



On your turn: **2**, Flip Jaral → Jaral deals 3 ranged damage to target ally with cost 4 or more.

28



Protector



Ongoing: Your Pets have +2 ATK and +2 health.

A well-trained pet is a powerful extension of the hunter's body. Like its master, it's frightening to behold in combat.

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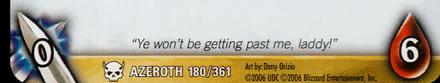


Elusive

Long-Range (Defenders deal no combat damage to this character.)



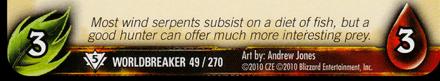
Protector



Pet (1)

Assault 2 (This ally has +2 ATK on your turn.)

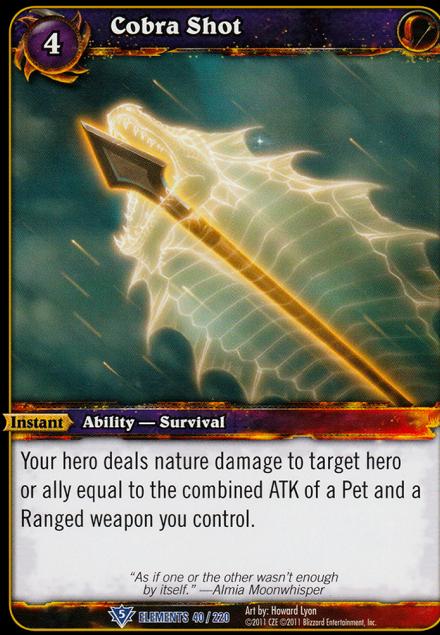
Ferocity (This ally can attack immediately.)



Pet (1)

Assault 2 (This ally has +2 ATK on your turn.)

Ferocity (This ally can attack immediately.)



Your hero deals nature damage to target hero or ally equal to the combined ATK of a Pet and a Ranged weapon you control.

"As if one or the other wasn't enough by itself..." —Almia Moonwhisper

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7

Loque

Ally — Spirit Beast

Pet (1)

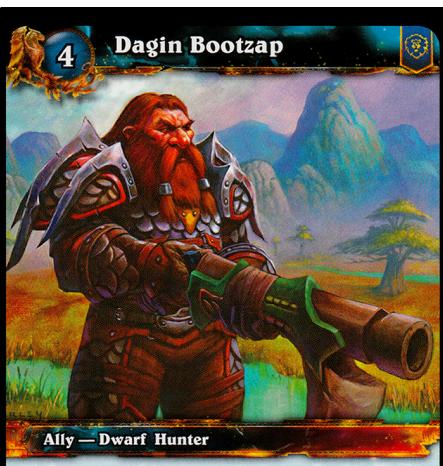
Beast Mastery Talent (You can't put Marksmanship Talents or Survival Talents in your deck.)

Elusive, Stealth, Untargetable

Damage that this ally would deal is unpreventable.

8

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4 Dagin Bootzap

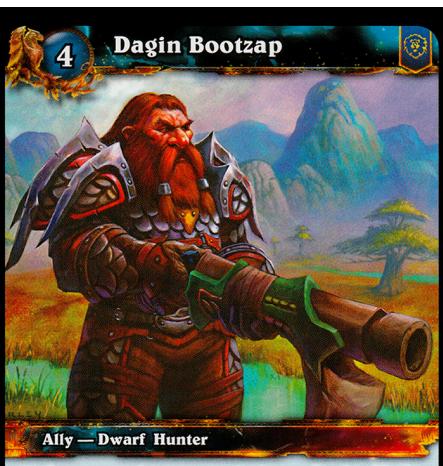
Ally — Dwarf Hunter

When this ally enters play, he deals 1 arcane damage to target hero or ally.

3

"Make the first shot count, laddie."

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4 Dagin Bootzap

Ally — Dwarf Hunter

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"Make the first shot count, laddie."

ELEMENTS 112 / 220

Art by: Alex Horley Orlandelli
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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." —Thisalee Crow

ELEMENTS 204 / 220

Art by: Gonzalo Ordóñez
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A Bird in Hand

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Art by: Gonzalo Ordóñez
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Art by: Gonzalo Ordóñez
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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

ELEMENTS 210 / 220

Art by: Richard Wright
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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

ELEMENTS 210 / 220

Art by: Richard Wright
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"Diamant says you are to be trusted. Diamant is patient and wise, so I shall allow you to prove yourself." —Kor the Immovable

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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 CEE ©2010 Blizzard Entertainment, Inc.

WORLDBREAKER 148 / 270



Ally — Human Rogue

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

3 Art by: Jesper Ejsing ©2010 CEE ©2010 Blizzard Entertainment, Inc.

WORLDBREAKER 160 / 270



Ally — Human Rogue

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

3 Art by: Jesper Ejsing ©2010 CEE ©2010 Blizzard Entertainment, Inc.

WORLDBREAKER 160 / 270



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 snuffnose gophers to find them for me."

AZEROTH 349/361 Art by: Kevin Maguire ©2006 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.



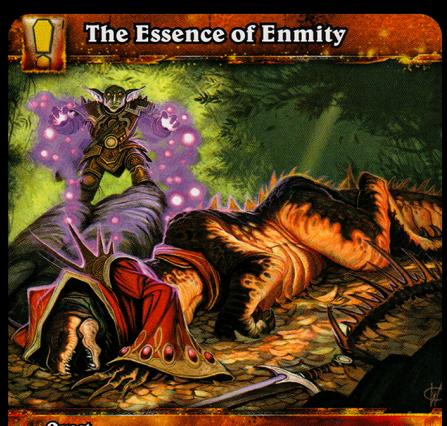
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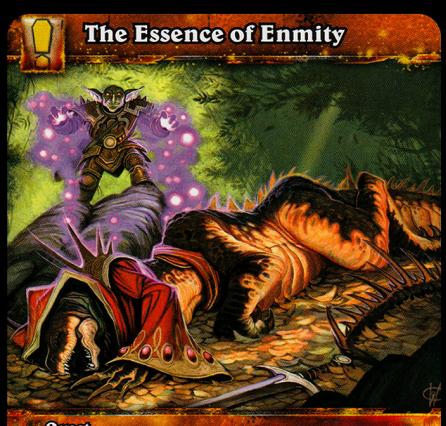
Quest

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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.



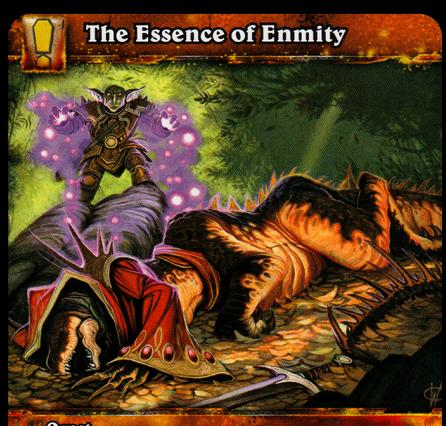
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WORLDBREAKER 258 / 270 Art by: William O'Connor ©2010 CEE ©2010 Blizzard Entertainment, Inc.



Quest

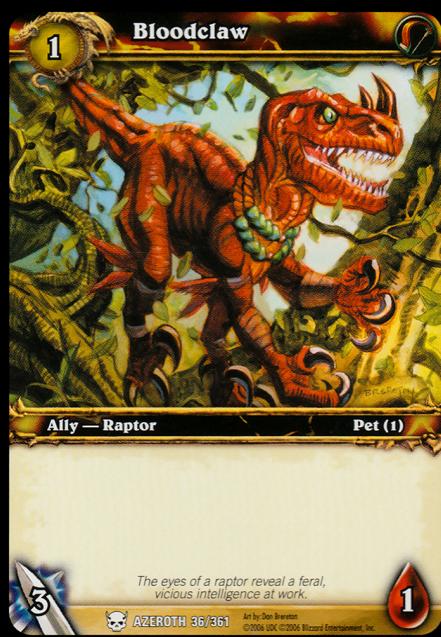
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Long-Range (Defenders deal no combat damage to this character.)

3 "May the naaru guide my aim."
OUTLAND 119 / 246 Art by Warren Mahy ©2007 UDC ©2007 Blizzard Entertainment, Inc.



2 "Kodo and stag? HA! Try hunting clefthoof and taibuk."
DARK PORTAL 193 / 319 Art by Steve Toppin ©2007 UDC ©2007 Blizzard Entertainment, Inc.



2 "Kodo and stag? HA! Try hunting clefthoof and taibuk."
DARK PORTAL 193 / 319 Art by Steve Toppin ©2007 UDC ©2007 Blizzard Entertainment, Inc.



When you strike with Ancient Bone Bow, your hero has long-range this combat. (Defenders deal no combat damage to it.)

2 Handed down from ancestor to ancestor, this bow has seen many enemies fall before it.
AZEROTH 311 / 361 Art by Bob Eggleton ©2006 UDC ©2006 Blizzard Entertainment, Inc.



When you strike with Ancient Bone Bow, your hero has long-range this combat. (Defenders deal no combat damage to it.)

2 Handed down from ancestor to ancestor, this bow has seen many enemies fall before it.
AZEROTH 311 / 361 Art by Bob Eggleton ©2006 UDC ©2006 Blizzard Entertainment, Inc.



When you strike with Blackcrow, your hero has long-range this combat. (Defenders deal no combat damage to it.)

1 This crossbow was once a weapon of the shadow hunter Vosh'gajin.
DARK PORTAL 271 / 319 Art by Bob Eggleton ©2007 UDC ©2007 Blizzard Entertainment, Inc.



When you strike with Blackcrow, your hero has long-range this combat. (Defenders deal no combat damage to it.)

1 This crossbow was once a weapon of the shadow hunter Vosh'gajin.
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