


**5 Andrews the Just**




**Ally — Human Priest**

When this ally enters play, you may put target attachment from your graveyard into your hand.

**4** "Faith will return that which was lost." **4**

**ALLIANCE PRIEST 8 / 24** Art by: Ryan Pencost  
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**1 Apprentice Teep**



**Ally — Gnome Mage**

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

**2** **1**

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**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 Zenzukov  
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**2** **Dark Deliverance**



**Basic** Ability — Shadow

Your hero deals 3 shadow damage to target ally. If an ally is dealt fatal damage this way, your hero heals 3 damage from itself.

*"Allow me to ease my pain."*

ALLIANCE PRIEST 2 / 24 Art by: Paul Kross ©2013 GZ ©2013 Wizards Entertainment, Inc.

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**4** **Darkshire Deathsworn**



**Ally** — Human Death Knight

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

*"I may have lost my life, but my loyalty to my king remains."*

ALLIANCE PRIEST 10 / 24 Art by: Grego Lin ©2013 GZ ©2013 Wizards Entertainment, Inc.

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**4** **Darktwister Kern**




**Ally** — Human Priest

*"You haven't truly mastered your craft if you have not learned the power that lies in the shadows."*

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ALLIANCE PRIEST 11 / 24 Art by: Karl Richardson ©2013 GZ ©2013 Wizards Entertainment, Inc.



**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*

ALLIANCE HUNTER 24 / 26 Art by: Richard Wright ©2013 GZ ©2013 Wizards Entertainment, Inc.

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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*

ALLIANCE HUNTER 25 / 26 Art by: Chris Mender ©2013 GZ ©2013 Wizards Entertainment, Inc.

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**2 Faithseer Jasmina**



**Ally — Worgen Priest**


If this ally would be dealt non-fatal damage, prevent it.

When you play an ability, ally, or equipment, you may put a +1/+1 counter on this ally.

1

ALLIANCE PRIEST 12 / 24 Art by: Tyson Murphy ©2013 GZ ©2013 Wizards Entertainment, Inc.

**5 Father Charles**



**Ally — Human Priest**


When this ally enters play, he heals all damage from target ally you control.

*"As we realize the Light has faith in us, our past will be redeemed. As we realize our faith in the Light, our future will be justified."*

5 4

ALLIANCE PRIEST 13 / 24 Art by: James Ryman ©2013 GZ ©2013 Wizards Entertainment, Inc.

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ALLIANCE PRIEST 13 / 24 Art by: James Ryman ©2013 GZ ©2013 Wizards Entertainment, Inc.



**2** Holy Word: Hope



**Instant Ability — Holy Attachment**

Attach to target ally.

**Ongoing:** Attached ally has +3.

When attached ally is dealt damage while defending, your hero heals 3 damage from itself.

*"There will be a new day tomorrow. Of that you can be sure, as sure as the moon rises and falls." —Virendra Moonglow*

ALLIANCE PRIEST 8 / 30 Art by: Alvin Lee ©2013 GZ ©2013 Blizzard Entertainment, Inc.

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ALLIANCE PRIEST 8 / 30 Art by: Alvin Lee ©2013 GZ ©2013 Blizzard Entertainment, Inc.

**3** Kalek Deepearth



**Ally — Dwarf Shaman**

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

*"Let's hope that the new tribunal can lead us as well as Magni did, lad."*

ALLIANCE PRIEST 14 / 24 Art by: Jim Nelson ©2013 GZ ©2013 Blizzard Entertainment, Inc.

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ALLIANCE PRIEST 14 / 24 Art by: Jim Nelson ©2013 GZ ©2013 Blizzard Entertainment, Inc.

**1** Lady Bancroft




**Ally — Human Priest**

Prevent all damage that opposing heroes would deal to this ally.

*"We prevailed over the Scourge; now, it is time to stand together against even greater threats."*

ALLIANCE PRIEST 15 / 24 Art by: Gervan King ©2013 GZ ©2013 Blizzard Entertainment, Inc.

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ALLIANCE PRIEST 15 / 24 Art by: Gervan King ©2013 GZ ©2013 Blizzard Entertainment, Inc.

**!** Lightning in a Bottle



**Quest**

If you control an ability: Pay 1 to complete this quest.

**Reward:** Draw a card.

*"I saw you standing astride the Lightning Ledge, with lightning in your hands." —Ian Duran*

ALLIANCE PRIEST 24 / 24 Art by: Tyson Murphy ©2013 GZ ©2013 Blizzard Entertainment, Inc.



**Lightning in a Bottle**



**Quest**

If you control an ability: Pay 1 to complete this quest.

**Reward:** Draw a card.

*"I saw you standing astride the Lightning Ledge, with lightning in your hands." —lan Duran*

ALLIANCE PRIEST 24 / 24 Art by: Tyson Murphy ©2013 GZ ©2013 Blizzard Entertainment, Inc.

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*"I saw you standing astride the Lightning Ledge, with lightning in your hands." —lan Duran*

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**2 Northshire Crusader**



**Ally — Human Paladin**

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

*"We are the shield that protects the heart of human civilization."*

2 ALLIANCE PRIEST 16 / 24 Art by: Kamen Broyl ©2013 GZ ©2013 Blizzard Entertainment, Inc. 3

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**3 Petreus Roffe**



**Ally — Human Paladin**

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

*"May the Light guide me, so that I may free Azeroth from the clutch of death!"*

3 ALLIANCE PRIEST 17 / 24 Art by: Dark Vorseman ©2013 GZ ©2013 Blizzard Entertainment, Inc. 3

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3 ALLIANCE PRIEST 17 / 24 Art by: Dark Vorseman ©2013 GZ ©2013 Blizzard Entertainment, Inc. 3

**3 Power Word: Tenacity**



**Instant Ability — Discipline Attachment**

Attach to target ally.

**Ongoing:** Attached ally has +10.

*"I believe in you. The Light has faith in you. Endure."*

ALLIANCE PRIEST 0 / 90 Art by: Kamen Broyl ©2013 GZ ©2013 Blizzard Entertainment, Inc.

0 **Power Word: Vitality**



**Basic** Ability — Discipline Attachment

Attach to target ally you control.  
Ongoing: Attached ally has +3.

**ALLIANCE PRIEST 6/80** Art by: Jesse Sebastian Kaczmarek  
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0 **Power Word: Vitality**



**Basic** Ability — Discipline Attachment

Attach to target ally you control.  
Ongoing: Attached ally has +3.

**ALLIANCE PRIEST 6/80** Art by: Jesse Sebastian Kaczmarek  
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**ALLIANCE PRIEST 6/80** Art by: Jesse Sebastian Kaczmarek  
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2 **Redeeming Dispel**



**Instant** Ability — Discipline

Choose one: Destroy target ability; or put target ally from your graveyard into your hand.

*"The Light purifies all of you—body, mind, and soul."*

**ALLIANCE PRIEST 6/24** Art by: Arthur Ginepro  
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3 **Seva Shadowdancer**



**Ally — Night Elf Priest**


**Elusive**

☞ ☞ → This ally heals X damage from target hero or ally.

2 *"Elune be praised!"* 1

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2 **SI:7 Assassin**




**Ally — Human Rogue**

Agents of SI:7 undertake clandestine tasks for the good of Stormwind and its citizens.

4 1

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**ALLIANCE PRIEST 19/24** Art by: Gougeon Huang  
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**4** **ALLIANCE PRIEST 19 / 24** Art by: Gossagen Huang ©2013 CEE ©2013 Blizzard Entertainment, Inc.

**1**

**Skyler Faye, Daughter of the Light**



**Hero — Human Priest**

**Basic** **1**, Flip Skyler → Skyler heals 3 damage from target ally you control.

"To be raised in the Light's loving embrace is all anyone could ask for."

**26** **ALLIANCE PRIEST 9 / 90** Art by: Alex Gornes ©2013 CEE ©2013 Blizzard Entertainment, Inc.

**2** **Spirit Shield**



**Instant Ability — Discipline**

The next time damage would be dealt to target hero or ally this turn, prevent it. For each damage prevented this way, your hero heals 1 damage from that character.

"With enough help, a spirit can emerge from the worst situations even stronger than before."

**7 / 90** **ALLIANCE PRIEST 7 / 90** Art by: Arthur GinalMassary ©2013 CEE ©2013 Blizzard Entertainment, Inc.

**2** **Spirit Shield**



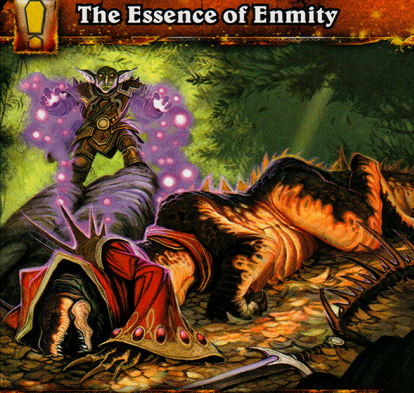
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**The Essence of Enmity**



**Quest**

Pay **3** to complete this quest.

**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.

"The creatures you seek swarm over the Den of Flame to the northwest and the Stonemaul Ruins to the north." —Brogg

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