



Hero — Night Elf Druid

On your turn: **3**, Flip Leisha → Leisha has **Assault 3** this turn. (She has +3 ATK on your turn.)

27



Instant Ability — Balance

Choose one: Your hero deals 4 nature damage to target ally; or your hero heals 4 damage from target hero.

"Elune offers me her blessing, and I offer you her punishment!" —Mythen of the Wild

SCOURGEWAR 38 / 270

Art by: Dany Orzio
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Instant Ability — Restoration Talent

Restoration Hero Required

Attach to target ally.

Ongoing: Attached ally has +6 / +6.

When attached ally is destroyed, draw two cards.

"I would not advise you to test the limits of the Earthmother." —Harona Proudmane

WRATHGATE 32 / 220

Art by: Efrim Palacio
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Instant Ability — Restoration

Ongoing: Allies in your party have +2 ATK / +2 health.

"I feel my muscles thicken, my skin harden, and my senses sharpen." —Taebo Skyspeaker

LEGION 24 / 319

Art by: King Moong
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SCOURGEWAR 38 / 270

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Instant Ability — Balance

Attach to target hero or ally.

Ongoing: When attached character is dealt combat damage, it deals 1 nature damage to the source of that combat damage.

"We can learn much from the elder vine, which threatens with bars the hand that would trim it back."

DARK PORTAL 28 / 319

Art by: Warren Mahy
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Ally — Dwarf Mage

When this ally enters play, she deals 1 arcane damage to each opposing hero and ally.

"I'll be needing a little breathing room, if ye don't mind."

WORLDBREAKER 139 / 270

Art by: Jim Nelson
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WORLDBREAKER 139 / 270

Art by: Jim Nelson
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Ally — Night Elf Druid

When this ally enters play, target hero or ally has **Stealth** this turn. (It can't be protected against.)

"The Scourge have few weaknesses to exploit, but they may not expect a counterattack."

ICEGROWN 109 / 220

Art by: Lars Gront-West
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**Kysa Shadowstalker**

3

Kysa Shadowstalker

Ally — Night Elf Druid

When this ally enters play, target hero or ally has **Stealth** this turn. (*It can't be protected against.*)

3 "The Scourge have few weaknesses to exploit, but they may not expect a counterattack." —Art by: Lars Granit-West
ICECROWN 109 / 220 ©2010 CZE ©2010 Blizzard Entertainment, Inc.



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3 "The Scourge have few weaknesses to exploit, but they may not expect a counterattack." —Art by: Lars Granit-West
ICECROWN 109 / 220 ©2010 CZE ©2010 Blizzard Entertainment, Inc.

**Savage Cat Form**

3

Instant Ability — Feral Cat Form

Form (1)

Ongoing: Your hero has **Assault 1** and **Stealth**.
(It has +1 ATK on your turn and can't be protected against.)

"The desecration of the shrines of the ancients shall not go unpunished." —Arturius Hathrow
ELEMENTS 37 / 220 ©2011 CZE ©2011 Blizzard Entertainment, Inc.

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ELEMENTS 37 / 220 ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**Dominic Kandor**

4

Ally — Worgen Death Knight

When this ally enters play, target ally has -2 ATK this turn.
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

2 ELEMENTS 113 / 220 Art by: Stephen Crowe ©2011 CZE ©2011 Blizzard Entertainment, Inc.

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

2 ELEMENTS 113 / 220 Art by: Stephen Crowe ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**Gully Rustinax**

2

Ally — Gnome Warrior

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

Elusive (This ally can't be attacked.)

2 ELEMENTS 116 / 220 Art by: Jason Siler (Imaginism Studios) ©2011 CZE ©2011 Blizzard Entertainment, Inc.

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2 ELEMENTS 116 / 220 Art by: Jason Siler (Imaginism Studios) ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**A Bird in Hand**

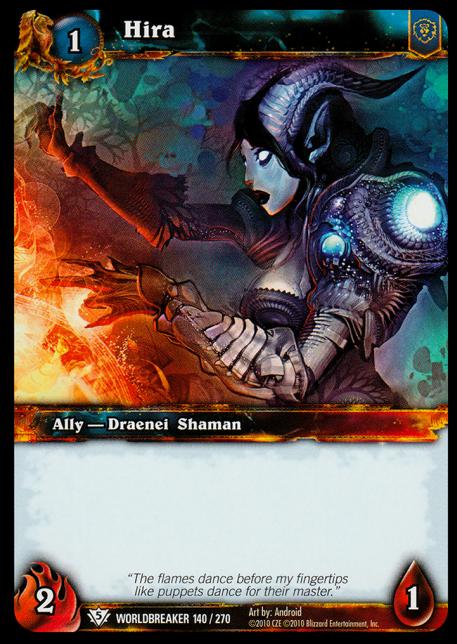
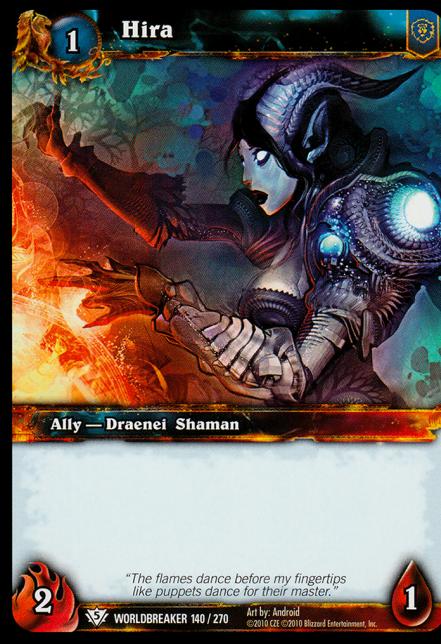
Quest

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." —Thistleec Crow

2 ELEMENTS 204 / 220 Art by: Gonzalo Ordóñez ©2011 CZE ©2011 Blizzard Entertainment, Inc.





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.



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.



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.



Ally — Night Elf Mage

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WORLDBREAKER 148 / 270 Art by: Christopher Moeller ©2010 CEE ©2010 Blizzard Entertainment, Inc.



Quest Pay 2 to complete this quest.
Reward: Shuffle your graveyard into your deck.

"Those tubers are impossible to find unless you know just where to look. That's why I've trained these snufflenose gophers to find them for me." AZEROTH 349 / 361 Art by: Kevin Mignac ©2004 UDK ©2006 Blizzard Entertainment, Inc.



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. WORLDBREAKER 265 / 270 Art by: Tyler Walpole ©2010 CEE ©2010 Blizzard Entertainment, Inc.

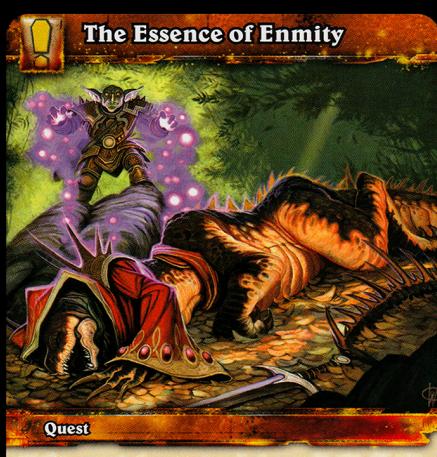


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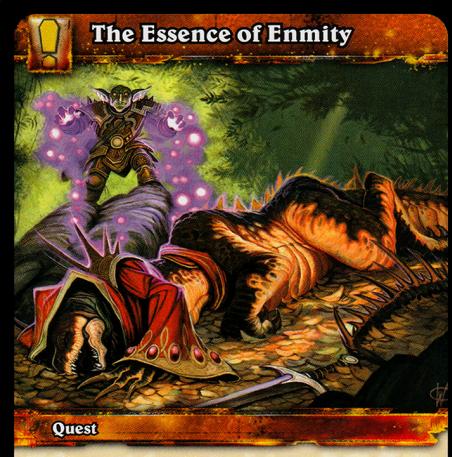


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"The creatures you seek swarm over the Den of Flame to the northwest and the Stonemaul Ruins to the north." — Brogg

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



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Art by: William O'Connor
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WORLDBREAKER 258 / 270

Art by: William O'Connor
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**Quest**

Pay **4** to complete this quest.

Reward: Draw a card.

The small brass key looks simple enough.

WORLDBREAKER 261 / 270

Art by: Matt Dixon
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**Quest**

Pay **4** to complete this quest.

Reward: Draw a card.

The small brass key looks simple enough.

WORLDBREAKER 261 / 270

Art by: Matt Dixon
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**Quest**

Pay **4** to complete this quest.

Reward: Draw a card.

The small brass key looks simple enough.

WORLDBREAKER 261 / 270

Art by: Matt Dixon
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**Quest**

Pay **4** to complete this quest.

Reward: Draw a card.

The small brass key looks simple enough.

WORLDBREAKER 261 / 270

Art by: Matt Dixon
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**2****Entangling Roots**

Ability — Balance

Attach to target ally and exhaust it.

Ongoing: Attached ally can't ready during its controller's ready step.

The vines grew angry, as if every weed of Azeroth sought revenge upon those who would destroy their fertile home.

AZEROTH 20 / 361

Art by: Maura Gossell
©2006 UOE ©2006 Blizzard Entertainment, Inc.

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AZEROTH 20 / 361

Art by: Maura Gossell
©2006 UOE ©2006 Blizzard Entertainment, Inc.

**2****Mark of the Wild**

Instant Ability — Restoration

Attach to target ally.

Ongoing: Attached ally has +2 ATK and +2 health.

*"May Cenarius smile upon you."
—Archdruid Hamuul Runetotem*

AZEROTH 24 / 361

Art by: Brad Veneris
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Ally — Night Elf Druid

"Every blade of grass in the Emerald Dream holds a lesson. I could spend an eternity there and still have more to learn."

DARK PORTAL 159 / 319 Art by: Mark Evans ©2007 UDK ©2007 Blizzard Entertainment, Inc.



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DARK PORTAL 159 / 319 Art by: Mark Evans ©2007 UDK ©2007 Blizzard Entertainment, Inc.



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Ally — Night Elf Druid

Elusive (Can't be attacked.)

AZEROTH 217 / 361 Art by: Alex Garner ©2004 UDK ©2004 Blizzard Entertainment, Inc.



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Ally — Night Elf Druid

Elusive (Can't be attacked.)

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Ally — Night Elf Druid

Assault 2 (+2 ATK on your turn)

"It is at night when our people shine brightest."

SCOURGEWARS 159 / 270 Art by: Darren Baker ©2009 UDK ©2009 Blizzard Entertainment, Inc.