

**"Six-Shot" Salli Wolfstone**



**Hero — Dwarf Hunter**

**BASIC** ②, Flip Salli → Pets you control have +2 ATK this turn.

*"A beast is just a companion you haven't convinced yet."*

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**A Bird in Hand**



**Quest**

Pay ② to complete this quest.

**Reward:** Reveal the top card of your deck. If it's an ally, put it into your hand.

*"The Harpies communicate across the ridge using a series of signal fires. If we extinguish one, Marion is sure to come investigate." —Thisalee Crow*

ALLIANCE HUNTER 22 / 26 Art by: Gonzalo Ordóñez ©2013 GZL ©2013 Blizzard Entertainment, Inc.

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ALLIANCE HUNTER 22 / 26 Art by: Gonzalo Ordóñez ©2013 GZL ©2013 Blizzard Entertainment, Inc.

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**1 Apprentice Teep**



**Ally — Gnome Mage**

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

2 1

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ALLIANCE HUNTER 15 / 26 Art by: Maged Coimbra ©2013 GZL ©2013 Blizzard Entertainment, Inc.

**Archival Purposes**



**Quest**


Pay ④ to complete this quest.

**Reward:** Draw a card.

*"Take this vessel with you as you silence these echoes. A portion of their energies will be archived within the Bronze Dragonflight's depository." —Alurmi*

ALLIANCE HUNTER 23 / 26 Art by: Anton Zenzlauer ©2013 GZL ©2013 Blizzard Entertainment, Inc.

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ALLIANCE HUNTER 23 / 26 Art by: Anton Zenzlauer ©2013 GZL ©2013 Blizzard Entertainment, Inc.



**Archival Purposes**

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**3 Bizzazz**

**Ally — Gnome Rogue**

When this ally enters play, draw a card.

*"What this fight needs is a little Bizzazz!"*

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**1 Bloodclaw**

**Ally — Raptor** **Pet (1)**

The eyes of a raptor reveal a feral, vicious intelligence at work.

ALLIANCE HUNTER 2 / 25 Art by: Dan Brereton ©2013 GZL ©2013 Wizards Entertainment, Inc.

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**4 Dagin Bootzap**

**Ally — Dwarf Hunter**

When this ally enters play, he deals 1 arcane damage to target hero or ally.

*"Make the first shot count, laddie."*

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ALLIANCE HUNTER 17 / 25 Art by: Alex Harley O'Connell ©2013 GZL ©2013 Wizards Entertainment, Inc.



**4** **Dagin Bootzap**



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**3** *"Make the first shot count, laddie."* **2**

Art by: Alex Borley O'Connell  
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**2** **Deuce**



**Ally — Chimaera** **Pet (1)**

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

While this ally is in your graveyard, you can control an additional Pet.

**4** *"Sometimes nature decides that two heads are better than one."* —Kassandra Flameheart **3**

Art by: Arnie Senkel  
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**Entrenched**



**Quest**

If you control an ally: Pay **3** to complete this quest.

**Reward:** Draw a card.

*"Diamant says you are to be trusted. Diamant is patient and wise, so I shall allow you to prove yourself."* —Kor the Immovable

Art by: Richard Wright  
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Art by: Richard Wright  
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**Escape from Durnholde**



**Quest**

Pay **1** to complete this quest.

**Reward:** Look at the top three cards of your deck. Put one on top of your deck and the rest on the bottom.

*"We will leave when you are ready."* —Thrall

Art by: Chris Mender  
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**1** **Eyes of the Beast**



**Basic Ability — Beast Mastery**

**Ongoing:** **1**, Exhaust your hero → Ready target Pet you control.

*"Beware the beast that shares a mind with its master."* —Bloodsoul

Art by: Yang Joon (Massive Black)  
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ALLIANCE HUNTER 4 / 25 Art by: Yang Jahan (Massive Black)  
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**1 Hunter's Focus**




**Basic Ability — Marksmanship**

Target ally has +2 ATK and **Long-Range** this turn. (Defenders deal no combat damage to it.)

*"Hold steady until I give the order." —Master Sniper Simon McKey*

ALLIANCE HUNTER 13 / 25 Art by: Benjamin Zhang  
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ALLIANCE HUNTER 13 / 25 Art by: Benjamin Zhang  
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**2 Kill Command**



**Instant Ability — Beast Mastery**

Target Pet you control deals melee damage equal to its ATK to target ally.

*"In truth, she needs no order to kill. I only tell her whom to spare."*

ALLIANCE HUNTER 8 / 25 Art by: Gabe from Pezzy Arcade  
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**2 Laenthor Shademoon**



**Ally — Night Elf Mage**

**2** **3**

*"The Highborne have been in hiding for too long. It is time for them to rejoin their brethren."*

ALLIANCE HUNTER 18 / 25 Art by: Christopher Moudler  
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**3** **Master of the Hunt**



**Basic** Ability — **Beast Mastery**

**Ongoing:** Pets you control have +2 / +2.

*A well-trained pet is a powerful extension of the hunter's body. Like its master, it's frightening to behold in combat.*

Art by: Brad Williams  
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**6** **Mothra**



**Ally — Moth** **Pet (1)**

**Protector** (This ally may exhaust to become the defender when an opposing hero or ally attacks.)  
When this ally exhausts, ready up to three resources you control.

*"No need to run. Mothra will protect us from Gahz'rilla!" —Grumpherys*

Art by: Bill Ruan  
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Art by: Bill Ruan  
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**3** **Nightfire**



**Ally — Dragonhawk** **Pet (1)**

**2** → Nightfire has +1 ATK this turn.

*Those who do not gain the dragonhawk's trust soon feel the dragonhawk's wrath.*

Art by: Randy Gagliardi  
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**6** **Nightstalker Austen**



**Ally — Human Hunter**

Opposing allies lose and can't have **Elusive**.

*"Adapt or perish—the first law of the wild."*

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**6** **Nightstalker Austen**



**Ally — Human Hunter**

Opposing allies lose and can't have **Elusive**.

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**4** **Old Bones**



**Ally — Bear** **Pet (1)**

Old Bones can protect your hero.

*Let sleeping bears lie.*

Art by: Marc Fishman  
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Art by: Marc Fishman  
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**2** **Ravenous Bite**



**Instant** Ability — **Beast Mastery**

Target ally has +3 ATK this turn.  
Target ally has -3 ATK this turn.

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