



Edaan of the Exodar

Hero — Draenei Shaman

On your turn: 1, Flip Edaan → Edaan heals 3 damage from target hero or ally.

28

WORLDBREAKER 1 / 21

Art by: Chris Moeller

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Breath of the Elements

5

Instant Ability — Enhancement

Ready each ally you control.

"Feel the surging elements invigorate your mind, body, and soul." — Malaxia Wizwhirl

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Art by: Tom Bozzo

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Elements' Fury

3

Ability — Elemental

Your hero deals 3 nature damage to target hero and 3 nature damage to target ally.

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LEGION 95 / 319

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Greater Chain Lightning

7

Ability — Elemental

Target up to five heroes and/or allies.

Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

"Don't stand so close to me!" — The last words of Sordin Gummur, lead singer of the Azeroth Authority

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Art by: Clint Langley

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Bella Wilder

3

Ally — Worgen Druid

This ally has Ferocity while you control another card.



Bella Wilder

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This ally has Ferocity while you control another card.

WORLDBREAKER 135 / 270

Art by: Jesper Eging

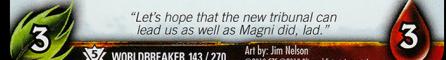
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Kalek Deepearth

3

Ally — Dwarf Shaman

Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)



"Let's hope that the new tribunal can lead us as well as Magni did, lad."

WORLDBREAKER 143 / 270

Art by: Jim Nelson

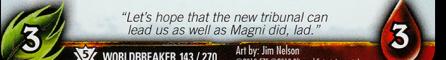
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Ally — Night Elf Death Knight

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

0 "The Aspect of Death must soon face those who have been reborn in undeath." **5**
WORLDBREAKER 159 / 270 Art by: Luke Mancini ©2010 CZE ©2010 Blizzard Entertainment, Inc.



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WORLDBREAKER 159 / 270 Art by: Luke Mancini ©2010 CZE ©2010 Blizzard Entertainment, Inc.



Ally — Human Rogue

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

4 "WORLDBREAKER 160 / 270 Art by: Jesper Ejsing ©2010 CZE ©2010 Blizzard Entertainment, Inc.



Ally — Gnome Warrior

Casey is a **protector** while she's undamaged.

4 "This shield will stop anything . . . once." **4**
DRUMS 145 / 268 Art by: Karl Richardson ©2008 UDC ©2008 Blizzard Entertainment, Inc.



Ally — Draenei Shaman

When this ally enters play, you may put target card from your graveyard into your hand.

3 "Before it turns into mulch, allow me." **3**
WORLDBREAKER 164 / 270 Art by: Ron Lemen ©2010 CZE ©2010 Blizzard Entertainment, Inc.



Equipment — 1H Weapon — Fist Melee (1)

When this equipment enters play, you may destroy target armor or item.

0 "You don't want to know what I had to do to get this." —Caleb Pashiv
WORLDBREAKER 233 / 270 Art by: Popo Wei (Concept Art House) ©2010 CZE ©2010 Blizzard Entertainment, Inc.



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 snufffleuse gophers to find them for me."

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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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Quest

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WORLDBREAKER 265 / 270 Art by: Tyler Walpole ©2010 CZE ©2010 Blizzard Entertainment, Inc.



Mystery Goo



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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

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.



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



The Key to Freedom

Quest

Pay **4** to complete this quest.

Reward: Draw a card.

The small brass key looks simple enough.

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The Key to Freedom

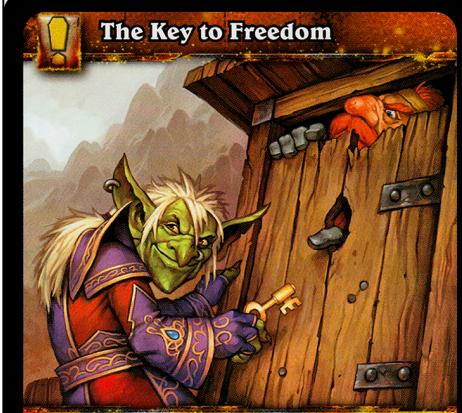
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The Key to Freedom

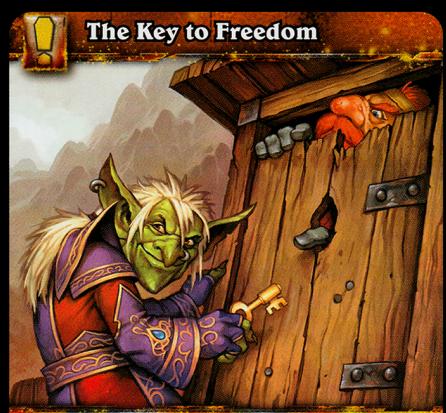
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The Key to Freedom

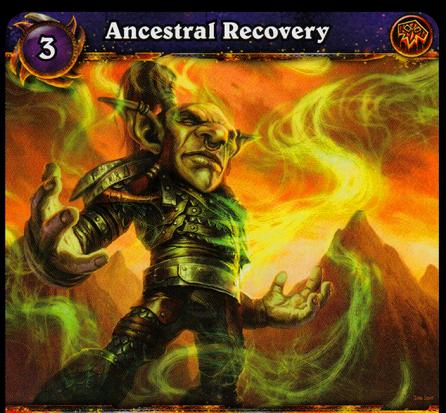
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Ancestral Recovery

3



Ability — Restoration

Put up to two target allies from your graveyard into your hand.

"Rise and be renewed, brothers and sisters!" —Bragvi Stormstein

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**1 Arvos Jadestone**

Ally — Dwarf Shaman

Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

2 "In Magni's name, we must do all we can to reclaim the land." 1 ELEMENTS 108 / 220 Art by: Grace Liu ©2011 CZE ©2011 Blizzard Entertainment, Inc.

**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." 2 ELEMENTS 112 / 220 Art by: Alex Horley Orndorff ©2011 CZE ©2011 Blizzard Entertainment, Inc.



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 ©2011 CZE ©2011 Blizzard Entertainment, Inc.

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ELEMENTS 204 / 220 Art by: Gonzalo Ordóñez ©2011 CZE ©2011 Blizzard Entertainment, Inc.



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 ©2011 CZE ©2011 Blizzard Entertainment, Inc.

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ELEMENTS 204 / 220 Art by: Gonzalo Ordóñez ©2011 CZE ©2011 Blizzard Entertainment, Inc.



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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

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**Inferno Totem****2****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.)

0

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

TWILIGHT 02 / 220 Art by: Sławomir Maniak ©2011 ZCE ©2011 Blizzard Entertainment, Inc.

**Primal Strike****1****Instant Ability — Enhancement**

Target ally or weapon has +3 ATK this turn.

"The rush of the elements will prove to be more than enough to get the job done." —Earthseer Nakza

TWILIGHT 83 / 220 Art by: Steve Ellis ©2011 ZCE ©2011 Blizzard Entertainment, Inc.

**Instant Ability — Enhancement**

Target ally or weapon has +3 ATK this turn.

"The rush of the elements will prove to be more than enough to get the job done." —Earthseer Nakza

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**Windspeaker Nuvu****1****Ally — Draenei Shaman**

When this ally attacks for the first time each turn, ready him.

1 "A flurry of steel is all the Twilight's Hammer will see!" TWILIGHT 127 / 220 Art by: Steve Prescott ©2011 ZCE ©2011 Blizzard Entertainment, Inc.

**Ally — Draenei Shaman**

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1 "A flurry of steel is all the Twilight's Hammer will see!" TWILIGHT 127 / 220 Art by: Steve Prescott ©2011 ZCE ©2011 Blizzard Entertainment, Inc.

**Roger Ulric****5****Ally — Worgen Hunter**

6 "I've got your scent now—there's no escape!" TWILIGHT 122 / 220 Art by: Karl Richardson ©2011 ZCE ©2011 Blizzard Entertainment, Inc.

**Ally — Worgen Hunter**

6 "I've got your scent now—there's no escape!" TWILIGHT 122 / 220 Art by: Karl Richardson ©2011 ZCE ©2011 Blizzard Entertainment, Inc.

**Haratha Hammerflame**

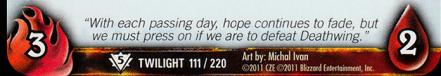
2

Haratha Hammerflame

2

Ally — Dwarf Shaman

When this ally is destroyed, she may deal 3 fire damage to target opposing hero.

**Claws of Torment**

3

Claws of Torment

3

Equipment — 1H Weapon — Fist

Melee (1)

Your hero has **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.)



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Melee (1)

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**Energized**

2

W

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Art by: Michael Ivan
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Instant Ability — Enhancement

Ready target ally.

"Let's go!"

DRUMS

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Art by: Leonard Boyarsky
©2008 UDK ©2008 Blizzard Entertainment, Inc.**Frost Shock**

2

W

Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

There is only one kind of cold the dwarves of Dun Morogh fear.

AZEROTH 109 / 361

Art by: Phelton Gardner
©2006 UDK ©2006 Blizzard Entertainment, Inc.**Frost Shock**

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Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

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AZEROTH 109 / 361

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