

The Dark Side of the Light

Quest

Pay 5 to complete this quest.

Reward: If you control a ☼ card, draw a card. If you control a ☿ card, draw a card.

"Little did I know of the dark truth to these fanatics." —Joseph the Awakened

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Battle for the Scarlet Monastery

Quest

Pay 6 to complete this quest.

Reward: Draw a card for each other card you control with Scarlet in its name.

"Sylvanas extends the honor of slaying her last remaining enemies to you." —Dark Ranger Velenara

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Hand of Righteousness

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

☉ → Damage that target hero or ally would deal this turn is unpreventable.

"The Light has spoken!" —High Inquisitor Whitemane

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Meteor Shard

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

When you strike with this weapon, you may reveal the top card of target opponent's deck. If it's an ability, ally, or equipment with cost 4 or less, this weapon has +3 ATK this turn.

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Mograine's Might

Equipment — 2H Weapon — Mace **Melee (1)**

When a ☼ ally enters play under your control, this weapon has +X ATK this turn, where X is that ally's ATK.

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Odo's Ley Staff

Equipment — 2H Weapon — Staff **Melee (1)**

When you draw a card, your hero heals 1 damage from target hero or ally.

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Smite's Reaver

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

When you strike with this weapon, you may exhaust target hero or ally.

When you strike with this weapon for the first time each turn, you may ready it and your hero at the end of this combat.

"You landlubbers are tougher than I thought. I'll have to improvise!" —Mr. Smite

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Cookie's Tenderizer

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

When your hero deals combat damage to a hero or ally with this weapon, allies you control have +1 ATK while attacking that character this turn.

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Emberstone Staff


Equipment — 2H Weapon — Staff **Melee (1)**

When you play an ability, you may add an emberstone counter to this weapon.

This weapon has +1 ATK and you pay 1 less to strike with it for each emberstone counter on it.

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2 **Arced War Axe**



Equipment — 2H Weapon — Axe Melee (1)

You pay 3 less to strike with this weapon while you control three or more allies.

"Intruders in the keep! To arms!" —Commander Springvale

3

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2 **Butcher's Cleaver**



Equipment — 1H Weapon — Axe Melee (1)

This weapon has +2 ATK while your hero is attacking a hero with 15 or more damage.

"Ah, fresh meat!"

2

DUNGEON TREASURE 46 / 60 Art by: Paul Maydon ©2011 GZ ©2011 Wizards Entertainment, Inc.

3 **Buzzer Blade**



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.)

When your hero deals fatal damage to an ally while attacking, you may destroy target equipment.

"Sploded dat one!" —Glubtok

2

1

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2 **Fel Steed Saddlebags**



Equipment — Item Bag (5)

When you place a resource, if you control exactly four resources, draw a card.

When you place a resource, if you control exactly eight resources, destroy this item. If you do, draw a card.

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4 **Dog Whistle**



Equipment — Item Trinket (2)

When this item enters play, put a 2 / 2 Hound ally token into play with **Protector**.

On your turn: 1, 1 → Put a 2 / 2 Hound ally token into play with **Protector**.

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3 **Phantom Armor**



Equipment — Armor — Plate Chest (1)

This armor can prevent only melee (1) damage.

"You shall annoy me no longer!" —Lord Walden

6

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3 **Robes of Arugal**



Equipment — Armor — Cloth Chest (1)

When an ally enters play under your control or a friendly player's control, it may deal 1 arcane damage to target hero.

1

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2 **Deadman's Hand**



Equipment — Item Ring (2)

Allies you control have **Assault 1** while an opponent controls more allies than you.

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5 **Aegis of the Scarlet Commander**




Equipment — Armor — Shield Off-Hand (1)

When this armor prevents damage, your hero deals 2 unpreventable holy damage to target opposing hero.

2

DUNGEON TREASURE 40 / 60 Art by: Steven Lippman ©2011 GZ ©2011 Wizards Entertainment, Inc.

2 **Defias Brotherhood Vest**



Equipment — Armor — Leather Chest (1)

While you control four or more allies, allies you control have **Assault 1** and **Stealth**.

The Defias Brotherhood is determined to wreak havoc upon, and ultimately destroy, the House of Nobles in Stormwind City.

1

DUNGEON TREASURE 60/60 Art by: Andrew Ziemsky ©2011 GZ ©2011 Blizzard Entertainment, Inc.

6 **Chain of the Scarlet Crusade**



Equipment — Armor Set — Mail Chest (1), Wrist (1), Hands (1), Waist (1), Legs (1), Feet (1)

At the start of your turn, add a scarlet counter to this armor.

Your hero and allies you control have **Assault 1** for each scarlet counter.

5

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3 **Prototype Reaper**



Monster Ally — Mechanical Reaper

When this ally enters play, leaves play, exhausts, or readies, it may deal 1 melee damage to target ally.

1

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6 **"Captain" Cookie**



Monster Ally — Murloc Cook Cookie (1)

As Cookie enters play, reveal the top five cards of your deck. Remove all revealed Murlocs from the game and put the rest on the bottom of your deck.

Cookie enters play with the printed powers of all Murlocs removed this way.

4

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3 **Mercenary Dominic**



Ally — Undead Rogue Mercenary Dominic (1)

Once per turn: **2** → Your hero has **Assault 2** this turn. (It has +2 ATK on your turn.)

"Let's not play games. Are they dead or not?"

3

DUNGEON TREASURE 60/60 Art by: Ron Leung ©2011 GZ ©2011 Blizzard Entertainment, Inc.

5 **Scarlet Commander Renault Mograine**



Ally — Human Paladin Renault (1)

Protector

If Renault would be dealt damage while defending, you may have any amount of it dealt to your hero instead.

"Infidels. They must be purified."

5

DUNGEON TREASURE 60/60 Art by: Chris Rahn ©2011 GZ ©2011 Blizzard Entertainment, Inc.

5 **Vanessa VanCleavef**



Ally — Human Rogue Vanessa VanCleavef (1)

Stealth, Untargetable

When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

"I will not share my father's fate!"

4 **5**

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3 **Mining Monkey**



Ally — Monkey

When this ally enters play, each friendly player may draw a card (including you).

2

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4 **Baron Ashbury**



Ally — Undead Priest Ashbury (1)

When Ashbury enters play, he deals shadow damage to each opposing ally equal to that ally's remaining **1**.

"Ha! Let's at least keep it interesting."

1 **5**

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6 Lord Godfrey



Ally — Undead Lord Godfrey (1)

At the start of your turn, put two 3 / 3 Ghoul ally tokens into play.

At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoul you control.

"Murder never gets old."

2 DUNGEON TREASURE 60/60 Art by: Slavomir Muzak ©2011 GZ ©2011 Wizards Entertainment, Inc. 6

5 High Inquisitor Whitmane



Ally — Human Priest Whitmane (1)

When Whitmane attacks, you may put target ally from your graveyard on top of your deck. She heals damage from your hero equal to the cost of that ally.

"The Light has spoken!"

2 DUNGEON TREASURE 60/60 Art by: Alex Gornes ©2011 GZ ©2011 Wizards Entertainment, Inc. 8

4 Herod, The Scarlet Champion



Ally — Human Warrior Herod (1)

At the start of your turn, choose one: This turn, Herod has +3 ATK and attacks opposing heroes and allies at random; or Herod attacks normally this turn.

"Blades of Light!"

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4 Edwin VanCleave



Ally — Human Rogue Edwin VanCleave (1)

Stealth, Untargetable

When Edwin enters play, put two 1 / 1 Defias Thug ally tokens into play with "This ally can protect allies with VanCleave in their names."

When Edwin is destroyed, you may put an ally named Vanessa VanCleave from your hand into play.

"None may challenge the Brotherhood!"

5 DUNGEON TREASURE 67/60 Art by: Eileen Polanco ©2011 GZ ©2011 Wizards Entertainment, Inc. 3

3 Shattered Hand Assassin



Ally — Orc Rogue

Stealth

When this ally enters play, exhaust target opposing ally. It can't ready during its controller's next ready step.

3 DUNGEON TREASURE 22/60 Art by: Jim Nelson ©2011 GZ ©2011 Wizards Entertainment, Inc. 2

3 Admiral Ripsnarl



Ally — Worgen Rogue Ripsnarl (1)

Ferocity, Stealth

At the end of each turn, if Ripsnarl is damaged, you may put him into his owner's hand.

"I will rip your heart from your chest!"

2 DUNGEON TREASURE 60/60 Art by: Brian Chappin ©2011 GZ ©2011 Wizards Entertainment, Inc. 3

7 Alexandros Mograine



Ally — Spirit Paladin Alexandros (1)

Protector

When Alexandros is destroyed, you may put a 6 / 0 Two-Handed Sword weapon token named Ashbringer into play with Melee (1) and Invincible.

"The Ashbringer..."

7 DUNGEON TREASURE 60/60 Art by: Steve Prescott ©2011 GZ ©2011 Wizards Entertainment, Inc. 7

8 Archmage Arugal



Ally — Human Mage Arugal (1)

Elusive

When Arugal enters play, gain control of target opposing ally while Arugal remains under your control. While you control that ally, it has +4 / +4.

"You, too, shall serve!"

4 DUNGEON TREASURE 60/60 Art by: Erik Deschamps ©2011 GZ ©2011 Wizards Entertainment, Inc. 4

3 Kagtha



Ally — Orc Rogue Kagtha (1)

Opposing heroes and allies lose and can't have Elusive and Untargetable.

"The Shattered Hand has laid mostly quiet for years now... No more!"

2 DUNGEON TREASURE 60/60 Art by: Mike Sest ©2011 GZ ©2011 Wizards Entertainment, Inc. 4

3 **Deathstalker Commander Belmont**



Ally — Undead Rogue **Belmont (1)**

On your turn:  → Allies you control with cost 4 or less have +2 ATK this turn.

2 *"I've sent my men forward on the rooftops to secure the area around Lord Walden."* **4**

DUNGEON TREASURE 17 / 60 Art by: Chris Rohan ©2011 GZ ©2011 Wizards Entertainment, Inc.

2 **Forsaken Blightspreeder**



Ally — Undead Warlock

When this ally deals damage to an opposing ally, destroy that ally.

1 *"I won't get fooled again."* **1**

DUNGEON TREASURE 18 / 60 Art by: James Eynon ©2011 GZ ©2011 Wizards Entertainment, Inc.

2 **Forsaken Royal Dreadguard**



Ally — Undead Rogue

At the start of your turn, this ally deals 1 melee damage to target hero for each Forsaken Royal Dreadguard you and other friendly players control (including himself).

2 *"My men should be tearing Godfrey to pieces even as we speak."* **3**

DUNGEON TREASURE 19 / 60 Art by: Slavomir Mousk ©2011 GZ ©2011 Wizards Entertainment, Inc.

6 **High Warlord Cromush**



Ally — Orc Warrior **Cromush (1)**

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

While Cromush has exactly 1 remaining , he has **Assault 10**.

5 *"You'll see the Warchief's wrath first hand."* **5**

DUNGEON TREASURE 20 / 60 Art by: Greg Lempert ©2011 GZ ©2011 Wizards Entertainment, Inc.

2 **Stormwind Investigator**



Ally — Human Hunter

When this ally enters play, you may look at the top card of target player's deck. You may put that card into his graveyard.

3 *"I won't get fooled again."* **2**

DUNGEON TREASURE 16 / 60 Art by: Zoltan Berez ©2011 GZ ©2011 Wizards Entertainment, Inc.

3 **Lieutenant Horatio Laine**



Ally — Human Investigator **Horatio Laine (1)**

At the end of your turn, target opponent reveals the top card of his deck. If it's an ally, remove it from the game. If it's a weapon, you may put it into play under your control.

4 *"I guess that's the way... the Cookie crumbles."* **2**

DUNGEON TREASURE 13 / 60 Art by: Zoltan Berez ©2011 GZ ©2011 Wizards Entertainment, Inc.

2 **Poison Tipped**



Ability

Ongoing: When a Rogue ally enters play under your control or a friendly player's control, your hero deals 2 nature damage to each opposing hero.

3 *"My men should be tearing Godfrey to pieces even as we speak."* **6**

DUNGEON TREASURE 9 / 60 Art by: Dave Allrop ©2011 GZ ©2011 Wizards Entertainment, Inc.

4 **Stargaze**



Ability

Ongoing: When a Druid ally enters play under your control or a friendly player's control, target player draws a card.

3 *"My men should be tearing Godfrey to pieces even as we speak."* **6**

DUNGEON TREASURE 10 / 60 Art by: Michael Iwan ©2011 GZ ©2011 Wizards Entertainment, Inc.

6 **Packleader Ivar Bloodfang**



Ally — Worgen Warrior **Ivar (1)**

Aberration

Once per turn: Growl → Allies you control have **Assault 2** this turn.

3 *"My men should be tearing Godfrey to pieces even as we speak."* **6**

DUNGEON TREASURE 10 / 60 Art by: Matt Olson ©2011 GZ ©2011 Wizards Entertainment, Inc.

1 Scarlet Renegade



Ally — Human Warrior

This ally has **Assault 1** for each Scarlet Renegade you and other friendly players control (including himself).

1 **DUNGEON TREASURE 15 / 60** Art by: Paul Molloy ©2011 GZ ©2011 Wizards Entertainment, Inc. **2**

1 Crime Scene Alarm-o-Bot



Ally — Mechanical Sentry

Protector

When an opposing hero or ally attacks, you may ready this ally.

0 **DUNGEON TREASURE 12 / 60** Art by: Simon O'Donnell ©2011 GZ ©2011 Wizards Entertainment, Inc. **4**

2 Bloodfang Berserker



Ally — Worgen Warrior

Ferocity (This ally can attack immediately.)

This ally has +2 ATK while attacking a damaged hero or ally.

0 **DUNGEON TREASURE 11 / 60** Art by: Ralph Worsley ©2011 GZ ©2011 Wizards Entertainment, Inc. **3**

2 Bestial Instinct



Ability

Ongoing: When a Hunter ally enters play under your control or a friendly player's control, target ally has **Ferocity** this turn.

"Nice kitty . . . Good kitty . . ." —Zunjo of Sen'jin

DUNGEON TREASURE 1 / 60 Art by: Joanne Kim ©2011 GZ ©2011 Wizards Entertainment, Inc.

1 Cover of the Light



Ability

Ongoing: When a Paladin ally enters play under your control or a friendly player's control, it heals 3 damage from target hero or ally.

DUNGEON TREASURE 2 / 60 Art by: Michael Komarck ©2011 GZ ©2011 Wizards Entertainment, Inc.

3 Earthen Guidance



Ability

Ongoing: When a Shaman ally enters play under your control or a friendly player's control, it deals 2 nature damage to target opposing ally.

DUNGEON TREASURE 3 / 60 Art by: Michael Komarck ©2011 GZ ©2011 Wizards Entertainment, Inc.

3 Executioner's Strikes



Ability

Ongoing: When a Warrior ally enters play under your control or a friendly player's control, you may destroy target damaged ally.

DUNGEON TREASURE 4 / 60 Art by: JonBoy Meyers & Mark Jackson ©2011 GZ ©2011 Wizards Entertainment, Inc.

1 Faithful Prayer



Ability

Ongoing: When a Priest ally enters play under your control or a friendly player's control, it heals 1 damage from each friendly hero and ally.

DUNGEON TREASURE 5 / 60 Art by: Gonzalo Ojeda ©2011 GZ ©2011 Wizards Entertainment, Inc.

3 Focused Flames



Ability

Ongoing: When a Mage ally enters play under your control or a friendly player's control, it deals 1 fire damage to each opposing ally.

DUNGEON TREASURE 6 / 60 Art by: Zoltan Boros ©2011 GZ ©2011 Wizards Entertainment, Inc.

3 Hand of Frost



Ability

Ongoing: When a Death Knight ally enters play under your control or a friendly player's control, target hero or ally has **Assault 2** this turn.

DUNGEON TREASURE 7 / 60 Art by: Jacques Eijang ©2011 GZ ©2011 Wizards Entertainment, Inc.

1 Nether Blast



Ability

Ongoing: When a Warlock ally enters play under your control or a friendly player's control, your hero deals 1 shadow damage to target opposing hero and heals damage from itself equal to the damage dealt this way.

DUNGEON TREASURE 8 / 60 Art by: Dan Scott ©2011 GZ ©2011 Wizards Entertainment, Inc.

The Defias Kingpin



Quest

You pay 1 less to complete this quest for each opposing ally in play.

On your turn: Pay 5 to complete this quest.

Reward: Draw a card.

"Slay the Defias Kingpin and commandeer her ship!" —Kagtha

DUNGEON TREASURE 57 / 60 Art by: Skawonne Moniak ©2011 GZ ©2011 Wizards Entertainment, Inc.

The Deadmines




Location

If an ally you controlled was destroyed this turn:
 → Draw a card, then discard a card.

Deep beneath Moonbrook lie the Deadmines, a place of secrets and dark treachery.

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Scarlet Monastery



Location

→ Target hero or ally that was healed this turn has **Assault 2** this turn.

With the rise of the Scourge during the Third War, this peaceful monastery was converted into a stronghold of the fanatical Scarlet Crusade.

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Shadowfang Keep



Location

→ Destroy an ally you control → You pay 2 less to play your next ally this turn.

Once the domain of the archmage Arugal, the keep's new lord and master is the renegade forsaken Lord Vincent Godfrey.

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