


1 Andiss Butcherson



Ally — Human Warrior

You pay 1 less to strike with weapons.

1 *"My advice? Keep your scabbard greased and your blades sharp."* **2**

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3 Annihilate



Basic Ability — Combat Combo

Destroy target exhausted ally or exhausted equipment.

"You expend yourself too quickly." —Timmo Shadestep

ALLIANCE ROGUE 2 / 25 Art by: Francis Tsai ©2013 G2L ©2013 Blizzard Entertainment, Inc.

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Archival Purposes



Quest


Pay 1 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 / 25 Art by: Anton Zenzovskiy ©2013 G2L ©2013 Blizzard Entertainment, Inc.

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2 Barman Shanker



Equipment — 1H Weapon — Dagger Melee (1)

This weapon has +2 ATK while your hero is attacking an exhausted hero or ally.

2 Property of the Grim Guzzler Tavern.

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2

Art by: Jeremy Mahler
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3 Bizzazz



Ally — Gnome Rogue

When this ally enters play, draw a card.

"What this fight needs is a little Bizzazz!"

3

ALLIANCE HUNTER 16 / 26 Art by: Leonard & Boyarsky
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3 Boundless Agony



Equipment — 1H Weapon — Dagger Melee (1)

Damage can't be healed.
Damage is unpreventable.

The best that defenders can hope for is a quick death.

2

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2 Bromor the Shadowblade



Ally — Dwarf Rogue

Stealth

When your hero strikes with a weapon, add a +1 ATK counter to that weapon.

"To be the perfect assassin, you must become like your blades, lad: ruthless, tireless, and bloodthirsty."

2

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2 Bubula del Kissel



Ally — Gnome Rogue

Stealth (This ally can't be protected against.)

→ Target hero or ally has **Stealth** this turn.

"Here's an idea: GET DOWN! They'll see you!"

2

ALLIANCE ROGUE 13 / 25 Art by: Platon Gombau
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ALLIANCE ROGUE 13 / 25 Art by: Platon Gombau
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2 **Devious Dismantle**



Basic Ability — Assassination

Destroy target equipment. If you destroyed an equipment with cost 4 or less this way, its controller discards a card.

"Now, you were saying?"

ALLIANCE ROGUE 4/25 Art by: Kamen Boyll ©2013 GZ ©2013 Wizards Entertainment, Inc.

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ALLIANCE ROGUE 4/25 Art by: Kamen Boyll ©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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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 Moxley ©2013 GZ ©2013 Wizards Entertainment, Inc.

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3 **Fan of Knives**



Basic Ability — Combat

Your hero deals 2 ranged damage to each opposing hero and ally.

On your turn: Discard a weapon → Put this ability from your graveyard into your hand.

"I always have another trick up my sleeve." —Ressa Shadeshire

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1 **Gouge**



Instant Ability — Combat Combo

Exhaust target hero or ally. It can't ready during its controller's next ready step.

"Study your intended victim and then exploit his weaknesses for maximum effectiveness." —Caleb Pavish

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ALLIANCE ROGUE 7 / 25 Art by: William O'Connor ©2013 GLE ©2013 Blizzard Entertainment, Inc.

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ALLIANCE ROGUE 7 / 25 Art by: William O'Connor ©2013 GLE ©2013 Blizzard Entertainment, Inc.

2 **Infiltrate**



Basic Ability — Subtlety

Up to two target heroes and/or allies have **Assault 2** and **Stealth** this turn. (They have +2 ATK on your turn and can't be protected against.)

"Stick to the shadows. You'll live a lot longer that way." —Zimzi the Trickster

ALLIANCE ROGUE 8 / 25 Art by: Ryan Lemmon ©2013 GLE ©2013 Blizzard Entertainment, Inc.

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4 **Kaelyn Vineminder**



Ally — Night Elf Druid

When this ally enters play, target opposing ally can't ready during its controller's ready step while this ally remains under your control.

3 *"You shall be imprisoned by the very earth that you seek to destroy!"* **5**

ALLIANCE ROGUE 15 / 25 Art by: Alex Gornow ©2013 GLE ©2013 Blizzard Entertainment, Inc.

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ALLIANCE ROGUE 15 / 25 Art by: Alex Gornow ©2013 GLE ©2013 Blizzard Entertainment, Inc.

2 **Prey on the Weak**



Instant Ability — Assassination

Destroy target ally with cost 4 or less.

Rogues don't much care about fair fights.

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ALLIANCE ROGUE 9 / 25 Art by: Adam Dean ©2013 G2L ©2013 Blizzard Entertainment, Inc.

2 **Scarlet Kris**

Equipment — 1H Weapon — Dagger **Melee (1)**

1 *Its secret is that the blood of its victims keeps the scarlet color bright.* **0**

ALLIANCE ROGUE 10 / 25 Art by: Joe Lasser ©2013 G2L ©2013 Blizzard Entertainment, Inc.

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ALLIANCE ROGUE 10 / 25 Art by: Joe Lasser ©2013 G2L ©2013 Blizzard Entertainment, Inc.

2 **Sinister Strike**

Instant **Ability — Combat Combo**

Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

It adds injury to insult.

ALLIANCE ROGUE 5 / 25 Art by: Frank Cho ©2013 G2L ©2013 Blizzard Entertainment, Inc.

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Taerinar, Fang of Goldrinn

Hero — Night Elf Rogue

Basic **3**, Flip Taerinar → Weapons you control have +2 ATK this turn.

"To honor the spirit of the wolf ancient and his ferocity without being overcome by both is a delicate balance."

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27

The Path to the Dragon Soul

Quest

Pay **1** to complete this quest.

Reward: Draw a card, then choose and discard a card.

"Distract Mannoroth, and the link between the Dragon Soul and the Well will be broken." —Nozdormu

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ALLIANCE ROGUE 25 / 25 Art by: Ted Gohdey ©2013 GZL ©2013 Blizzard Entertainment, Inc.

1 Throat Slasher

Equipment — 1H Weapon — Dagger Melee (1)

Dual Wield (You can control a second one-handed Melee weapon instead of an Off-Hand equipment. You can strike with a second Melee weapon during the same combat.)

This weapon has +1 ATK while your hero is attacking an exhausted hero or ally.

ALLIANCE ROGUE 20 / 25 Art by: Tyler West ©2013 GZL ©2013 Blizzard Entertainment, Inc.

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1 Tommi Spazzratchet

Ally — Gnome Rogue

Stealth (This ally can't be protected against.)

"Keep their attention focused on you."

ALLIANCE ROGUE 16 / 25 Art by: Jakub Knapik ©2013 GZL ©2013 Blizzard Entertainment, Inc.

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3 Wastewalker Shoulderpad

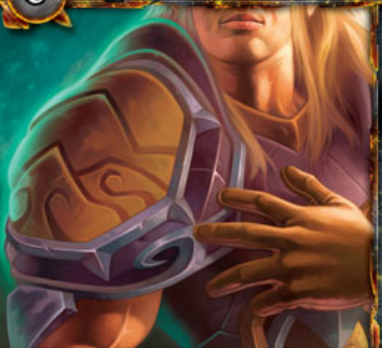
Equipment — Armor — Leather Shoulder (1)

When your hero attacks, you may exhaust target hero or ally.

Only the most heroic strive to redeem the lost souls of Auchindoun.

ALLIANCE ROGUE 00 / 25 Art by: Lena Zentgraf ©2013 GZL ©2013 Blizzard Entertainment, Inc.

3 Wastewalker Shoulder pads



Equipment — Armor — Leather **Shoulder (1)**

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Only the most heroic strive to redeem the lost souls of Auchindoun.

1

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3 Wuzlo Grindergear



Ally — Gnome Warrior

Weapons you control have **Assault 2**. (They have +2 ATK on your turn.)

1 "See what you can do with a little gnomish ingenuity?" **5**

ALLIANCE ROGUE 17 / 25 Art by: Ben Olson
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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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