



Akumo of Thunder Bluff

Hero — Tairen Shaman

On your turn: 3, Flip Akumo → Ready target ally.

HERDING SHAMAN 1 / 20

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29



Cleanse Spirit

Ability — Restoration

Destroy target ability. If you do, your hero heals 3 damage from target hero or ally.

"There are times when the body, mind, and spirit must all be cured of what ails them, lad." —Deragor the Earthworm

W HORDE SHAMAN 4 / 29

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Inferno Totem

Ability Ally — Elemental

Fire Totem (1)

At the start of your turn, this Totem deals 4 fire damage to target opposing hero.

(Totems can't attack.)

"It takes just one spark to ignite an overwhelming inferno!" —Earthseer Nakza

W TWILIGHT 02 / 20

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3



Elemental Precision

Ability — Elemental Talent

Elemental Hero Required

Ongoing: If a hero or ally in your party would deal nature (4) damage, it deals double that much instead.

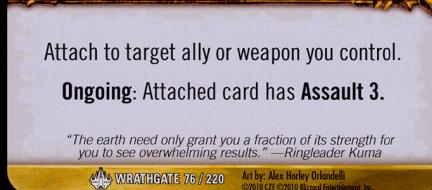
Nature cannot be mastered. But with patience, it can be persuaded.

BETRAYER 98 / 264

Art by: James Zhang
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3



Infusion of Earth

Instant Ability — Enhancement

Attach to target ally or weapon you control.

Ongoing: Attached card has Assault 3.

"The earth need only grant you a fraction of its strength for you to see overwhelming results." —Ringleader Kuma

WRATHGATE 76 / 220

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1



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WRATHGATE 76 / 220

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Boki Earthgaze

Ally — Orc Shaman

Ferocity (This ally can attack immediately.)

6

"Garrosh may be Warchief, but Thrall has done more than enough to earn my loyalty."

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Art by: Mike Ross
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2



Lifemender Dorn

Ally — Tairen Druid

Once per turn: 1 → Dorn heals 1 damage from target hero or ally.

2

"Compared to the tauren, nature is a fragile creature. For us to live among it, we must practice restraint."

DRUMS 179 / 268

Art by: Michael Komarck
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1

**Lifemender Dorn**

1

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DRUMS 179 / 268 Art by: Michael Komarck ©2008 UIK ©2008 Blizzard Entertainment, Inc.



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**Mojo Doctor Zin'tar**

2

W

Ally — Troll Shaman

When Zin'tar attacks, he heals 1 damage from target hero or ally in your party and deals 1 nature damage to target opposing hero or ally.

2 BETRAYER 171 / 264 Art by: Dan Scott ©2008 UIK ©2008 Blizzard Entertainment, Inc.



Ally — Troll Shaman

When Zin'tar attacks, he heals 1 damage from target hero or ally in your party and deals 1 nature damage to target opposing hero or ally.

2 BETRAYER 171 / 264 Art by: Dan Scott ©2008 UIK ©2008 Blizzard Entertainment, Inc.

**Toz'jun**

Ally — Troll Shaman

Ferocity (This ally can attack immediately.)

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Ally — Troll Shaman

Ferocity (This ally can attack immediately.)

4 WORLDBREAKER 194 / 270 Art by: Howard Lyon ©2010 UIK ©2010 Blizzard Entertainment, Inc.

**Zakis Trickstab**

Ally — Goblin Rogue

Elusive (This ally can't be attacked.)

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

3 WORLDBREAKER 199 / 270 Art by: Pete Venters ©2010 UIK ©2010 Blizzard Entertainment, Inc.

**Zakis Trickstab**

Ally — Goblin Rogue

Elusive (This ally can't be attacked.)

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

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**Zerzu**

Ally — Troll Druid

When this ally enters play, she heals all damage from allies you control.

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2 4
“Life always be shining through,”
man, even in da darkest of times.
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3 2
It is said the greatest weaponsmiths leave a piece of themselves in every weapon they create.
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3 2
“When you are offered a second chance at life, you will do anything to seize it.” —Erondra Frostmoon
SCOURGEWAR 241 / 270 Art by: Dave Allsop ©2009 USA ©2009 Blizzard Entertainment, Inc.



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3 2
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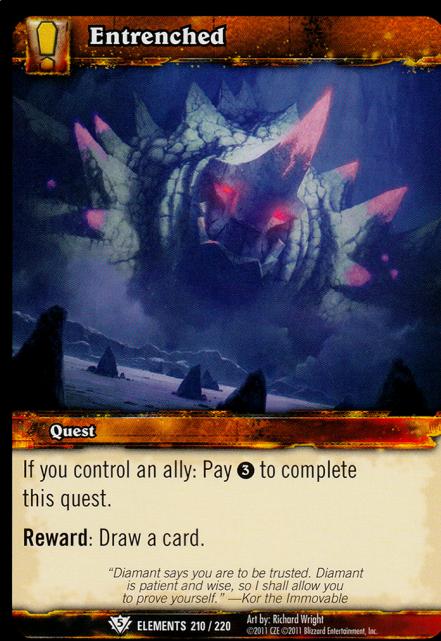
3 2
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The Harpies communicate across the ridge using a series of signal fires. If we extinguish one, Marion is sure to come investigate. —Thistleec Crow
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1 Ka'tali Stonetusk

Ally — Troll Shaman

Protector

At the start of your turn, Ka'tali Stonetusk heals 1 damage from himself.

1 "You come get the voodoo."
AZEROTH 248 / 361 Art by John Morley © 2006 UDK © 2006 Blizzard Entertainment, Inc.



4 Kistix Shockvat

Ally — Goblin Shaman

Elusive (This ally can't be attacked.)

4 "Don't get me wrong—I love explosives, but sometimes you just gotta work with your hands."
WORLDBREAKER 180 / 270 Art by Pete Venters © 2010 CEE © 2010 Blizzard Entertainment, Inc.



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Mystery Goo

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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Mystery Goo

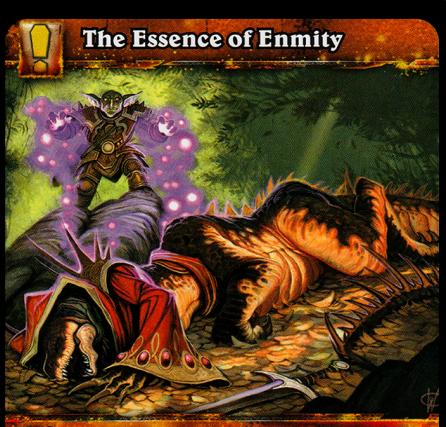
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The Essence of Enmity

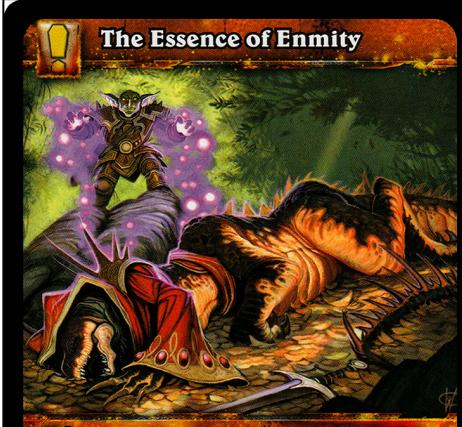
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"The creatures you seek swarm over the Den of Flame to the northwest and the Stonemaul Ruins to the north." —Brogg

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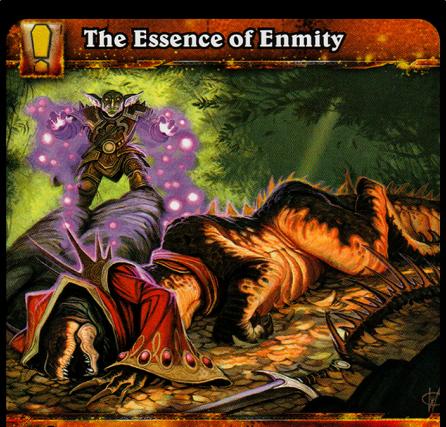
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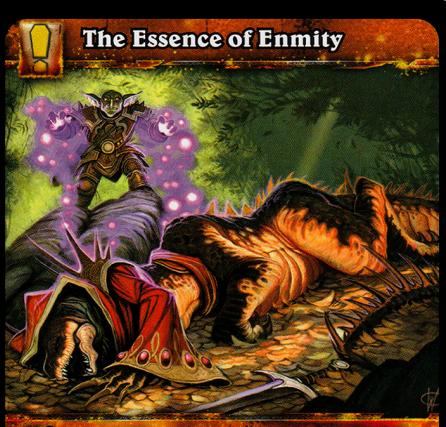
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