



Ally — Tauran Druid

4 "The moon is always within my call."  
WORLDBREAKER 187 / 270 Art by: Michael Komarck  
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Ally — Tauran Druid

4 "The moon is always within my call."  
WORLDBREAKER 187 / 270 Art by: Michael Komarck  
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Ally — Troll Priest

1 "Voodoo be good for you, mon."  
DARK PORTAL 230 / 319 Art by: Warren Mahy  
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Ally — Troll Priest

When Ra'chee enters play, he heals 2 damage from target hero or ally.

1 "Voodoo be good for you, mon."  
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Ally — Troll Warrior

6 "Dis is gonna get hairy. Joo wit me?"  
WORLDBREAKER 202 / 270 Art by: Paul Mayron  
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Ally — Troll Warrior

6 "Dis is gonna get hairy. Joo wit me?"  
WORLDBREAKER 202 / 270 Art by: Paul Mayron  
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Quest

Pay 3 to complete this quest.

**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.

The greenish substance inside the cauldron appears to be similar to what you found in the flask.

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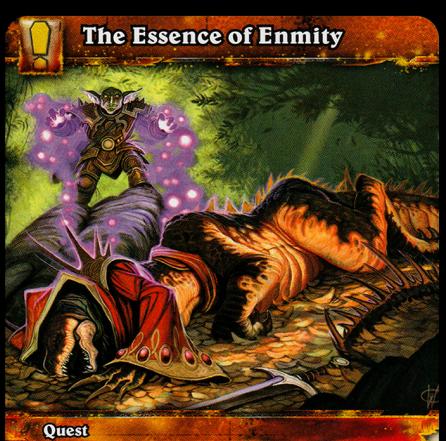
Quest

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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." — Broggg

WORLDBREAKER 258 / 270 Art by: William O'Connor  
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**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*

WORLDBREAKER 258 / 270 Art by: William O'Connor © 2010 CEE © 2010 Blizzard Entertainment, Inc.

**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*

WORLDBREAKER 258 / 270 Art by: William O'Connor © 2010 CEE © 2010 Blizzard Entertainment, Inc.

**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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**Quest**

Pay **2** to complete this quest.

**Reward:** Put target ally from your graveyard into your hand.

*"For this restorative salve, you must use a simple formula: one part poison, two parts cure." —Oginc*

WRATHGATE 203 / 220 Art by: Steve Ellis © 2010 CEE © 2010 Blizzard Entertainment, Inc.

**Quest**

Pay **2** to complete this quest.

**Reward:** Put target ally from your graveyard into your hand.

*"For this restorative salve, you must use a simple formula: one part poison, two parts cure." —Oginc*

WRATHGATE 203 / 220 Art by: Steve Ellis © 2010 CEE © 2010 Blizzard Entertainment, Inc.

**Quest**

Pay **2** to complete this quest.

**Reward:** Put target ally from your graveyard into your hand.

*"For this restorative salve, you must use a simple formula: one part poison, two parts cure." —Oginc*

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**Quest**

Pay **4** to complete this quest.

**Reward:** Draw a card.

*The small brass key looks simple enough.*

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**Quest**

Pay **4** to complete this quest.

**Reward:** Draw a card.

*The small brass key looks simple enough.*

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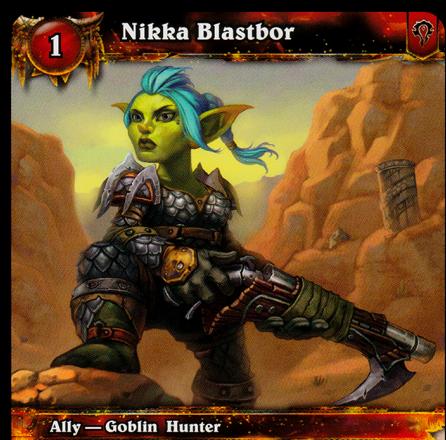
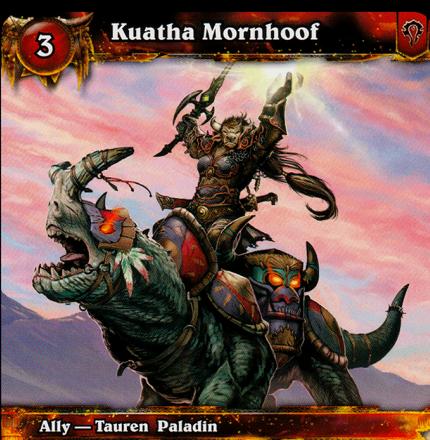
**Quest**

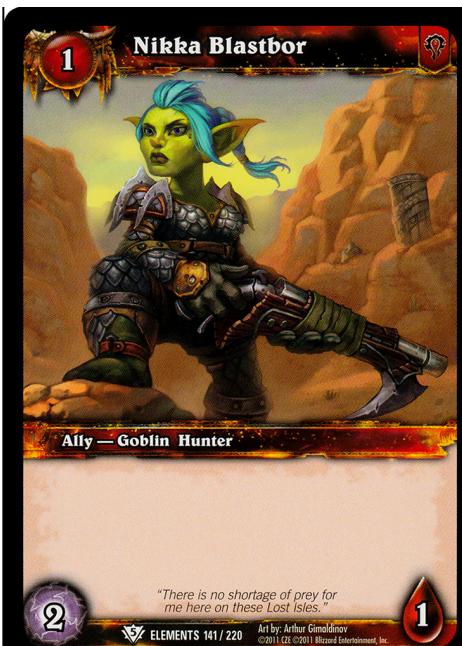
Pay **4** to complete this quest.

**Reward:** Draw a card.

*The small brass key looks simple enough.*

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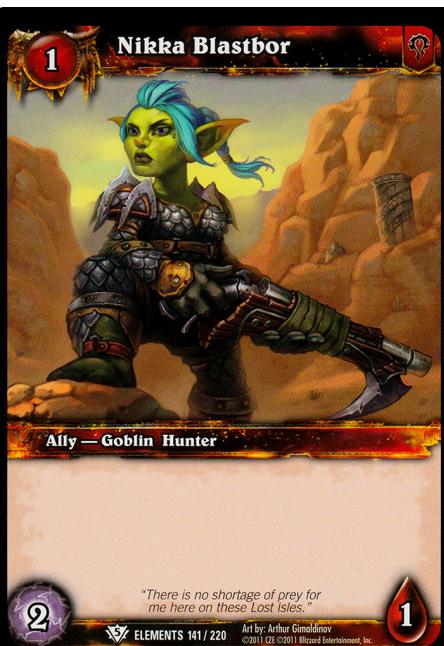




Ally — Goblin Hunter

"There is no shortage of prey for me here on these Lost Isles."

ELEMENTS 141 / 220 Art by: Arthur Gimoldinov ©2011 CE ©2011 Blizzard Entertainment, Inc.



Ally — Goblin Hunter

"There is no shortage of prey for me here on these Lost Isles."

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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

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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

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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

ELEMENTS 210 / 220 Art by: Richard Wright ©2011 CE ©2011 Blizzard Entertainment, Inc.



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

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Ally — Goblin Shaman

When this ally attacks, she may deal 2 nature damage to target hero.



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Ally — Goblin Shaman

When this ally attacks, she may deal 2 nature damage to target hero.



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Ally — Goblin Mage

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



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**Raztu'jor**

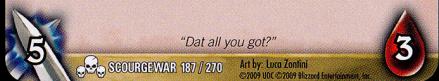
4

Raztu'jor

4

Ally — Troll Warrior

When this ally attacks, you may destroy target weapon.



"Dat all you got?"

SCOURGEWAR 187 / 270  
Art by: Luca Zonlini  
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Ally — Troll Warrior

When this ally attacks, you may destroy target weapon.

**Vesh'r'al**

3

Ally — Troll Mage

Ferocity (Can attack immediately.)

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Ally — Troll Mage

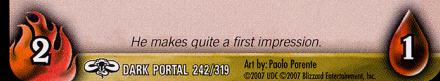
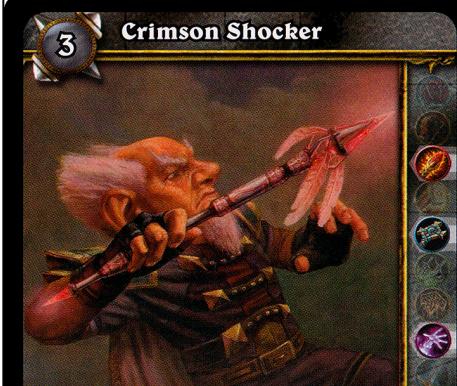
Ferocity (Can attack immediately.)

AZEROTH 264 / 361  
Art by: Michael Lopez  
©2004 UDK ©2006 Blizzard Entertainment, Inc.**Waz'luk**

1

Ally — Troll Mage

When Waz'luk enters play, he deals 1 fire damage to target hero.

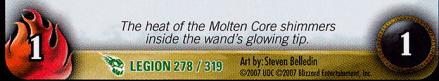
AZEROTH 264 / 361  
Art by: Michael Lopez  
©2004 UDK ©2006 Blizzard Entertainment, Inc.AZEROTH 264 / 361  
Art by: Michael Lopez  
©2004 UDK ©2006 Blizzard Entertainment, Inc.**Crimson Shocker**

3

Weapon — Wand

Wand (1)

When Crimson Shocker enters play, your hero may deal 2 fire damage to target hero or ally.



The heat of the Molten Core shimmers inside the wand's glowing tip.

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Art by: Steven Belledin  
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1