





1 Hira

Ally — Draenei Shaman

2 "The flames dance before my fingertips like puppets dance for their master." 1  
WORLDBREAKER 140 / 270 Art by: Android ©2010 CEE ©2010 Blizzard Entertainment, Inc.



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Ally — Draenei Shaman

2 "The flames dance before my fingertips like puppets dance for their master." 1  
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6 Jinie Swizzleshade

Ally — Gnome Priest

Elusive (This ally can't be attacked.)

5 "Let's see how the raging elementals handle a heavy dose of the shadows." 4  
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Ally — Gnome Priest

Elusive (This ally can't be attacked.)

5 "Let's see how the raging elementals handle a heavy dose of the shadows." 4  
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2 Laenthor Shademoon

Ally — Night Elf Mage

2 "The Highborne have been in hiding for too long. It is time for them to rejoin their brethren." 3  
WORLDBREAKER 148 / 270 Art by: Christopher Moeller ©2010 CEE ©2010 Blizzard Entertainment, Inc.



2 Laenthor Shademoon

Ally — Night Elf Mage

2 "The Highborne have been in hiding for too long. It is time for them to rejoin their brethren." 3  
WORLDBREAKER 148 / 270 Art by: Christopher Moeller ©2010 CEE ©2010 Blizzard Entertainment, Inc.



4 Wyndarr Shadefist

Ally — Night Elf Rogue

This ally has **Stealth** while an opponent controls an ally with cost 4 or less.

4 "Stand back and watch me work." 3  
WRATHGATE 128 / 220 Art by: Jim Povelos ©2010 CEE ©2010 Blizzard Entertainment, Inc.



4 Wyndarr Shadefist

Ally — Night Elf Rogue

This ally has **Stealth** while an opponent controls an ally with cost 4 or less.

4 "Stand back and watch me work." 3  
WRATHGATE 128 / 220 Art by: Jim Povelos ©2010 CEE ©2010 Blizzard Entertainment, Inc.



3 Silent Crusader

Weapon — Sword

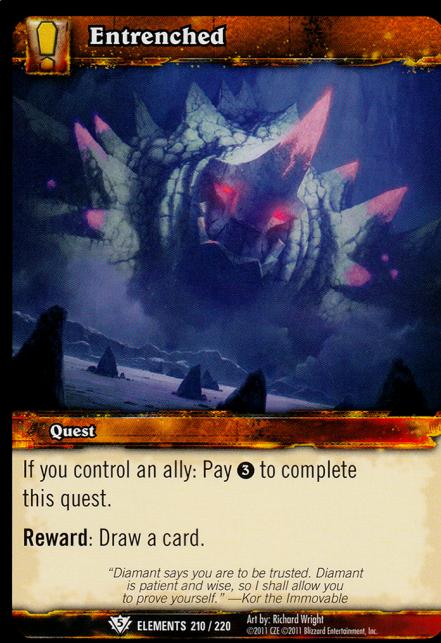
Melee (1)

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

5 "Shhh . . ." —Rordag the Sly 1  
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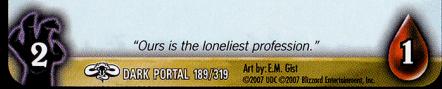






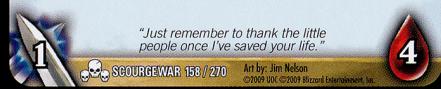
Ally — Human Warlock

②, Destroy Scaramanga → Draw a card.



Ally — Gnome Warrior

Protector



Weapon — Dagger

Melee (1)

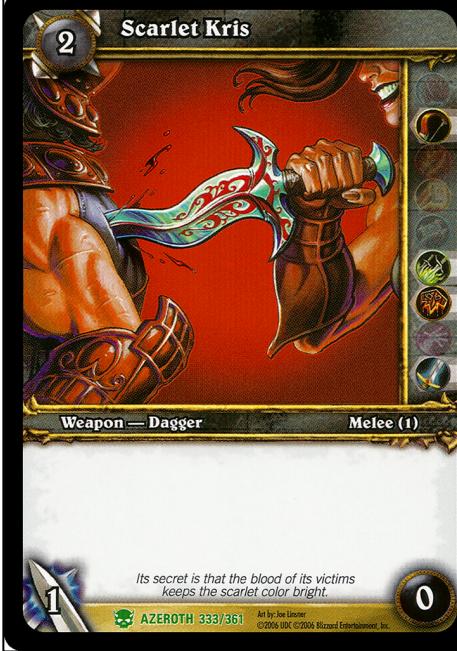
Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.



Weapon — Dagger

Melee (1)

Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.



Weapon — Dagger

Melee (1)

Its secret is that the blood of its victims keeps the scarlet color bright.



Ally — Gnome Warrior

Protector

