

**Kozik Skullcracker**

1

WARRIOR

Ally — Orc Rogue

Stealth (This ally can't be protected against.)*"Your training has failed—I have already found your weakness!"*

ICECROWN 136 / 220 Art by: Michael Komarck ©2010 CE ©2007 Blizzard Entertainment, Inc.

**Lu'ka de Wall**

6

WARRIOR

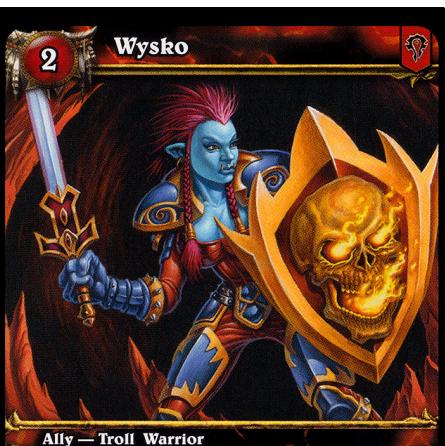
Ally — Troll Warrior

Protector

When Lu'ka is dealt damage, you may exhaust target hero or ally.

"Oh? Joo and what army, mon?"

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**Wysko**

2

WARRIOR

Ally — Troll Warrior

Your weapons have +1 ATK while your hero is attacking.

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**Wysko**

2

**Wysko**

2

**Zakis Trickstab**

3

WARRIOR

Ally — Goblin Rogue

Elusive (This ally can't be attacked.)
Stealth (This ally can't be protected against.)*"You wanna know what's a one-sided trade? Stealing, that's what."*

LEGION 209 / 319 Art by: Jim Nelson ©2007 UD ©2007 Blizzard Entertainment, Inc.

**Zakis Trickstab**

3

**A Bird in Hand**

1

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*

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

**A Bird in Hand**

3

WARRIOR

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*

ELEMENTS 204 / 220 Art by: Gonzalo Ordonez ©2011 CE ©2011 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**

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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**

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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 small brass key looks simple enough." —Brogg

WORLDBREAKER 261 / 270 Art by: Matt Dixon ©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.

"I'll loan the totem to you if you agree to help me test it." —Apprentice Garion

WORLDBREAKER 260 / 270 Art by: Steve Tappin ©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.

"I'll loan the totem to you if you agree to help me test it." —Apprentice Garion

WORLDBREAKER 260 / 270 Art by: Steve Tappin ©2010 CEE ©2010 Blizzard Entertainment, Inc.

**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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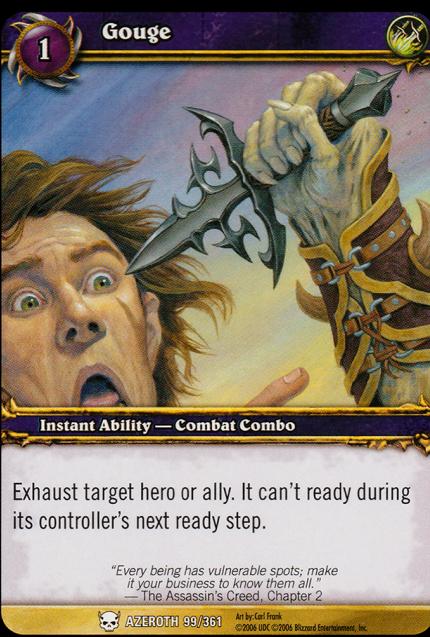
**Quest**

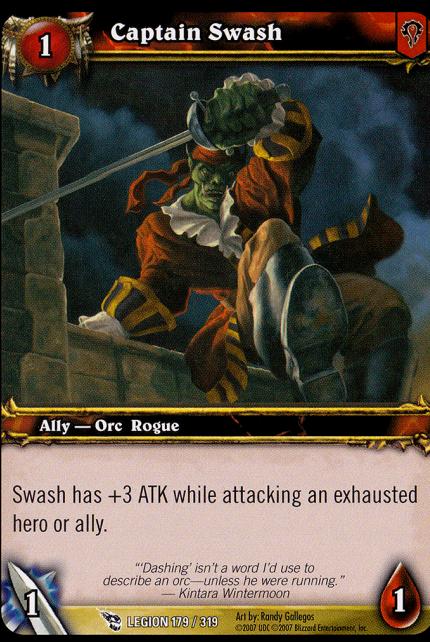
Pay **4** to complete this quest.

Reward: Draw a card.

The small brass key looks simple enough.

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Ally — Orc Rogue

Skronk has +3 ATK while attacking an exhausted hero or ally.

One man's skull is this orc's trophy.

ILLIDAN 168 / 252

Art by: Lucas Graciano
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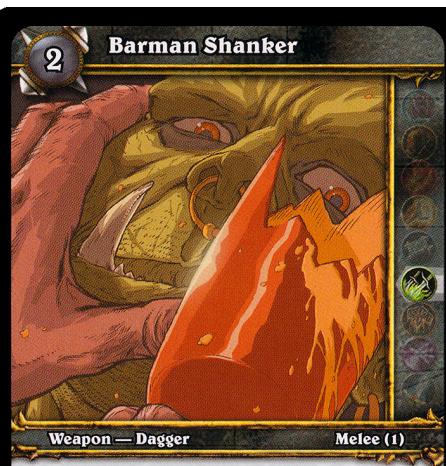
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One man's skull is this orc's trophy.

ILLIDAN 168 / 252

Art by: Lucas Graciano
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Weapon — Dagger

Melee (1)

Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.

Property of the Grim Guzzler Tavern.

AZEROTH 315 / 361

Art by: Jeremy Mohr
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Weapon — Dagger

Melee (1)

Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.

Property of the Grim Guzzler Tavern.
AZEROTH 315 / 361
Art by: Jeremy Mohr
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Weapon — Dagger

Melee (1)

When Perdition's Blade enters play, your hero deals 1 fire damage to target hero or ally.

MOLTEN CORE 25 / 30
Art by: Darren Becker
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Weapon — Dagger

Melee (1)

Its secret is that the blood of its victims keeps the scarlet color bright.
AZEROTH 333 / 361
Art by: Joe Unser
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Weapon — Dagger

Melee (1)

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

AZEROTH 333 / 361

Art by: Joe Unser
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