)  
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.

Shaman Training, 1, Shaman (Legion-99U)  
Ability—Enhancement  
Attach to target friendly ally. <p> Ongoing: When  
attached ally attacks for the first time each turn,  
you may pay (1). If you do, ready it.

Shamanistic Dual Wield, 1, Shaman (Betrayal-  
101R)  
Instant Ability—Enhancement Talent  
Enhancement Hero Required <p> Ongoing: You  
pay (1) less to strike with weapons. <p> Your  
hero has **Dual Wield**.

Shamanistic Rage, 3, Shaman (Outland-80R)  
Ability—Enhancement Talent  
Enhancement Hero Required <p> Ongoing: When  
your hero deals combat damage with one or more  
Melee weapons for the first time each turn, ready  
up to X resources you control, where X is the  
combined [Strike] of those weapons.

Shanis Bladefall, 1, Alliance (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.*)

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 (Betrayal-8)  
Hero—Dwarf Hunter (Marksmanship),  
Herbalism/Skinning, 28 Health  
(3), Flip Nally >>> Target hero or ally has **Long-  
Range** this turn.

The Shatterer, 4, PaRoShWa (Azeroth-334U)  
Equipment—1H Weapon—Mace, Melee (1), 3  
ATK, 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.

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.

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 Reznick, 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 or Wield, 2, Paladin (Illidan-64U)  
Instant Ability—Protection Retribution  
Choose one: Prevent the next 3 damage that  
target ally would be dealt this turn; or attach to  
target hero. <p> Ongoing: Attached hero has +1  
ATK while attacking.

Shield Slam, 3, Warrior (Betrayal-121R)  
Instant Ability—Protection Talent  
Protection Hero Required <p> You may exhaust 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.

Short John Mithril, 3 (Gladiators-154R)  
Arena Ally—Goblin, Unique, 2 [Melee] / 2 Health  
When this ally enters play, search your deck for  
an equipment and reveal it. If it's an Arena card,  
put it into your hand. Otherwise, put it on top of  
your deck.

Shoulderpads of Fleshwerks, 6, DrRo  
(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 Rexsar 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.)

Shuriken of Negation, 4, RoWa (Gladiators-184R) Instant Equipment—Weapon—Shuriken, Ranged (1), 2 ATK, 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.

### 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 Talent

Marksmanship Hero Required <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 (Wrathgate-195R)

Equipment—1H Weapon—Sword, Melee (1), 3 ATK, 1 Strike

When an opponent's hero is dealt combat damage with this weapon, exhaust all cards he controls.

### Silent Fang, 2, HuPaRoWa (Dark Portal-281U)

Equipment—1H Weapon—Sword, Melee (1), 1 ATK, 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 (Icecrown-158E, Blizzard 2009-1E)

Scourge Ally—Frost Wyrm, Unique, 9 [Frost] / 9 Health

Scourge Hero Required <p> At the start of each turn, you may remove five cards in one graveyard from the game. If you do, this ally deals 5 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

### Singing Crystal Axe, 3, PaWa (Legion-289E)

Equipment—2H Weapon—Axe, Melee (1), 5 ATK, 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 ATK, 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 (Class-89C, Azeroth-102C)

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 (Legion-110R)

Instant Ability—Affliction Talent

Affliction Hero Required <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

### Sironas, 5 (Legion-253R)

Ally—Demon, Unique, 4 [Melee] / 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 (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."

Skadzuzle, 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 (Icecrown-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.

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, 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.

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.

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 ATK, 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.

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)  
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 (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.

Slow, 3, Mage (Outland-45R)  
Ability—Arcane Talent  
Arcane Hero Required <p> Attach to target hero. <p> Ongoing: Attached hero's controller can't play more than one card per turn. (*This doesn't include placing resources.*)

Smash, 2, Warrior (Betrayal-122C)  
Instant Ability—Fury  
Destroy target equipment. If you do, your hero deals melee damage to its controller's hero equal to its cost.

Smite, 5, Priest (Azeroth-89R)  
Ability—Holy  
Your hero deals 4 unpreventable holy damage to target hero or ally.

Smoke or Croak, 3, Mage (Illidan-52U)  
Ability—Fire Arcane  
Choose one: Your hero deals 3 fire damage to target hero; or attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Frog.

Smoldering Blast, 1, Mage (Scourgewar-58C)  
Ability—Fire  
Ongoing: Destroy this ability >>> Your hero deals 3 fire damage to target ally.

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 (Azeroth-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.

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."

Sonic Spear, 5, HuPaWa (Outland-219U)  
Equipment—2H Weapon—Polearm, Melee (1), 4 ATK, 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 (Scourgear-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.*)

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'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 Talent  
Demonology Hero Required <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 (Icecrown-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.

Soulrinker Bogmara, Horde (Scourgear-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 (Scourgear-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."

Sparkington the Abrupt, 3, Alliance (Icecrown-115U)  
Ally—Gnome Mage, 4 [Arcane] / 2 Health  
Mages and [Mage] cards in your hand are instant.

Spaulders of Lost Secrets, 3, HuSh (Scourgear-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.

Spectral Kitten, 3 (Scourgear-214R, Scourgear 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 ATK, 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 (Wrathgate-196R)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 3 Strike  
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

Spirit Bond, 1, Hunter (Dark Portal-39R)  
Ability—Beast Mastery Talent  
Beast Mastery Hero Required <p> Ongoing: At the start of your turn, if you control a Pet, your hero heals 2 damage from itself and each 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 Talent, 0 Health  
Holy Hero Required <p> You pay (1) less to play Spirit of Redemption for each damage on your hero. <p> Spirit of Redemption can't be destroyed while you control an ally.

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 Talent  
Enhancement Hero Required <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 Talent  
Holy Hero Required <p> Ongoing: When you play a Holy ability, your hero heals 2 damage from target hero or ally.

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.

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 ATK, 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 (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.

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—Elemental, Air Totem (1), 1 Health  
Ongoing: When this ability 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.

Staff of Ammunaë, 3, DrMaPrLo (Worldbreaker Crafted-3E)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 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 ATK, 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 ATK, 5 Strike  
At the start of your turn, target random ally you control has **Assault 2** this turn.

Staff of the Ashtongue Deathsworn, 4, DrPrSh (Illidan-229R)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 4 Strike  
Loyal Hero Required <p> Text that refers to the start of a turn refers to the end of that turn instead.

Staff of the Ruins, 2, DrMaPrShLo (Outland-220U)  
Equipment—2H Weapon—Staff, Melee (1), 1  
ATK, 3 Strike  
[Activate] >>> You pay (1) less to play your next  
ability this turn for each card in your graveyard  
with the same name as that ability.

Staff of Trickery, 3, DrHu (Wrathgate-197C)  
Equipment—2H Weapon—Staff, Melee (1), 1  
ATK, 3 Strike  
Exhaust your hero, discard a card >>> Ready or  
exhaust target card if it shares a card type with  
the card you discarded.

The Staff of Twin Worlds, 6, DrMaPrShLo  
(Drums-234E)  
Equipment—2H Weapon—Staff, Melee (1), 1  
ATK, 3 Strike  
Other cards in play have their printed text a  
second time. *(For example, if a card has the text,  
"Allies have +1 ATK," treat it as though it says that  
twice.)*

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 (Worldbreaker-246U)  
Equipment—Weapon—Gun, Ranged (1), 2 ATK, 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 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.

Starfire, 6, Druid (Class-34R, Azeroth-31R)  
Ability—Balance  
Your hero deals 5 arcane damage to target hero  
or ally. Draw a card.

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 (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 (Class-114U, Azeroth-  
134U)  
Instant Ability—Affliction  
Your hero deals 2 shadow damage to target hero  
or ally and heals 1 damage from itself for each  
damage dealt this way.

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.

Steelhawk Crossbow, 3, Hunter (Honor-179R)  
Equipment—Weapon—Crossbow, Ranged (1), 3  
ATK, 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 ATK,  
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.

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.

Stoneclaw Totem, 3, Shaman (Legion-100C)  
Ability—Elemental, Earth Totem (1), 5 Health  
Ongoing: Opposing heroes and allies can attack  
only this ability if able. <p> When a hero or ally  
deals combat damage to this ability, that  
character can't ready during its controller's next  
ready step. <p> *(Totems can be attacked or  
targeted like allies.)*

Stoneform, 2, Alliance (Dark Portal-132U)  
Instant Ability  
Dwarf Hero Required <p> Destroy any number of  
abilities attached to your hero. <p> Ongoing:  
Armor you control have +1 [DEF].

Stoneskin Totem, 1, Shaman (Betrayal-102U)  
Instant Ability—Enhancement, Earth Totem (1), 1  
Health  
Ongoing: Opposing allies have -1 ATK. <p>  
*(Totems can be attacked or targeted like allies.)*

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.

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 Talent  
Enhancement Hero Required <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 ATK, 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 ATK, 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.

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

Strangling Roots, 3, Druid (Legion-28C)  
Ability—Balance  
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step. <p> At the start of your turn, your hero deals 2 nature damage to attached ally.

Strangulate, 3, Death Knight (Worldbreaker-30U)  
Instant Ability—Blood  
Interrupt target ability. <p> **Stash** (*As this enters your resource row, you may have it enter face up. Immediately turn it face down.*): Opponents can't play abilities this turn.

Strength of Arms, 7, Warrior (Outland-98R)  
Ability—Arms  
Ongoing: Weapons you control have +2 ATK. <p> Armor you control has +2 [DEF].

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

Strength of Earth Totem, 1, Shaman (Gladiators-65C)  
Instant Ability—Enhancement, Earth Totem (1), 1 Health  
Ongoing: Allies you control have +1 ATK. <p> (*Totems can be attacked or targeted like allies.*)

Striker's Mark, 2, HuRoWa (Molten Core-29R)  
Equipment—Weapon—Bow, Ranged (1), 1 ATK, 2 Strike  
Melee weapons you control have +1 ATK. <p> When you strike with this weapon, your hero has **Long-Range** this combat.

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 (Betrayer-123U)  
Instant Ability—Traitor  
Traitor Hero Required <p> Destroy target undamaged ally.

Sudden Reversal, 1 (Azeroth-170C)  
Instant Ability  
Target ally has +4 ATK while defending this turn.

Sudden Shot, 3, Hunter (Drums-32U)  
Instant Ability—Marksmanship  
You pay (1) less to play this ability for each other ability you've played this turn. <p> Your hero deals 3 ranged damage to target hero or ally.

Suffocating Grip, 3, Death Knight (Scourgewar-29C)  
Instant Ability—Unholy  
Interrupt target ally played by an opponent. 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 ATK, 5 Strike  
When your hero is dealt combat damage, it deals 1 fire damage to the source of that damage. <p> When you strike with this weapon, your hero deals 7 fire damage to target hero or ally.

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.

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 (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.

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 ATK, 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 (Betraye-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 (Betraye-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.

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 (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.  
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 Talent  
Combat Hero Required <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 (Betraye-56R)  
Ability—Survival Talent  
Survival Hero Required <p> Ongoing: Prevent the first 4 damage that would be dealt to your hero each turn.

Suspended Curse, 2, Warlock (Drums-80C)  
Ability—Affliction Curse  
Attach to target ability, ally, or equipment. <p> Ongoing: At the start of your turn, remove attached card from the game.

Sustain or Reclaim, 2, Druid (Legion-29U)  
Instant Ability—Restoration  
Choose one: Your hero heals all damage from target ally; or put target ally 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.  
[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.

Sweeping Strikes, 5, Warrior (Illidan-111R)  
Ability—Arms Talent  
Arms Hero Required <p> Ongoing: When your hero deals combat damage with a Melee weapon to an ally, it also deals that much melee damage to each other hero and ally in that ally's party.

Swift Assault, 2 (Dark Portal-149C)  
Instant Ability  
Target ally has +2 ATK this turn.

Swift Discipline, Horde (Outland-230C)  
Quest  
On your turn: Pay (1) to complete this quest. <p> Reward: Draw a card, and target opponent puts a 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 have 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.

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 ATK, 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 ATK, 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.

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 (Iccrown-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.

Talassite 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 (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 (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.

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 (Iccrown-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.

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)

Tarn Darkwalker, 2, Horde (Betrayal-180C)  
Ally—Orc Warlock, 3 [Shadow] / 1 Health  
Demons have **Ferocity**. (*They can attack immediately.*)

Tarren Mill, Horde (Drums-261U)  
Location—City  
On your turn: (1), [Activate] >>> When target [Horde] ally 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.

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 (Class-195C, Azeroth-260C)  
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 (Class-26, Azeroth-15)  
Hero—Troll Mage (Fire), Enchanting/Tailoring, 25 Health  
On your turn: (3), Flip Ta'zo >>> Ta'zo deals 3 fire damage to target hero or ally.

Teebu's Blazing Longsword, 1, HuPaRoWa (Azeroth-335E)  
Equipment—1H Weapon—Sword, Melee (1), 0 ATK, 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 ATK, 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 ATK, 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.

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.

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.

Terina Calin, 3, Alliance (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 ATK, 1 Strike  
This weapon has +4 ATK while your hero is defending.

Terokk's Shadowstaff, 3, MaPrLo (Betrayal-240R)  
Equipment—2H Weapon—Staff, Melee (1), 1 ATK, 4 Strike  
(2), Destroy this weapon >>> Target opponent chooses an ally he controls, and you gain control of it.

Teron Gorefiend, 1 Am . . . (Illidan-251C)  
Quest  
**Untargetable** <p> Pay (3) to complete this quest. <p> Reward: Draw a card.

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 (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 (Outland-189C)  
Ally—Troll Priest, 2 [Shadow] / 1 Health  
When this ally enters play, target opposing ally has -3 ATK this turn.

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 (Icecrown-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.

Thassarian, 6, Alliance (Icecrown-118R)  
Ally—Human Death Knight, Unique, 7 [Frost] / 5 Health  
**Protector** <p> Once per turn: Turn a resource you control face down >>> Target ally has -5 ATK this turn.

Thatia Truthbringer, Alliance (Outland-8)  
Hero—Human Paladin (Holy),  
Blacksmithing/Jewelcrafting, 29 Health (4), Flip Thatia >>> Choose one: Thatia heals 4 damage from target hero or ally; or prevent the next 4 damage that would be dealt to target hero or ally this turn.

That's Abominable! (Icecrown-218C)  
Quest  
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.

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**.

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 (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, Warchief of the Horde, 6, Horde (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 ATK, 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 Talent  
Survival Hero Required <p> Destroy target ally. If you do, ready up to X resources you control, where X is that ally's cost.

Through the Dark Portal (BC Promo-3R)  
Quest  
On your turn: Pay (13) to complete this quest. <p> Reward: Remove your deck and graveyard from the game. Build a new ten-card deck using cards from your entire collection.

Thud!, 2, PaRo (Drums-107C)  
Instant Ability—Protection Combat Combo  
Exhaust target card in play. It can't ready during its controller's next ready step.

Thulthun, 2, Warlock (Legion-113C)  
Ally—Felhunter Demon, Pet (1), 3 [Melee] / 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)  
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 ATK, 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.

Thunderstorm, 4, Shaman (Icecrown-73R)  
Instant Ability—Elemental Talent  
Elemental Hero Required <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 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 Talent  
Restoration Hero Required <p> Ongoing: Exhaust four Totems you control >>> Your hero deals 10 nature damage to target hero or ally.



Totem of Decay, 4, Shaman (Betrayer-105R)  
Instant Ability—Traitor, Earth Totem (1), 1 Health

Traitor Hero Required <p> Ongoing: At the start of your turn, each opponent destroys an ability, ally, or equipment he controls. <p> (*Totems can be attacked or targeted like allies.*)

Totem of Splintering, 2, Shaman (Iccrown-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—Elemental Talent, Fire Totem (1), 1 Health  
Elemental Hero Required <p> Ongoing: If an ally you control would deal non-combat damage, it deals that much +2 instead. <p> (*Totems can be attacked or targeted like allies.*)

Totemic Call, 4, Shaman (Azeroth-117R)  
Instant Ability—Elemental  
Choose one or more: If you control an Air Totem, ready your hero and 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 Talent  
Restoration Hero Required <p> Ongoing: You pay (1) less to play Totems.

Totemic Mastery, 1, Shaman (Illidan-94R)  
Instant Ability—Restoration Talent  
Restoration Hero Required <p> Ongoing: Totems you control have +3 [Health].

Totemic Recovery, 4, Shaman (Betrayer-104R)  
Ability—Elemental  
Put an Air, Earth, Fire, and Water Totem from your graveyard into play.

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 (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 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."

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 (Betrayer-46U)  
Ability—Restoration  
Your hero heals double X damage from each friendly hero and ally.

Transfigure, 4, Mage (Drums-42U)  
Ability—Arcane  
Ongoing: [Activate] >>> Target weapon's ATK becomes equal to its [Strike] this turn.

Trapper's Rifle, 3, Hunter (Scourgewar-246R)  
Equipment—Weapon—Gun, Ranged (1), 3 ATK, 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.

Treasure Chest, 2 (Outland-108U)  
Ability  
Look at the top three cards of your deck. Put one into your hand and the rest on top of your deck in any order.

Treats for Great-father Winter (Winter Veil-10R)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card. Then, you may discard a card named Gingerbread Cookie. If you do, search your deck for a [Winter Veil] card, reveal it, and put it into your hand.

Tree of Life, 3, Druid (Outland-26R)  
Instant Ability—Restoration Talent, Form (1)  
Restoration Hero Required <p> Ongoing: You pay (1) less to play Restoration abilities, to a minimum of (1). <p> If damage would be healed from a friendly hero or ally, that much +1 is healed instead. <p> When you play a non-Restoration ability, destroy 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**.

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—Restoration, Earth Totem (1), 1 Health  
 Ongoing: At the start of each turn, destroy any number of abilities attached to heroes and allies you control. <p> (*Totems can be attacked or targeted like allies.*)

Tribemother Torra, Horde (Naxxramas-10, Gladiators-17)  
 Hero—Tauren Shaman (Restoration), Engineering/Jewelcrafting, 29 Health  
 (3), Flip Torra >>> Target up to three heroes and/or allies. Torra heals 3, 2, and 1 damage from them, respectively.

Tricks of the Trade, 3, Rogue (Onyxia-9U)  
 Instant Ability—Subtlety  
 Friendly heroes can't be targeted by opponents this turn.

Tristan Rapidstrike, 4, Alliance (Azeroth-221C)  
 Instant Ally—Night Elf Warrior, 3 [Melee] / 3 Health  
**Protector**

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 (Class-159C, Scourgewar-158C)  
 Ally—Gnome Warrior, 1 [Melee] / 4 Health  
**Protector**

Trogbane, Axe of the Frostborne King, 3, DkPaWa (Worldbreaker-247E)  
 Equipment—1H Weapon—Axe, Melee (1), 0 [Frost], 0 Strike  
 (X) >>> This equipment has +X ATK this turn.

Trogun Smith, 4, Alliance (Outland-146C)  
 Ally—Human Paladin, 4 [Melee] / 4 Health  
 At the start of your turn, you may exhaust target armor.

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 ATK, 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 (Class-46C, Dark Portal-40C)  
 Instant Ability—Marksmanship  
 Destroy target ally with cost 4 or more.

Trueshot Aura, 4, Hunter (Illidan-41R)  
 Ability—Marksmanship Talent, Aura (1)  
 Marksmanship Hero Required <p> Ongoing: [Ranged] allies 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 ATK, 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 Soulpack, 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 (Drums-33C)  
 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 ATK, 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 ATK, 3 Strike  
 Destroy a resource you control >>> You pay (3) less the next time you strike with this weapon this turn.

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.



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 ATK, 1 Strike  
You can play this weapon from your graveyard.

Twist of Faith, 5, Priest (Legion-78R)  
Ability—Shadow  
Attach to target ally. <p> Ongoing: You control attached ally.

Two-Handed Weapon Specialization, 5, Warrior (Legion-122R)  
Ability—Arms Talent  
Arms Hero Required <p> Ongoing: 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.

Tyrennius Scatheblade, 2, Horde (Class-196C, Legion-206C)  
Ally—Blood Elf Paladin, 3 [Holy] / 2 Health  
**Protector**

Tyrus Lionheart, 1, Alliance (Gladiators-118C)  
Ally—Human Paladin, 1 [Holy] / 1 Health  
**Protector** <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.

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 Duskrider, 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 (Icecrown-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 (Betrayer-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 (Betrayer-96C)  
Ability—Combat Combo  
Exhaust all opposing heroes and allies. If you control an equipment, each of them can't ready during its controller's next ready step.

Unbridled Wrath, 2, Warrior (Betrayer-125R)  
Ability—Fury Talent  
Fury Hero Required <p> Ongoing: (1) >>> Target weapon you control has +1 ATK this turn.

Uncatalogued Species (Gladiators-200C)  
Quest  
Pay (1) to complete this quest. <p> Reward: Name a standard race, then reveal the top four cards of your deck. Put a revealed ally 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 ATK, 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 (Icecrown-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 ATK, 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 (Class-230C, Betrayer-262C)  
Quest  
Pay (4) to complete this quest. <p> Reward: Draw a card, then draw another one for each 10 damage on your hero.

Unfair Advantage, 5, Rogue (Legion-89R)  
Ability—Subtlety  
**Finishing Move** (*To play, remove X 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 (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 Talent  
Demonology Hero Required <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.

Unraveled Plans, 3 (Dark Portal-151C)  
Instant Ability  
Target player destroys an ability he controls.

















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.

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.

Ya'mon, 6, Horde (Azeroth-273R)  
Ally—Troll Rogue, 4 [Melee] / 6 Health  
This ally has +1 ATK for each damage on him.

Yanna Dai'shalan, Alliance (Outland-9)  
Hero—Night Elf Druid (Balance),  
Skinning/Leatherworking, 27 Health  
On your turn: (3), Flip Yanna >>> Yanna deals 1 nature damage to target ally for each ally 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.

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.

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 you play this ally, 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 (Class-233C, Azeroth-360C)  
Quest  
Pay (3) to complete this quest. <p> Reward: Draw a card.

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.  
[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.

Zagrún Wolfeye, Horde (Scourgewar-19)  
Hero—Orc Shaman (Enhancement),  
Leatherworking/Inscription, 28 Health  
If you control another Shaman: Flip Zagrún >>> 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 (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.

Zapped Giants (Class-234C, Azeroth-361C)  
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.

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.*)

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.

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 (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 ATK, 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.

Zin'rokh, Destroyer of Worlds, 7, HuPaWa (Dark Portal-288E)  
Equipment—2H Weapon—Sword, Melee (1), 5 ATK, 8 Strike  
When your hero deals combat damage with this weapon, destroy all other abilities, allies, equipment, and resources.

Zip, 2, Hunter (Drums-34U)  
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health  
**Ferocity** (*This ally can attack immediately.*)

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.

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.

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.

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

Zulanji, 2, Horde (Worldbreaker-201C)  
Ally—Troll Priest, 4 [Holy] / 1 Health

Zulbraka, 6, Horde (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.

Zuur, 4, Alliance (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 (Class-203C,  
Azeroth-275C)  
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.