





Ally — Night Elf Mage

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

WORLDBREAKER 148 / 270



Ally — Night Elf Warrior

This ally has +3 / +3 and **Protector** while you control a Shout.

5 "When the time comes, Elune will bless me with her power. All I must do is call her name." Art by: Eric Browning ©2009 ZCE ©2009 Blizzard Entertainment, Inc.

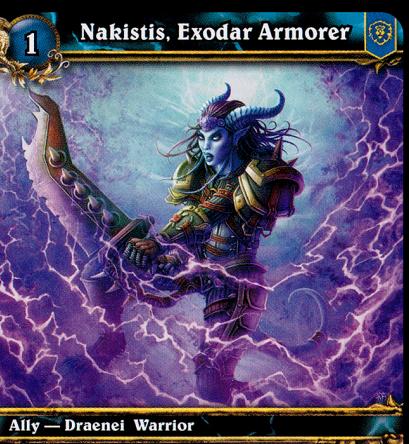
SCOURGEWAR 147 / 270



Ally — Draenei Warrior

This ally has +1 / +1 while you control an armor.

2 "Armor is a fundamental extension of a warrior's defensive power." Art by: Karen Beyle ©2009 ZCE ©2009 Blizzard Entertainment, Inc.



Ally — Draenei Warrior

This ally has +1 / +1 while you control an armor.

2 "Armor is a fundamental extension of a warrior's defensive power." Art by: Karen Beyle ©2009 ZCE ©2009 Blizzard Entertainment, Inc.

SCOURGEWAR 149 / 270



Ally — Draenei Warrior

This ally has +1 / +1 while you control an armor.

2 "Armor is a fundamental extension of a warrior's defensive power." Art by: Karen Beyle ©2009 ZCE ©2009 Blizzard Entertainment, Inc.



Ally — Night Elf Death Knight

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

0 "The Aspect of Death must soon face those who have been reborn in undeath." Art by: Luke Mancini ©2010 ZCE ©2010 Blizzard Entertainment, Inc.

WORLDBREAKER 159 / 270



Ally — Human Rogue

When this ally enters play, if you control an equipment, you may destroy target equipment.

4 "Remember, our line has always ruled with wisdom and strength." —Terena Menethil II Art by: Jesper Ejsing ©2010 ZCE ©2010 Blizzard Entertainment, Inc.



Equipment — 2H Weapon — Mace Melee (1)

When damage is dealt with this equipment, draw a card.

5 "Remember, our line has always ruled with wisdom and strength." —Terena Menethil II Art by: Nils Hamm ©2010 ZCE ©2010 Blizzard Entertainment, Inc.

2





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

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



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

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



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

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



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 CZE ©2011 Blizzard Entertainment, Inc.



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 CZE ©2011 Blizzard Entertainment, Inc.



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 CZE ©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

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

**Quest**

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

**Reward:** Draw a card.

"The weapons the Twilight's Hammer uses against us are crafted by Forgemaster Pyrendius within these very halls." —Jordan Olafson

ELEMENTS 211 / 220 Art by: Ralph Horsley ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**Quest**

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

**Reward:** Draw a card.

"The weapons the Twilight's Hammer uses against us are crafted by Forgemaster Pyrendius within these very halls." —Jordan Olafson

ELEMENTS 211 / 220 Art by: Ralph Horsley ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**Quest**

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

**Reward:** Draw a card.

"The weapons the Twilight's Hammer uses against us are crafted by Forgemaster Pyrendius within these very halls." —Jordan Olafson

ELEMENTS 211 / 220 Art by: Ralph Horsley ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**Ally — Human Warrior**

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

**Ally — Human Warrior**

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

**Ally — Human Warrior**

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

**Ally — Human Warrior**

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

**Ally — Worgen Mage**

**Ferocity** (This ally can attack immediately.)

**Ally — Worgen Mage**

**Ferocity** (This ally can attack immediately.)



"Beware the raging fury of flames!"

TWILIGHT 116 / 220 Art by: Gonzalo Ordonez ©2011 CZE ©2011 Blizzard Entertainment, Inc.



"Beware the raging fury of flames!"

TWILIGHT 116 / 220 Art by: Gonzalo Ordonez ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**1 Kelsa Wildfire**

Ally — Worgen Mage

**Ferocity** (*This ally can attack immediately.*)Art by: Gonzalo Ordonez  
©2011 CZE ©2011 Blizzard Entertainment, Inc.**2 Heroic Leap****Instant Ability — Fury**Exhaust up to two target heroes and/or allies.  
Your hero deals 1 melee damage to each character exhausted this way.

"Hiyaaaahhh!" —Fraznak the Furious

Art by: Christopher Moeller  
©2011 CZE ©2011 Blizzard Entertainment, Inc.**2 Heroic Leap****Instant Ability — Fury**Exhaust up to two target heroes and/or allies.  
Your hero deals 1 melee damage to each character exhausted this way.

"Hiyaaaahhh!" —Fraznak the Furious

Art by: Christopher Moeller  
©2011 CZE ©2011 Blizzard Entertainment, Inc.**3 Battle Shout****Instant Ability — Fury Shout****Ongoing:** Allies in your party have +1 ATK."For Lordaeron!" "For Khaz Modan!" "For the Horde!"  
Azeroth has heard them all.SKULL AZEROTH 135/361 Art by: Maurice Gosselin  
©2006 UDK ©2006 Blizzard Entertainment, Inc.**3 Battle Shout****Instant Ability — Fury Shout****Ongoing:** Allies in your party have +1 ATK."For Lordaeron!" "For Khaz Modan!" "For the Horde!"  
Azeroth has heard them all.SKULL AZEROTH 135/361 Art by: Maurice Gosselin  
©2006 UDK ©2006 Blizzard Entertainment, Inc.**3 Battle Shout****Instant Ability — Fury Shout****Ongoing:** Allies in your party have +1 ATK."For Lordaeron!" "For Khaz Modan!" "For the Horde!"  
Azeroth has heard them all.SKULL AZEROTH 135/361 Art by: Maurice Gosselin  
©2006 UDK ©2006 Blizzard Entertainment, Inc.**1 Execute****Instant Ability — Fury**

Destroy target ally with damage on it.

Showing weakness to a warrior is a death sentence.

SKULL AZEROTH 141/361 Art by: Dany Orizio  
©2006 UDK ©2006 Blizzard Entertainment, Inc.**1 Execute****Instant Ability — Fury**

Destroy target ally with damage on it.

Showing weakness to a warrior is a death sentence.

SKULL AZEROTH 141/361 Art by: Dany Orizio  
©2006 UDK ©2006 Blizzard Entertainment, Inc.**1 Execute****Instant Ability — Fury**

Destroy target ally with damage on it.

Showing weakness to a warrior is a death sentence.

SKULL AZEROTH 141/361 Art by: Dany Orizio  
©2006 UDK ©2006 Blizzard Entertainment, Inc.



5 Liba Wobblebonk

Ally — Gnome Mage

When Liba Wobblebonk enters play, draw a card.

3

AZEROTH 200/361

Art by Malcolm Davis  
©2006 UDK ©2006 Blizzard Entertainment, Inc.

4



5 Liba Wobblebonk

Ally — Gnome Mage

When Liba Wobblebonk enters play, draw a card.

3

AZEROTH 200/361

Art by Malcolm Davis  
©2006 UDK ©2006 Blizzard Entertainment, Inc.

4



3 Bloodbane's Fall

Armor — Cloth

Back (1)

Your hero has **Assault 1**. (+1 ATK on your turn)

This cloak of Orbaz Bloodbane imbues the wearer with his latent aggression.

SCOURGEWAR 216 / 270

Art by Dave Allsop  
©2009 UDK ©2009 Blizzard Entertainment, Inc.

1



4 Fel Iron Hatchet

Weapon — Axe

Melee (1)

Even the metals of Outland carry with them

the taint of the Burning Legion.

2 DARK PORTAL 272/319 Art by Patrick McEvoy  
©2007 UDK ©2007 Blizzard Entertainment, Inc.

0



4 Fel Iron Hatchet

Weapon — Axe

Melee (1)

Even the metals of Outland carry with them

the taint of the Burning Legion.

2 DARK PORTAL 272/319 Art by Patrick McEvoy  
©2007 UDK ©2007 Blizzard Entertainment, Inc.

0



4 Fel Iron Hatchet

Weapon — Axe

Melee (1)

Even the metals of Outland carry with them

the taint of the Burning Legion.

2 DARK PORTAL 272/319 Art by Patrick McEvoy  
©2007 UDK ©2007 Blizzard Entertainment, Inc.

0



3 Golem Skull Helm

Armor — Plate

Head (1)

A trophy from the golem Panzer,  
bouncer for the Grim Guzzler.

AZEROTH 290/361

Art by Karl Richardson  
©2006 UDK ©2006 Blizzard Entertainment, Inc.

3