



World of Warcraft Trading Card Game Official Card Reference – Core Legal Cards


Updated April 9, 2013


(All printed versions of these cards are legal for Core format tournaments)

Aaron Goodchilde, 2, Alliance (Tomb-73R)
Ally—Human Warrior, 1 [Melee] / 3 Health
Eternal, Protector <p> When this ally is destroyed, your hero may deal 1 melee damage to target damaged ally for each resource you control.


Abasha Windstorm, 2, Horde (Crown-101U, 
Horde Druid-10U, 
Ally—Tauren Shaman, 2 [Nature] / 2 Health
When this ally attacks for the first time each turn, you may ready her.

Abyssal Seahorse, 2 (Throne-211R)
Monster Ally—Seahorse, Mount (1), 0 [Frost] / 3 Health
(1), [Activate] >>> Reveal the top card of your deck. If it's a quest or location, place it into your resource row exhausted as an additional resource. <p> (Mounts can't attack or be attacked.)

Abysswalker Rakax, 2, Horde (
Horde Mage-11U, Twilight-128U)
Ally—Goblin Warlock, 3 [Fire] / 1 Health
When this ally enters play, he may deal 1 fire damage to target ally. If that ally has fatal damage, remove it from the game.

"Acid Hands" McGillicutty, 4, Horde (Class-164C,
Horde DK-11C, Horde Paladin-10C, 
Paladin-10C, Legion-172C)
Ally—Undead Rogue, 4 [Melee] / 3 Health
When this ally is destroyed, you may destroy target equipment.

Admiral Ripsnarl, 3 (Dungeon Treasure-23R)
Ally—Worgen Rogue, Ripsnarl (1), 2 [Melee] / 3 Health
Ferocity, Stealth <p> At the end of each turn, if Ripsnarl is damaged, you may put him into his owner's hand.

Adrienne the Inspiring, 5, Alliance (Alliance Mage-12U, 
Alliance Shaman-9U, Worldbreaker-127U)
Ally—Draenei Shaman, 4 [Melee] / 4 Health
(4) >>> Target ally has **Assault 4** this turn. (It has +4 ATK on your turn.)

Aegis of the Scarlet Commander, 5, PaShWa (Dungeon Treasure-37U)
Equipment—Armor—Shield, Off-Hand (1), 2 DEF
When this armor prevents damage, your hero deals 2 unpreventable holy damage to target opposing hero.

Aegwynn, Guardian of Tirisfal, 8 (Betrayal-1E, Betrayal-1 EA)
Master Hero—Human Mage, 0 [Arcane] / 32 Health
When your hero becomes Aegwynn, add three tirisfal counters to her. <p> [Activate], Remove a tirisfal counter >>> Target ally has **Elusive** this turn. <p> [Activate], Remove a tirisfal counter >>> Draw a card, then discard a card. <p> While Aegwynn has no tirisfal counters on her: [Activate] >>> Put a token copy of each ally you control into play.

Aesa, 4, Alliance (Aspects Treasure-32U)
Ally—Draenei Shaman, 2 [Nature] / 4 Health
When this ally enters play, you may reveal an ally from your hand. This ally heals damage from your hero equal to the cost of that revealed ally.

Aeshia Moonstreak, 1, Alliance (Crown-73C)
Ally—Night Elf Priest, 1 [Holy] / 2 Health
When this ally enters play, she heals 2 damage from target hero or ally.


Aessina, 7 (Crown-162R)
Monster Ally—Spirit, Aessina (1), 0 [Nature] / 5 Health
Elusive <p> Other friendly Monster heroes and allies have +10 [Health].

Aessina's Boon, 3, Druid (Caverns Treasure-5R)
Basic Ability—Restoration Attachment
Attach to target ally, then put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Ongoing: Attached ally has +1 / +1 for each ally you control.

Agamaggan, 6 (Ancients-161R)
Monster Ally—Boar Beast Demigod, Agamaggan (1), 8 [Melee] / 6 Health
Monster Hero Required <p> **Smash** <p> When Agamaggan deals combat damage to an exhausted ally, ready Agamaggan. <p> [Basic] (3) >>> Exhaust target ally.

Aggra, 5 (Tomb-161R)
Ally—Orc Shaman, Aggra (1), 4 [Nature] / 6 Health
When Aggra enters play, choose two of the following: **Assault 4**, **Elusive**, **Mend 4** or **Untargetable**. Aggra has the chosen keywords until she leaves play.


Ahul Moonspeaker, 3, Horde (Ancients-121U)
Ally—Tauren Druid, 1 [Arcane] / 4 Health
Tribe: When this or another Tauren ally enters play under your control, you may draw a card. If you do, discard a card.

Ahune the Frost Lord, 6 (Holiday 
-4R)
Monster Ally—Frost Elemental Lord, Ahune (1), 6 [Frost] / 3 Health
When Ahune enters play, he deals 1 frost damage to each opposing hero and ally for this and each other Frost and [Frost] card you control.

Akasi, Herald of Nature, 4, Horde (Throne-137U)
Ally—Troll Druid, 3 [Arcane] / 5 Health
Empower Druid: When this ally enters play, if you control another Druid hero or ally, reveal the top five cards of your deck. Put all revealed attachments into your hand and the rest on the bottom of your deck.

Akhet, 6 (Tomb-153R)
Monster Ally—Lion, Akhet (1), 5 [Melee] / 5 Health
Protector <p> While Akhet is the only ally in play, double his ATK and [Health], and he has **Sentinel**.

Alana the Woebringer, 5, Horde (Throne-138R)
Ally—Undeath Priest, 2 [Shadow] / 8 Health
At the start of your turn, remove the top half of target opponent's deck from the game, rounded up.

Alaria the Huntress, 1, Alliance (
Alliance Shaman-10C, Tomb-74C)
Ally—Night Elf Druid, 0 [Melee] / 1 Health
This ally has +4 ATK while attacking a hero.

Aleksei Brandal, 2, Alliance (Crown-74U)
Ally—Worgen Druid, 2 [Arcane] / 2 Health
While an ability is attached to this ally, he has **Elusive** and **Stealth**.


Alethia Brightsong, 1, Horde (Throne-139C)
Ally—Blood Elf Paladin, 2 [Holy] / 1 Health
When this ally enters play, **Delve**. (Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)

Alex Iskandar, 5, Alliance (Caverns Treasure-39U)
Ally—Human Warrior, 3 [Melee] / 6 Health
Unity: While you control three or more Human allies, opposing allies have -1 ATK.

Alexandros Mograine, 7 (Dungeon Treasure-24E)
Ally—Spirit Paladin, Alexandros (1), 7 [Holy], 7 Health
Protector <p> When Alexandros is destroyed, you may put a 6 [Holy] / 0 [Strike] Two-Handed Sword weapon token named Ashbringer into play with Melee (1) and **Invincible**.

Alpha Prime, 6, Alliance (Ancients-82R)
Ally—Night Elf Worgen Druid, Alpha Prime (1), 5 [Melee] / 5 Health
When Alpha Prime enters play, put a 2 [Melee] / 2 [Health] [Alliance] Worgen ally token into play for this and each other Night Elf ally you control. <p> This and other Worgen allies you control have **Aberration**.

Alundra, Sin'dorei Timewalker, Horde (Timewalkers-11)
Hero—Blood Elf Paladin, 29 Health
[Front]: **Alundra's Hammer** <p> [Basic] (3), Flip Alundra >>> Exhaust target opposing ally. It can't ready during its controller's next ready step.
[Back]: **Alundra's Judgement** <p> Once per game: [Basic] (7) >>> Target ally deals unpreventable holy damage to itself equal to its ATK.

Alyna Sunshower, 1, Horde (Crown-102C, 
Horde Druid-11C)
Ally—Blood Elf Priest, 1 [Holy] / 1 Health
Elusive (*This ally can't be attacked.*) <p> **Mend 1** (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Amani Venom-Axe, 2, RoSh (Caverns Treasure-62R)
Equipment—1H Weapon—Axe, Melee (1), 3 [Nature], 0 Strike
You pay (1) more to strike with this weapon for each card in your hand.

Amano, Herald of the Sun, 4, Horde (Throne-140U)
Ally—Tauren Paladin, 4 [Holy] / 4 Health
Empower Paladin: When this ally enters play, if you control another Paladin hero or ally, each ally you control with cost 2 or less has +X ATK this turn, where X is its ATK.

Amara Kells, 2, Horde (Tomb-97C)
Ally—Undead Mage, 2 [Arcane] / 2 Health
When this ally enters play, she deals 2 arcane damage to target hero.

Ambassador Chromie, 3 (Aspects Treasure-46E)
Ally—Bronze Dragonkin, Chromie (1), 1 [Melee] / 1 Health
When Chromie deals combat damage to a defending hero, you may shuffle her into her owner's deck. If you do, take an extra turn after this one.


Ammunae, Construct of Life, 2, DkDrHuMaPaPrRoShLoWa (Tomb-175R)
Equipment—Item
Your hero has "If damage would be healed from a hero or ally you control, that much +1 is healed instead." <p> At the start of your turn and when 1 or more damage is healed from a hero or ally you control, put a power counter on this item. <p> At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put six 0 [Nature] / 1 [Health] Bloodpetal ally tokens into play with Mend 1.

An Ancient Awakens (Crown-191C, Murkdeep-22C)
Quest
You pay (1) less to complete this quest for each Monster hero and/or ally you control. <p> Pay (6) to complete this quest. <p> Reward: Draw a card.

Anaka the Light's Bulwark, Alliance (Throne-1)
Hero—Draenei Paladin, 29 Health
On your turn: (4), Flip Anaka >>> Target hero or ally you control has **Invincible** this turn. (*It can't leave play, be targeted, or be dealt damage.*)

Anastina, Herald of the Fel, 5, Horde (Throne-141U)
Ally—Blood Elf Warlock, 2 [Shadow] / 6 Health
Empower Warlock: When this ally enters play, if you control another Warlock hero or ally, this ally deals 2 shadow damage to each opposing hero and ally.


Anathel the Eagle-Eye, 2, Alliance (Crown-75R, Jaina-9R)
Ally—Night Elf Hunter, 2 [Melee] / 2 Health
Elusive <p> When an ally with cost 4 or more enters play under your control, this ally deals 4 ranged damage to target hero.


Ancestral Recovery, 3, Shaman (Alliance Shaman-2C, 
Alliance Shaman-2C, Elements-79C)
Basic Ability—Restoration
Put up to two target allies from your graveyard into your hand.

Ancestral Revival, 3, Shaman (Tomb-48R)
Instant Ability—Restoration
Play only on an opponent's turn. <p> Put target ally that was destroyed this turn from your graveyard into play with damage on it equal to its [Health] -1.


Ancient Bear Form, 2, Druid (Ancients-9U)
Instant Ability—Feral Bear Form, Form (1)
Ongoing: Your hero has **Protector**. <p> Your hero has +5 [Health] for each five resources you control.

Ancient Moonkin Form, 2, Druid (Betrayal-8R)
Instant Ability—Balance Moonkin Form, Form (1)
Ongoing: If your hero would deal or heal damage, it deals or heals that much +1 instead. <p> While you control five or more Ongoing abilities: [Activate] >>> Draw a card.

Andiss Butcherson, 1, Alliance (Alliance Paladin-10U, 
Alliance Rogue-10U, Outland-110U)
Ally—Human Warrior, 1 [Melee] / 2 Health
You pay (1) less to strike with weapons.


Andrews the Just, 5, Alliance (
Alliance Priest-8C, Crown-76C)
Ally—Human Priest, 4 [Holy] / 4 Health
When this ally enters play, you may put target attachment from your graveyard into your hand.

Anduin Lothar, Alliance (Timewalkers-1)
Hero—Human Warrior, 30 Health
[Front]: **Lothar's Battle Cry** <p> [Basic] (3), Flip Lothar >>> Allies you control have +1 ATK this turn.
[Back]: **Lothar's Strength** <p> Once per game: [Basic] (3) >>> Lothar has +3 ATK this turn.



Annihilate, 3, Rogue (Alliance Rogue-3C, 
Alliance Rogue-2C, Wrathgate-65C)
Basic Ability—Combat Combo
Destroy target exhausted ally or equipment.

Anraphet's Regalia, 2, MaPrLo (Tomb-164C)
Equipment—Armor—Cloth, Chest (1), 1 DEF
Your hero has **Mend 1**. (*At the start of your turn, it may heal 1 damage from target hero or ally.*)


Ansem, Timewalker Deathblade, 5, Alliance (Ancients-83R)
Ally—Human Death Knight, 3 [Melee] / 4 Health
Protector <p> This ally has +4 / +3 while an opponent controls a [Horde] or Monster hero.

Apothecary Hummel, 3 (Holiday 
-2R)
Ally—Undead Apothecary, Hummel (1), 1 [Nature] / 1 Health
Hummel has **Resistance** to each opposing ally's damage type.

Apparatus of Khaz'goroth, 3, DkPaWa (Tomb-179C)
Equipment—Item, Trinket (2)
Your hero has **Assault 1**. (*It has +1 ATK on your turn.*)

Apprentice Teep, 1, Alliance (Alliance Paladin-12C, 
Alliance Hunter-15C, 
Alliance Priest-9C, Azeroth-176C, Class-127C)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Elusive (*This ally can't be attacked.*)

Arathar, the Eye of Flame, 3, Hunter (Ancients-221U)
Equipment—Weapon—Bow, Ranged (1), 1 [Fire], 1 Strike
Long-Range (*When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.*) <p> When this weapon enters play, it has +2 ATK this turn.

Arathyen, the Sun's Shadow, Horde (
Horde DK-1U)
Hero—Blood Elf Death Knight, 29 Health
[Basic] (2), Flip Arathyen >>> Ready target Ghoul you control.

Araxian, Herald of Trickery, 6 (Tomb-151U)
Monster Ally—Satyr Demon Rogue, 4 [Melee] / 6 Health
Empower Rogue: When this ally enters play, if you control another Rogue hero or ally, your hero has +4 ATK this turn.

Arc Heal, 1, Shaman (Tomb-49U)
Instant Ability—Restoration
Your hero heals 4 damage divided as you choose from any number of target friendly heroes and/or allies.

Arcane Anomaly, 3 (Betrayal-128C)
Monster Ally—Arcane Elemental, 0 [Arcane] / 1 Health
This ally has +1 ATK for each card in your hand.

Arcane Enlightenment, 2, Mage (Caverns Treasure-2R)
Basic Ability—Arcane
Ongoing: When you play an ability, add a knowledge counter to this ability. <p> While there are fifteen or more knowledge counters on this ability, you can play abilities from your graveyard.

Arcane Potency, 1, Mage (Ancients-22R)
Basic Ability—Arcane

Arcane Talent (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Ongoing: This ability enters play exhausted. <p> This ability can be exhausted to pay the cost of abilities as though it were a resource.

Arcane Protector, 4 (Betrayal-129U)
Monster Ally—Mechanical, 5 [Arcane] / 4 Health

Monster Hero Required <p> **Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Arcane Reflection, 3, Mage (Aspects Treasure-11U)
Ability—Arcane
Put a token copy of target ally you control into play.

Arcane Shock, 3, Mage (Betrayal-20U)
Instant Ability—Arcane
Your hero deals 2 arcane damage to target opposing ally. An ally dealt damage this way loses and can't have powers this turn.

Arcane Shot, 2, Hunter (Alliance Hunter-2C, Azeroth-33C, Citadel Raid-39C, Class-37C, Elements-39C, Horde Hunter-2C, Sylvanas-2C)
Instant Ability—Marksmanship
Your hero deals 1 arcane damage to target hero or ally. Draw a card.

Arcane Unraveling, 4, Mage (Ancients-23U)
Instant Ability—Arcane
Interrupt target ability and remove it from the game. If a non-Ongoing ability is removed from the game this way, you may play it immediately without paying its cost.

Arcanomage Misti, 3, Alliance (Alliance Shaman-11R, Throne-96R)
Ally—Gnome Mage, 1 [Arcane] / 3 Health
When this ally deals damage to an opposing hero, draw that many cards.

Arced War Axe, 2, DkPaShWa (Dungeon Treasure-45U)
Equipment—2H Weapon—Axe, Melee (1), 3 [Melee] / 3 Strike
You pay (3) less to strike with this weapon while you control 3 or more allies.

Archdruid Fandral Staghelm, 4, Alliance (Betrayal-62R)
Ally—Night Elf Druid, Fandral (1), 1 [Nature] / 5 Health
Elusive <p> [Activate] >>> Target ally has **Absorb**, **Ferocity**, **Sentinel** and **Stealth** this turn.

Archdruid Malfurion Stormrage, 6, Alliance (Crown-77E)
Ally—Night Elf Druid, Malfurion (1), 4 [Nature] / 8 Health
At the start of your turn, you may draw a card.
<p> You can place an additional resource on each of your turns.

Archimonde, Hand of Sargerass, 6 (Caverns Treasure-53E)
Monster Ally—Eredar Demon Warlock, Archimonde (1), 7 [Shadow] / 5 Health
Smash <p> When Archimonde enters play, he smashes 7 shadow damage to target opposing ally. (*If this would deal more than fatal damage to that ally, the rest is dealt to that ally's controller's hero.*)

Archimonde the Defiler (Timewalkers-21)
Monster Hero—Eredar Demon Warlock, 28 Health
[Front]: **Archimonde's Corruption** <p> [Basic] (4), Flip Archimonde >>> Target ally has +2 / -2 this turn.
[Back]: **Archimonde's Decree** <p> Once per game: [Basic] (7) >>> Put a token copy of an ally you control into play. That copy is also a Demon Monster.

Archival Purposes (Alliance Hunter-23C, Alliance Priest-20C, Alliance Rogue-21C, Alliance Shaman-11R, Alliance Warlock-21C, 11R Ancients-232C, Horde DK-20C, Horde Druid-20C, Horde Mage-21C, Horde Paladin-21C, Horde Warrior-22C)
Quest
Pay (4) to complete this quest. <p> Reward: Draw a card.

Archmage Arugal, 8 (Dungeon Treasure-25E)
Ally—Human Mage, Arugal (1), 4 [Shadow] / 4 Health
Elusive <p> When Arugal enters play, gain control of target opposing ally while Arugal remains under your control. <p> While you control that ally, it has +4 / +4.

Ardon Almaster, 3, Alliance (Throne-97C)
Ally—Worgen Warlock, 4 [Shadow] / 4 Health
When this ally enters play, he deals 2 shadow damage to target ally you control.

Aresan Bloodshield, 4, Horde (Aspects Treasure-38U)
Ally—Blood Elf Paladin, 3 [Holy] / 5 Health
Protector <p> Attacking heroes have -2 ATK while in combat with this ally.

Arisella, Daughter of Cenarius (Crown-1)
Monster Hero—Dryad Druid, 27 Health
[Front]: (8) >>> Flip Arisella face down. <p> You pay (8) less to flip Arisella if allies you control have 10 or more combined remaining health.
[Back]: **Harmonize** (*You pay (1) less to play allies with printed cost 4 or more.*)
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Armsman, 3, Warrior (Throne-82U)
Ability—Arms
Ongoing: Your hero has **Assault 1** for each armor and item you control.

Army of Undeath, 5, Death Knight (Aspects Treasure-2R)
Ability—Unholy
Ongoing: On your turn: [Activate], Remove three cards in an opposing graveyard from the game >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> Ghouls you control have **Assault 2**.

Arrival of the Naaru, 4, DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-5E)
Equipment—Item
Exhaust an ally you control >>> Add a meditation counter to this item. <p> While this item has five or more meditation counters: [Basic] [Activate], Destroy this item >>> Put a 5 [Holy] / 5 [Health] Naaru ally token into play with **Absorb** and **Protector**.

Arrowstorm, 1, Hunter (Ancients-16C)
Instant Ability—Marksmanship
Your hero deals 4 ranged damage to target opposing ally with cost 4 or more.

The Art of War, 6, Paladin (Crown-26R)
Ability—Retribution
Retribution Talent (*You can't put Holy Talents or Protection Talents in your deck.*) <p> Ongoing: At the start of your turn, your hero heals damage from itself equal to the highest remaining health among allies you control. <p> On your turn, your hero has +X ATK, where X is the highest ATK among allies you control.

Arthas Menethil, Alliance (Timewalkers-2)
Hero—Human Death Knight, 29 Health
[Front]: **Minion of Arthas** <p> [Basic] (5), Flip Arthas >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.
[Back]: **Gift of Arthas** <p> Once per game: [Basic] (8) >>> Put target ally with cost less than the number of cards in an opponent's graveyard from that graveyard into play under your control.

As Hyjal Burns (Crown-192C)
Quest
Pay (4) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one of them into your hand and the rest on the bottom of your deck.

Ashroot, Ancient of Lore, 7 (Crown-158U, Elderlimb-11U)
Monster Ally—Ancient Druid, 2 [Nature] / 9 Health
Protector <p> When this ally is dealt combat damage while defending, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Ashton Barstow, 6, Alliance (Tomb-75C)
Ally—Worgen Hunter, 6 [Fire] / 4 Health
You pay (2) less to play this ally if an opponent controls an ally with cost 4 or more.

Asoren Darksnout, 5, Horde (Sylvanas-10C, Throne-142C)
Ally—Tauren Death Knight, 4 [Shadow] / 5 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Assassin's Grace, 2, Rogue (Aspects Treasure-20C)
Ability—Subtlety
Ongoing: [Activate] >>> Target ally has **Stealth** this turn. <p> [Activate] >>> Target ally with **Stealth** has **Assault 2** this turn.

Assassin's Strike, 2, Rogue (Crown-36C)
Ability—Assassination
Your hero deals 3 melee damage to target exhausted ally and 3 melee damage to its controller's hero.

Assault on Blackrock Spire, Alliance (Betrayal-192U)
Quest
If you control three or more [Alliance] allies: Pay (1) to complete this quest. <p> Reward: Draw a card.

Ataraxis, Cudgel of the Warmaster, 4, Warrior (Aspects Treasure-67C)
Equipment—2H Weapon—Mace, Melee (1), 7 [Melee], 5 Strike
Opponents pay (3) more to strike with weapons.

Atiesh, Greatstaff of the Guardian, 3, DrMaPrLo (Betrayal-177E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 5 Strike
At the start of your turn, remove the top card of your deck from the game. <p>[Basic] [Activate] >>> For each ally removed this way, put a 1 [Arcane] / 1 [Health] Raven Spirit ally token into play. For each ability removed this way, your hero heals 1 damage from target hero or ally. For each equipment removed this way, your hero deals 1 arcane damage to each opposing hero. <p> [Basic] (12), Destroy Atiesh >>> You may play any number of cards removed this way without paying their costs.

Augh (Tomb-4)
Monster Hero—Pygmy Mage Warrior, 25 Health
Deckbuilding: You can't put [Horde], [Alliance], or Talent cards in your deck.

Augment Steel, 5, Warrior (Throne-83R)
Ability—Arms
Put target equipment from your graveyard into play if its cost is less than or equal to the number of resources you control. It enters play with three +1 ATK counters if it's a weapon, or three +1 [DEF] counters if it's an armor.

Aurius, 4 (Champ Promo-1E, Wrathgate-167E)
Ally—Human Paladin, Unique, 3 [Holy] / 5 Health
When a friendly Paladin is destroyed, it may deal 3 unpreventable holy damage to target hero or ally.

Aviana the Reborn, 1 (Ancients-162R)
Monster Ally—Avian Demigod, Aviana (1), 0 [Nature] / 1 Health
Elusive <p> [Activate] >>> Another target Monster ally you control has **Assault 2** and **Smash** this turn. <p> [Activate] >>> Another target Monster ally you control has **Protector** this turn.

Axe of Cenarius, 5, DkPaWa (Ancients-222E)
Equipment—2H Weapon—Axe, Melee (1), 8 [Melee], 0 Strike
When you strike with this weapon, your hero and this weapon can't ready during your next ready step.

Axe of the Tauren Chieftains, 6, DkPaWa (Ancients-223C)
Equipment—2H Weapon—Axe, Melee (1), 4 [Melee], 2 Strike

Azgalar the Pit Lord, 7 (Ancients-163E)
Monster Ally—Pit Lord Demon, Azgalar (1), 11 [Melee] / 5 Health
Smash <p> When this ally enters play, you may choose and destroy any number of other allies you control. If you do, search your deck for a card and put it into your hand for each ally destroyed this way.

Azzinoth, 4 (Ancients-164R)
Monster Ally—Doomguard Demon, Azzinoth (1) 5 [Shadow] / 3 Health
Other Demon allies you control can protect Azzinoth. <p> When another Demon ally you control is destroyed, Azzinoth deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

Baby Murloc, 0 (Crown-149U)
Monster Ally—Murloc Baby, 1 [Melee] / 1 Health

Bad Seed, 1, Druid (Caverns Treasure-6U)
Basic Ability—Balance Attachment
Attach to target ally and exhaust it. <p> Ongoing: The first time attached ally would ready during each of its controller's ready steps, it doesn't instead. <p> At the start of attached ally's controller's turn, he may pay (1) for each Ongoing ability you control. If he does, he readies attached ally.

Baine, Son of Cairne, 8, Horde (Ancients-122E)
Ally—Tauren Warrior, Baine (1), 8 [Melee] / 8 Health
Protector <p> **War Stomp** (When Baine attacks or defends, you may exhaust target opposing hero or ally.) <p> When an opposing hero or ally is exhausted by **War Stomp**, Baine deals 4 melee damage to it.

Balrak Stoutstone, 2, Alliance (Throne-98C)
Ally—Dwarf Paladin, 0 [Melee] / 7 Health
This ally can protect other allies.

Banish Soul, 3, Warlock (Crown-46U)
Instant Ability—Demonology
Remove target non-Demon ally from the game.


Baradis Darkstone, 5, Alliance (Tomb-76C)
Ally—Dwarf Warlock, 7 [Shadow] / 3 Health

Barador, Wildhammer Timewalker, Alliance (Timewalkers-3)
Hero—Dwarf Shaman, 28 Health
[Front]: **Barador's Bolt** <p> [Basic] (2), Flip Barador >>> Barador deals 2 nature damage to target hero.
[Back]: **Barador's Storm** <p> Once per game: [Basic] (6) >>> Barador deals 4 nature damage to target hero and 4 nature damage to target ally.


Barathex, Undeath's Hand, Alliance (Throne-2)
Hero—Night Elf Death Knight, 29 Health (6), Flip Barathex >>> Put target ally from an opposing graveyard into play under your control. If you do, that ally also has **Ferocity**, "This ally can attack only heroes.", and "At end of turn, destroy this ally."


Barim's Main Gauche, 5, RoSh (Tomb-183U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 0 Strike
This weapon has +3 ATK for each ally you control with 6 or more ATK.

Bark and Bite, 3 (Crown-68R)
Ability
Empower Death Knight: If you control a Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> **Empower Druid**: If you control a Druid hero or ally, put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Barman Shanker, 2, Rogue (Alliance Rogue-22U,  Alliance Rogue-18U, Azeroth-315U, Class-214U, Horde Rogue-23U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike
This weapon has +2 ATK while your hero is attacking an exhausted hero or ally.

Baron Ashbury, 4 (Dungeon Treasure-26R)
Ally—Undead Priest, Ashbury (1), 1 [Shadow] / 5 Health
When Ashbury enters play, he deals shadow damage to each opposing ally equal to that ally's remaining health -1.

Baron Blackwood, Horde ( Horde Mage-1U)
Hero—Undead Mage, 25 Health
[Basic] (5), Flip Blackwood >>> Blackwood deals 4 fire damage to each opposing hero, and 1 fire damage to each opposing ally.

Baru Gravehorn, 6, Horde (Crown-103U,  Horde DK-10U)
Ally—Tauren Death Knight, 3 [Melee] / 4 Health
Protector <p> When this ally enters play, if there are three or more allies in your graveyard, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Bash and Slash, 4 (Crown-69R)
Ability
Empower Rogue: If you control a Rogue hero or ally, target ally has +3 ATK and **Stealth** this turn. <p> **Empower Warrior**: If you control a Warrior hero or ally, if target ally would deal combat damage this turn, it deals double that much instead.

Bastion of Defense, 3, Warrior (Betrayal-54R)
Basic Ability—Protection Attachment
Protection Talent (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Attach to target ally. <p> Ongoing: Attached ally has +4 / +4, **Protector**, and "At the end of your turn, you may ready this ally."

Bath'rah the Windwatcher, 5 (Champ Promo-2E, Icecrown-166E)
Ally—Troll Shaman, Unique, 5 [Nature] / 5 Health
When each Shaman you control exhausts for the first time each turn, you may ready it.

Battle for the Scarlet Monastery (Dungeon Treasure-55C)
Quest
Pay (6) to complete this quest. <p> Reward: Draw a card for each other card you control with Scarlet in its name.

The Battle Is Won, the War Goes On (Crown-193C)
Quest
On your turn: Pay (2) to complete this quest. <p> Reward: Choose a standard class. Put a 1 [Melee] / 1 [Health] ally token into play with the chosen class.


Baxtan, Herald of the Flame, 3, Horde (Throne-143U)
Ally—Goblin Mage, 3 [Fire] / 1 Health
Empower Mage: When this ally enters play, if you control another Mage hero or ally, this ally deals 3 fire damage divided as you choose to any number of target heroes and/or allies.

Bazul, Herald of the Fel, 2 (Tomb-152U)
Monster Ally—Satyr Demon Warlock, 3 [Shadow] / 1 Health
Empower Warlock: When this ally enters play, if you control another Warlock hero or ally, this ally deals 3 shadow damage to target opposing hero and heals 3 damage from your hero.

Bear Trap, 3, Hunter (Ancients-17U)
Instant Ability—Survival
Trap (*You may exhaust your defending hero rather than pay this card's cost.*) <p> Remove target opposing attacking ally from combat. Draw a card.


Beast Mastery, 3, Hunter (Ancients-18R)
Basic Ability—Beast Mastery
Beast Mastery Talent (*You can't put Marksmanship Talents or Survival Talents in your deck.*) <p> Choose one of the following: <p> Rotund Rhino: Put a 2 [Melee] / 5 [Health] Rhinoceros Beast Monster ally token into play with **Protector**, **Spellshield**, and Pet (1). <lb> Dire Devilsaur: Put a 5 [Melee] / 3 [Health] Devilsaur Beast Monster ally token into play with **Smash**, "When this ally deals damage to an opposing hero, that hero can't be healed for the rest of the game," and Pet (1). <lb> Cruel Chimaera: Put a 4 [Frost] / 2 [Health] Chimaera Beast Monster ally token into play with **Elusive**, "When this ally enters play, it deals 1 frost damage to each opposing hero and ally," and Pet (1).

Belmaril, Timewalker Bloodmage, 7, Horde (Ancients-123R)
Ally—Blood Elf Mage, 7 [Fire] / 7 Health
At the start of your turn, you may put a token copy of another target ally you control into play.

Belt of Absolute Zero, 3, DkPaWa (Crown-170C, Hogger-21C,  Horde Warrior-18C)
Equipment—Armor—Plate, Waist (1), 2 DEF
Weapons you control have +1 ATK.

Belthira the Black Thorn, 6, Alliance (Betrayal-63E)
Ally—Night Elf Rogue, 5 [Melee] / 3 Health
Elusive, **Haste 3**, **Stealth** <p> When this ally deals combat damage to a hero, remove the top card of that hero's controller's deck from the game. Then, search his deck, graveyard, and hand for all cards with that name and remove them from the game.


Benedictus, the Twilight Father, 5 (Aspects Treasure-47E)
Ally—Human Priest, Benedictus (1), 2 [Shadow] / 8 Health
At the start of each player's turn, put a 0 [Shadow] / 1 [Health] Cultist ally token into play. <p> Exhaust a Cultist you control >>> That ally heals 2 damage from Benedictus. <p> Exhaust five Cultists you control >>> Benedictus deals 20 shadow damage to target opposing hero.

Benethor Draigo, 3, Horde (Azeroth-228C, Class-168C, Horde DK-13C, Horde Hunter-15C, Horde Warlock-13C, Horde Warrior-10C,  Horde Mage-12C)
Ally—Undead Mage, 4 [Fire] / 2 Health

Bestial Instinct, 2 (Dungeon Treasure-1C)
Ability
Ongoing: When a Hunter ally enters play under your control or a friendly player's control, target ally has **Ferocity** this turn.

Bestial Revival, 3, Hunter (Throne-39R)
Ability—Beast Mastery
Ongoing: When this ability enters play, put target Pet from your graveyard into play if its cost is less than or equal to the number of resources you control. <p> You can control an additional Pet.


Beyond the Grave, 9, Death Knight (Ancients-2R)
Basic Ability—Unholy
Remove target opponent's graveyard from the game. <p> For each ally removed this way, put a 3 [Melee] / 3 [Health] Ghoul ally token into play. <p> For each ability removed this way, your hero deals 2 shadow damage to that opponent's hero and heals 2 damage from itself. <p> For each equipment removed this way, put the top three cards of that opponent's deck into his graveyard.

Bhenn Checks-the-Sky, 2, Horde (Ancients-124C, Dark Portal-199C,  Horde Paladin-11C)
Instant Ally—Tauren Druid, 2 [Nature] / 1 Health
When this ally enters play, you may exhaust target ally.


Bianca, Timewalker Mage, 1, Alliance, Horde (Betrayal-116U)
Ally—Human Mage, 1 [Frost] / 1 Health
While you control two or more allies that share a [Horde] or [Alliance] race: <p> [Activate] >>> Target ally can't attack or exhaust this turn.

The Big Bad Wolf, 7 (Betrayal-130R)
Monster Ally—Worgen Warrior, Big Bad (1), 5 [Melee] / 5 Health
When Big Bad enters play, target opposing ally can't attack or exhaust, loses and can't have powers, and becomes 0 / 5 until Big Bad leaves play. Big Bad must attack that ally if able. <p> When Big Bad deals fatal combat damage to that ally, he has +5 / +5 and **Invincible**.

Big Cauldron of Battle, 6, DkDrHuMaPaPrRoShLoWa (Throne-227R)
Equipment—Item
At the start of your turn, choose one at random: Pain; Mind; Cunning; Power; or Time. <p> Pain: Your hero deals 1 arcane damage to itself.<lb> Mind: Draw a card.<lb>Cunning: Each opponent discards a card.<lb>Power: Your hero deals 3 melee damage to each opposing hero and ally.<lb>Time: Repeat this process two more times.

Big Love Rocket, 4 (Holiday  -2R)
Ally—Rocket, Mount (1), 0 [Melee] / 8 Health [Basic] [1] [Activate], Reveal the top card of your deck >>> If it's a location or quest, ready another target ally you control, and that ally has +2 ATK this turn. <p> (*Mounts can't attack or be attacked.*)




Bigbelly, Furbolg Chieftain, 7 (Betrayal-131R)
Monster Ally—Furbolg Shaman, 0 [Nature] / 0 Health
This ally has +1 / +1 for each card in all graveyards.

A Bird in Hand (Alliance DK-27C, Alliance Druid-22C, Alliance Hunter-23C, Alliance Mage-23C, Alliance Paladin-24C, Alliance Priest-27C, Alliance Rogue-25C, Alliance Shaman-29C, Alliance Warlock-24C, Alliance Warrior-23C,  Alliance Hunter-22C, Elements-204C, Horde DK-28C, Horde Druid-27C, Horde Hunter-26C, Horde Mage-26C, Horde Paladin-25C, Horde Priest-26C, Horde Rogue-26C, Horde Shaman-25C, Horde Warlock-23C, Horde Warrior-26C)
Quest
Pay (2) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's an ally, put it into your hand.



Bishop Ketodo, 4, Alliance (Tomb-77C)
Ally—Human Priest, 3 [Holy] / 4 Health
Mend 1 (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Bitey, 5, Hunter (Betrayal-14C)
Monster Ally—Cat Beast, Pet (1), 7 [Melee] / 5 Health
Smash (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Biting Wind, 4, DrMaPrShLo (Tomb-184U)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Frost], 3 Strike
(3), [Activate] >>> Your hero deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

Bizzazz, 3, Alliance (Alliance Hunter-11C,  Alliance Shaman-12C,  Alliance Hunter-16C,  Alliance Rogue-11C, Class-128C, Legion-138C)
Ally—Gnome Rogue, 3 [Ranged] / 2 Health
When this ally enters play, draw a card.

Black Heart of Flame (Crown-194C)
Quest
Pay (1) to complete this quest. <p> Reward: Target hero or ally has **Smash** this turn. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

The Black Morass (Betrayal-194C,  Horde Mage-22C,  Horde Paladin-22C)
Quest
If you played a non-Ongoing ability this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Blackcrow, 2, Hunter (Alliance Hunter-22U, Class-215U, Dark Portal-271U, Horde Hunter-24U, Sylvanas-22U)
Equipment—Weapon—Crossbow, Ranged (1), 1 [Ranged], 1 Strike
When you strike with this weapon, your hero has **Long-Range** this combat. *(Defenders deal no combat damage to it.)*

Blackfang Battleweave Tunic, 2, Rogue (Aspects Treasure-60C)
Equipment—Armor—Leather, Chest (1), 1 DEF
When an opponent discards a card, your hero deals 2 nature damage to his hero.


Blackfang Tarantula, 1 (Betrayal-132C)
Monster Ally—Spider Beast, 2 [Nature] / 1 Health
Monster Hero Required <p> **Elusive** *(This ally can't be attacked.)* <p> **Stealth** *(This ally can't be protected against.)*


Blackhorn's Mighty Bulwark, 4, Warrior (Aspects Treasure-61U)
Equipment—Armor—Shield, Off-Hand (1), 5 DEF
At the start of each player's turn, ready this armor.

Blackout Truncheon, 2, DkPaRoSh (Honor-171R, Murkdeep-20R)
Instant Equipment—1H Weapon—Mace, Melee (1), 3 [Melee], 2 Strike
When this weapon enters play, exhaust target hero or ally. That character can't ready during its controller's next ready step.


Blackrock Spire, Horde (Betrayal-202R)
Location
Bloodrush: While an opposing hero has more damage on it than your hero: [Basic] (2), [Activate] >>> Put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and "This ally can attack only heroes."


Bladestorm, 6, Warrior (Crown-52R)
Ability—Arms
Arms Talent *(You can't put Fury Talents or Protection Talents in your deck.)* <p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK. <p> When this ability enters play, your hero deals melee damage to each opposing ally equal to attached weapon's ATK.

Blaze, 2, Mage (Betrayal-58C,  Horde Mage-2C)
Basic Ability—Fire
Your hero deals 1 fire damage to target ally for each card in your hand.

Blazing Debris, 5, Mage ( Horde Mage-3C, Twilight-46C)
Instant Ability—Fire
Your hero deals 3 fire damage to each of up to two target heroes and/or allies.

Blazing Infernal, 5 (Ancients-165C)
Monster Ally—Infernal Demon, 3 [Fire] / 2 Health
When this ally enters play, he deals 1 fire damage to each other ally.

Blessing of Cenarius, 1, Druid ( Horde Druid-2C, Scourgewar-33C)
Instant Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1. <p> When attached ally is destroyed, you may draw a card.

Blessing of Might, 2, Paladin (Alliance Paladin-2U, Azeroth-62U, Horde Paladin-3U,  Horde Paladin-2U, Twilight-55U)
Instant Ability—Retribution Blessing Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has +1 ATK while attacking.

Blessing of the Devoted, 4, Paladin (Crown-27C)
Ability—Protection Blessing
Attach to target ally. If that ally's cost is 2 or less, draw a card. <p> Ongoing: Attached ally has +3 / +3.

Blessing of the Pure, 2, Paladin (Betrayal-26C)
Basic Ability—Holy Blessing Attachment
Attach to target ally you control. <p> Ongoing: When this ability enters play, you may destroy target ability. <p> Attached ally has +2 / +2.

Blessing of Resolution, 2, Paladin (Tomb-30U)
Ability—Protection Blessing
Attach to target Monster ally you control. <p> Ongoing: Attached ally has +2 / +2 for this and each other ability attached to it.


Blessing of the Just, 1, Paladin (Aspects Treasure-14U)
Ability—Holy Blessing
Attach to target ally. <p> Ongoing: At the start of your turn, add a justice counter to this ability. <p> Attached ally has +1 / +1 for each justice counter on this ability.


Blessing of the Light, 1, Paladin (Throne-53C)
Ability—Holy Blessing
Attach to target ally you control. <p> Ongoing: Attached ally has +1 / +1. <p> When attached ally deals damage to an opposing hero, it also heals that much damage from your hero.

Blessing of the Old God, 2, DkDrHuMaPaPrRoShLoWa (Throne-228C)
Equipment—Item
When this item enters play, draw a card. <p> [Activate], Name a class and destroy this item >>> Target ally you control has that class and loses all other classes this turn.


Blessing of the Righteous, 3, Paladin (Throne-54U)
Instant Ability—Protection Blessing
Attach to target ally you control. <p> Ongoing: Attached ally has +3 / +3 and Protector. <p> When attached ally is destroyed, it heals 6 damage from your hero.

Blessing of Vigilance, 2, Paladin (Ancients-29U)
Basic Ability—Protection Blessing Attachment
Attach to target ally you control. <p> Ongoing: Attached ally has +5 [Health] and **Protector**.

Blessing of Wisdom, 5, Paladin (Azeroth-64R, Class-59R,  Horde Paladin-3R)
Instant Ability—Holy Blessing Attachment
Attach to target hero or ally. <p> Ongoing: Attached character has "[Activate] >>> Draw a card."

Blight Bringers, 1, Death Knight (Elements-23C, Horde DK-2C,  Horde DK-2C)
Basic Ability—Unholy
Up to three target allies have -3 ATK this turn.

Blind Rage, 2, Warrior (Ancients-64U)
Basic Ability—Fury Attachment
Attach to target ally. <p> Ongoing: Attached ally has +3 / +3, attacks opposing heroes and allies at random, and must attack each turn if able.

Blistering Fire, 1, Mage (Dark Portal-46C, Horde Mage-2C,  Horde Mage-4C)
Basic Ability—Fire
Your hero deals 3 fire damage to target hero.

Blitz, 2, HuMaRoLo (Ancients-71C)
Basic Ability
Your hero deals 3 melee damage to target hero or ally.


Bloat the Bubble Fish, 2 (Throne-220U, Throne Loot-1L)
Ally—Fish, 0 [Melee] / 1 Health
Elusive <p> (1) >>> This ally has +1 ATK this turn.

Blood and Thunder!, 4, Horde (Ancients-77C)
Basic Ability
Put two 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally tokens into play with **Ferocity** and "This ally can attack only heroes."

Blood Knight Lynesta, 5, Horde (Betrayal-89R)
Ally—Blood Elf Paladin, 4 [Holy] / 3 Health
Absorb (*When this ally deals combat damage to a hero, she heals that much damage from your hero.*) <p> This ally has +3 / +4 while an opponent controls an [Alliance] or Monster hero.

Blood Parasite, 3, Death Knight (Tomb-10R)
Ability—Blood
Blood Talent (*You can't put Frost Talents or Unholy Talents in your deck.*) <p> Put three 1 [Melee] / 1 [Health] Bloodworm Monster ally tokens into play. <p> Ongoing: When a token ally you control is destroyed, it heals 2 damage from your hero.

Bloodbane's Fall, 3, DkDrHuMaPaPrRoShLoWa (Alliance DK-23C, Alliance Shaman-25C, Alliance Warrior-19C, Class-204C, Elderlimb-23C, Hogger-20C, Horde DK-22C, Jaina-21C, Murkdeep-18C, Scourgewar-216C, Sylvanas-21C)
Equipment—Armor—Cloth, Back (1), 1 DEF
Your hero has **Assault 1**. (*It has +1 ATK on your turn.*)


Bloodclaw, 1, Hunter (Alliance Hunter-3C, 
Alliance Hunter-2C Azeroth-36C, Class-38C)
Ally—Raptor, Pet (1), 3 [Melee] / 1 Health


Bloodfang Berserker, 2, Alliance (Dungeon Treasure-11C)
Ally—Worgen Warrior, 0 [Melee] / 3 Health
Ferocity (*This ally can attack immediately.*) <p> This ally has +2 ATK while attacking a damaged hero or ally.

Bloodfire Greatstaff, 3, DrMaPrShLo (Betrayal-178C)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 3 Health
(3), [Activate] >>> Exhaust target ally.

Bloodsoul, 1, Horde (Ancients-125C, Class-171C, Legion-177C)
Ally—Orc Warlock, 2 [Shadow] / 3 Health
This ally can attack only heroes.

Bloodsurge, 4, Warrior (Throne-84R)
Ability—Fury
Fury Talent (*You can't put Arms Talents or Protection Talents in your deck.*) <p> Ongoing: If a hero would deal damage, it deals double that much instead.

Bloodthirsty Shout, 3, Warrior (Ancients-65C, 
Horde Warrior-2C)
Basic Ability—Fury Shout
Heroes and allies you control have +2 ATK this turn.

Blossoming Branch, 4,
DkDrHuMaPaPrRoShLoWa (Holiday -3R)
Equipment—Item
(4), [Activate], Destroy this item >>> Destroy target ally, and its controller puts a 0 [Nature] / 1 [Health] Adorable Rabbit ally token into play. <p> (4), [Activate], Destroy this item >>> Destroy target ally, and its controller puts a 5 [Melee] / 5 [Health] Savage Rabbit ally token into play.

Blueleaf Tubers (Alliance Druid-23C, Alliance Hunter-24C, Alliance Mage-24C, Alliance Paladin-25C, Alliance Rogue-26C, Alliance Shaman-30C, Alliance Warlock-25C, Alliance Warrior-24C, Azeroth-349C, Elderlimb-25C, Hogger-24C, Horde DK-29C, Horde Druid-28C, Horde Hunter-27C, Horde Mage-27C, Horde Paladin-26C, Horde Rogue-27C, Horde Warlock-24C, Horde Warrior-27C, Jaina-24C, Murkdeep-23C, Sylvanas-25C)
Quest
Pay (2) to complete this quest. <p> Reward: Shuffle your graveyard into your deck.

Bobbler, 4 (Murkdeep-8U, Throne-182U)
Monster Ally—Murloc Shaman, 1 [Nature] / 4 Health
This and other Murloc allies you control have **Assault 2**. (*They have +2 ATK on your turn.*)

Bolin Moonflare, 2, Alliance (Ancients-84U)
Ally—Night Elf Mage, 1 [Fire] / 3 Health
When another Night Elf ally enters play under your control, this ally deals fire damage to target opposing hero equal to that ally's cost.

Bolster, 1, Paladin (Caverns Treasure-16C)
Instant Ability—Protection
Add two +1 [DEF] counters to target armor.

Boltaar, Shield of Velen, 5, Alliance (Caverns Treasure-40R)
Ally—Draenei Paladin, 5 [Melee] / 5 Health
Protector <p> Equipment and Ongoing abilities you control have **Spellshield**.

Bone Shield, 2, Death Knight (Betrayal-2R)
Basic Ability—Blood
Blood Talent (*You can't put Frost Talents or Unholy Talents in your deck.*) <p> Ongoing: (1) [Activate], Remove an ally in an opposing graveyard from the game >>> Add a bone counter to this ability. <p> Weapons you control have +1 ATK and armor you control have +1 [DEF] for each bone counter on this ability.

Borrowed Time, 2, Priest (Crown-31R)
Ability—Discipline
Discipline Talent (*You can't put Holy Talents or Shadow Talents in your deck.*) <p> Ongoing: At the start of your turn, you may add a clock counter to this ability. <p> On your turn: Remove five clock counters from this ability and destroy it >>> Take an additional turn after this one.

Bottled Cunning, 2, DkDrHuMaPaPrRoShLoWa (Throne-229C)
Equipment—Item—Potion
When this item enters play, target hero or ally has +2 ATK and **Stealth** this turn. (*It can't be protected against.*) <p> On your turn: Exhaust a Rogue hero or ally you control and destroy this item >>> Target hero or ally has +2 ATK and **Stealth** this turn.

Bottled Death, 3, DkDrHuMaPaPrRoShLoWa (Throne-230C)
Equipment—Item—Potion
When this item enters play, target ally has -2 [Health] this turn. <p> On your turn: Exhaust a Death Knight hero or ally you control and destroy this item >>> Target ally has -2 [Health] this turn.

Bottled Elements, 3, DkDrHuMaPaPrRoShLoWa (Throne-231C)
Equipment—Item—Potion
When this item enters play, ready target hero or ally. <p> On your turn: Exhaust a Shaman hero or ally you control and destroy this item >>> Ready target hero or ally.

Bottled Knowledge, 3,
DkDrHuMaPaPrRoShLoWa (Throne-232C)
Equipment—Item—Potion
When this item enters play, draw two cards, then discard a card. <p> On your turn: Exhaust a Mage hero or ally you control and destroy this item >>> Draw two cards, then discard a card.

Bottled Life, 1, DkDrHuMaPaPrRoShLoWa (Throne-233C)
Equipment—Item—Potion
When this item enters play, put a 1 [Melee] / 1 [Health] Treant ally token into play. <p> On your turn: Exhaust a Druid hero or ally you control and destroy this item >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Bottled Light, 3, DkDrHuMaPaPrRoShLoWa (Throne-234C)
Equipment—Item—Potion
When this item enters play, put target ally with cost 2 or less from your graveyard into play. <p> On your turn: Exhaust a Paladin hero or ally you control and destroy this item >>> Put target ally with cost 2 or less from your graveyard into play.

Bottled Mind, 3, DkDrHuMaPaPrRoShLoWa (Throne-235C)
Equipment—Item—Potion
When this item enters play, target opponent discards a card. <p> On your turn: Exhaust a Priest hero or ally you control and destroy this item >>> Target opponent discards a card.

Bottled Rage, 2, DkDrHuMaPaPrRoShLoWa (Throne-236C)
Equipment—Item—Potion
When this item enters play, your hero and allies you control have +1 ATK this turn. <p> On your turn: Exhaust a Warrior hero or ally you control and destroy this item >>> Your hero and allies you control have +1 ATK this turn.

Bottled Spite, 3, DkDrHuMaPaPrRoShLoWa (Throne-237C)
Equipment—Item—Potion
When this item enters play, your hero deals 1 nature damage to each opposing hero and ally. <p> On your turn: Exhaust a Monster hero or ally you control and destroy this item >>> Your hero deals 1 nature damage to each opposing hero and ally.

Bottled Void, 3, DkDrHuMaPaPrRoShLoWa (Throne-238C)
Equipment—Item—Potion
When this item enters play, your hero deals 3 shadow damage to target opposing hero and heals 1 damage from itself for each damage dealt this way. <p> On your turn: Exhaust a Warlock hero or ally you control and destroy this item >>> Your hero deals 3 shadow damage to target opposing hero and heals 1 damage from itself for each damage dealt this way.

Bottled Wild, 2, DkDrHuMaPaPrRoShLoWa (Throne-239C)
Equipment—Item—Potion
When this item enters play, target hero or ally has **Long-Range** this turn. *(When it attacks, defenders deal no combat damage to it.)* <p> On your turn: Exhaust a Hunter hero or ally you control and destroy this item >>> Target hero or ally has **Long-Range** this turn.

Boundless Agony, 3, Rogue (Alliance Rogue-3R, Gladiators-174R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 1 Strike
Damage can't be healed. <p> Damage is unpreventable.

Boundless Hellfire, 4, Warlock (Tomb-53R)
Ability—Destruction
Eternal *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> Your hero deals 1 fire damage to each hero and ally for each resource you control.

Boundless Life, 1, Shaman (Throne-70R)
Ability—Restoration
Eternal *(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)* <p> Your hero heals 1 damage from itself and each ally you control for each resource you control.

Boundless Magic, 2, Mage (Tomb-25R)
Ability—Arcane
Eternal *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> Look at cards from the top of your deck equal to the number of resources you control. Put one of those cards into your hand and the rest on the bottom of your deck.

Boundless Might, 3, Paladin (Throne-55R)
Instant Ability—Retribution
Eternal *(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)* <p> Choose one: Target weapon has +1 ATK this turn for each resource you control; or target armor has +1 [DEF] this turn for each resource you control.

Boundless Rage, 1, Warrior (Crown-53R)
Ability—Fury
Eternal *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> Target ally has +1 ATK this turn for each resource you control.

Boundless Shadows, 4, Priest (Throne-59R)
Ability—Shadow
Eternal *(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)* <p> Target player removes a card from the top of his deck from the game for each resource you control.

Boundless Thievery, 1, Rogue (Crown-37R)
Ability—Subtlety
Eternal *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> Reveal cards from the top of target opponent's deck equal to the number of resources you control. You may choose a revealed ally or equipment and play it immediately, paying costs as normal. Then, put the rest on the bottom of that player's deck.

Boundless Wild, 6, Druid (Throne-33R)
Ability—Balance
Eternal *(When this enters your graveyard from anywhere, you may shuffle it back into your deck.)* <p> For each resource you control, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Boundless Winter, 4, Death Knight (Tomb-11R)
Ability—Frost
Eternal *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> Your hero has +1 ATK this turn for each resource you control.

Braeo Darkpaw, 3, Alliance (Throne-99C)
Ally—Worgen Druid, 3 [Nature] / 3 Health
This ally has +2 / +2 for each attachment attached to him.

Brainsplinter, 4, Rogue (Crown-178U)
Equipment—Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike
Dual Wield <p> When your hero strikes with this weapon, target ally has **Stealth** this turn.

Branch of Nordrassil, 6, DrMaPrShLo (Crown-179R, Elderlimb-24R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Nature] / 5 Strike
When you draw a card, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Brazen Theft, 2, Rogue (Caverns Treasure-24U)
Basic Ability—Subtlety
Play only if your hero dealt combat damage to an opposing hero this turn. <p> Look at target player's hand and choose a card. That player discards that card.

Breastplate of the Queen's Guard, 3, HuSh (Caverns Treasure-55U)
Equipment—Armor—Mail, Chest (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> Target ally or weapon has +2 ATK this turn.

Breathstone-Infused Longbow, 3, Hunter (Throne-244U)
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 1 Strike
Long-Range *(When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.)* <p> You pay (2) less to play allies with cost 6 or more.

Brighteye, 3 (Murkdeep-9C, Throne-183C)
Monster Ally—Murloc Priest, 1 [Holy] / 4 Health
When this or another Murloc ally enters play under your control, this ally heals 3 damage from target hero or ally.

Bristleblitz Striker, 4, Hunter (Caverns Treasure-63U)
Equipment—Weapon—Bow, Ranged (1), 1 [Ranged], 1 Strike
Long-Range <p> When you play an ability, this weapon has +1 ATK this turn.

Brittle Bones, 4, Death Knight (Throne-26R)
Ability—Frost Disease
Frost Talent *(You can't put Blood Talents or Unholy Talents in your deck.)* <p> Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 2 frost damage to attached hero. Then, if attached hero has 15 or more damage, destroy this ability. If you do, destroy two target non-hero cards.

Brogre, 3 (Crown-129U, Hogger-9U)
Monster Ally—Ogre Warrior, 0 [Melee] / 6 Health
On your turn: (2) >>> Target Ogre ally has +3 ATK this turn.

Bromor the Shadowblade, 2, Alliance (Alliance Rogue-12R, Crown-78R)
Ally—Dwarf Rogue, 2 [Melee] / 3 Health
Stealth <p> When your hero strikes with a weapon, add a +1 ATK counter to that weapon.

Broxigar the Red, Horde (Timewalkers-12)
Hero—Orc Warrior, 30 Health
[Front]: **Broxigar's Brutality** <p> [Basic] (3), Flip Broxigar >>> Broxigar deals 3 melee damage to target damaged ally.
[Back]: **Broxigar's Rage** <p> Once per game: [Basic] (4) >>> Broxigar has +1 ATK this turn for each 5 damage on him.


Brulu Breaks-the-Land, 7, Horde (Tomb-98U)
Ally—Tauren Druid, 6 [Nature] / 7 Health
Smash <p> When this ally deals Smash damage, put a 1 [Melee] / 1 [Health] Treant ally token into play for each Smash damage dealt.

Brutal Steel, 5, Warrior (Betrayal-55R)
Basic Ability—Arms Attachment
Attach to target weapon. <p> Ongoing: Attached weapon has +10 ATK.

Brutal Strike, 1, Warrior (Crown-54C, Hogger-2C)
Ability—Fury
Choose one: Your hero deals 1 melee damage to target ally; or destroy target damage ally.

Bubblegill, 4 (Murkdeep-10U, Throne-184U)
Monster Ally—Murloc Warrior, 2 [Frost] / 4 Health
This and other Murloc allies you control have **Protector**. *(They may exhaust to become the defender when an opposing hero or ally attacks.)*

Bubblesmash, 4 (Crown-150C)
Monster Ally—Murloc Hunter, 4 [Nature] / 2 Health
This and other Murloc allies you control have **Smash**. *(If they would deal more than fatal combat damage to a defending ally, they deal the rest to that ally's controller's hero.)*

Bubula del Kissel, 2, Alliance ( Alliance Rogue-13C Dark Portal-158C)
Ally—Gnome Rogue, 2 [Melee] / 2 Health
Stealth *(This ally can't be protected against.)*
<p> [Activate] >>> Target hero or ally has **Stealth** this turn.

Buldrug, 4 (Throne-193C)
Monster Ally—Ogre Warrior, 3 [Melee] / 5 Health
Enrage *(As this ally enters play, you may reveal the top card of your deck.)* <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Bulwark of the Primordial Mound, 3, PaShWa (Tomb-165U)
Instant Equipment—Armor—Shield, Off-Hand (1), 3 DEF
When this armor enters play, exhaust target opposing hero or ally.

Burdok Brewshot, 2, Alliance (Throne-100C)
Ally—Dwarf Hunter, 4 [Melee] / 1 Health

Burn Away, 3 (Ancients-78C, Azeroth-156C)
Basic Ability
Destroy target ability.

Butcher's Cleaver, 2, DkHuPaRoShWa (Dungeon Treasure-46C)
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike
This weapon has +2 ATK while your hero is attacking a hero with 15 or more damage.

Buzzer Blade, 3, Rogue (Dungeon Treasure-47U)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee] / 1 Strike
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.)* <p> When your hero deals fatal damage to an ally while attacking, you may destroy target equipment.

Call of Lightning, 4, Shaman (Tomb-50U)
Ability—Elemental
Your hero deals 5 nature damage divided as you choose to any number of target heroes and/or allies.

Call the Void, 1, Warlock (Ancients-57U)
Basic Ability—Demonology
Put target Demon ally from your graveyard into your hand.

Capital City, Lordaeron, Alliance (Betrayal-201R)
Location
Unity: While you control three or more Human allies: [Basic] (1), [Activate] >>> Put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.


"Captain Cookie", 6 (Dungeon Treasure-34E)
Monster Ally—Murloc Cook, Cookie (1), 4 [Nature] / 4 Health
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. <p> Cookie enters play with the printed powers of all Murlocs removed this way.

Cataclysm's Edge, 6, DkPaWa (Caverns Treasure-64E)
Equipment—2H Weapon—Sword, Melee (1), 6 [Melee], 2 Strike
When this weapon enters play, each player chooses one ability, ally, weapon, armor and item he controls, then destroys the rest.

The Caverns of Time (Ancients-233U)
Quest
[Basic] Pay (1) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's an ability, ally, or equipment, you may play it this turn. *(Pay costs as normal.)*

Cenarius, Lord of the Forest, 12 (Crown-5E)
Monster Master Hero—Druid Demigod, 2 [Nature] / 35 Health
You pay (4) less to play Cenarius if you control at least two allies each with cost 4 or more. <p> When your hero becomes Cenarius, reveal the top ten cards of your deck. Put all revealed allies into play and the rest on the bottom of your deck.

Cerith Spire Staff, 3, MaPrLo (Throne-245R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Frost], 5 Strike
If your hero would deal any type of damage, it deals frost damage instead. <p> At the end of your turn, your hero deals 10 frost damage to target opposing hero that was dealt 10 or more frost ([Frost]) damage this turn.


Cerwyn, 1, Alliance (Alliance Druid-12C, Alliance Hunter-12C, Alliance Mage-14C, Alliance Priest-11C,  Alliance Warlock-8C, Class-130C, Dark Portal-159C)
Ally—Night Elf Druid, 1 [Nature] / 2 Health

Chain of the Scarlet Crusade, 6, HuSh (Dungeon Treasure-38U)
Equipment—Armor Set—Mail, Chest (1), Wrist (1), Hands (1), Waist (1), Legs (1), Feet (1), 5 DEF
At the start of your turn, add a scarlet counter to this armor. <p> Your hero and allies you control have **Assault 1** for each scarlet counter.

Chakra, 3, Priest (Throne-60R)
Ability—Holy
Holy Talent *(You can't put Discipline Talents or Shadow Talents in your deck.)* <p> Ongoing: If your hero or an ally you control would deal damage, it deals that much +1 instead. <p> If your hero or an ally you control would heal damage, it heals that much +1 instead.

Champion of Life, 3 (Aspects Treasure-48U)
Ally—Red Dragonking, 4 [Fire] / 1 Health
When another ally enters play under your control, this ally heals damage from your hero equal to that ally's cost.

Champion of Time, 3 (Aspects Treasure-49U)
Ally—Bronze Dragonkin, 1 [Melee] / 1 Health
When this ally enters play, if you control no ready resources, ready up to three resources you control.

Champion's Shout, 6, Warrior ( Horde Warrior-3R, Tomb-58R)
Basic Ability—Fury Shout
Ongoing: Allies you control have +1 / +1 for each equipment you control.

Char, 3, Mage (Throne-46R)
Ability—Fire
Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached hero for each card in its controller's hand.

Child of Agamaggan, 2 (Ancients-166C)
Monster Ally—Boar Beast, 4 [Melee] / 2 Health
Monster Hero Required <p> **Smash** *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Child of Aviana, 3 (Ancients-167C)
Monster Ally—Harpy Druid, 5 [Nature] / 1 Health
Monster heroes can protect this ally.

Child of Goldrinn, 3 (Ancients-168C)
Monster Ally—Wolf Beast, 3 [Melee] / 1 Health
Ferocity *(This ally can attack immediately.)* <p> **Stealth** *(This ally can't be protected against.)*

Child of Tortolla, 2 (Ancients-169C)
Monster Ally—Turtle Beast, 1 [Melee] / 4 Health
Monster Hero Required <p> **Protector**, **Spellshield** *(It can't be targeted by opponents.)*

Child of Ursoc, 3 (Ancients-170C)
Monster Ally—Bear Beast, 1 [Melee] / 4 Health
Assault 3 *(This ally has +3 ATK on your turn.)*

Child of Ursol, 3 (Ancients-171C)
Monster Ally—Bear Beast, 2 [Nature] / 3 Health
Mend 1 (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)


Cho'gall, Horde (Timewalkers 13)
Hero—Ogre Mage, 25 Health
[Front]: **Cho'gall's Command** <p> [Basic] (2), Flip Cho'gall >>> You and target opponent each reveal the top card of your decks. If your card has a higher cost, put it into your hand.
[Back]: **Cho'gall's Fury** <p> Once per game: [Basic] (6) >>> Cho'gall has +4 ATK and **Smash** this turn.

Choker of Serrated Blades, 1,
DkDrHuMaPaPrRoShLoWa (Caverns Treasure-60R)
Equipment—Item, Neck (1)
This item enters play with three blade counters. <p> (1), [Activate], Remove a blade counter >>> Choose one: Add a +1 ATK counter to target weapon; or add a +1 [DEF] counter to target armor.<p>When the last blade counter is removed from this item, destroy it.

Chompers, 5, Hunter (Throne-40U)
Monster Ally—Shark, Pet (1), 5 [Melee] / 5 Health
Once per turn, on your turn: Destroy a Murloc you control >>> Ready this ally. It heals all damage from itself.

Chora Cloudspeaker, 6, Horde (Betrayal-90U)
Ally—Tauren Shaman, 4 [Nature] / 6 Health
Tribe: When this or another Tauren ally enters play under your control, allies you control have +1 ATK this turn.

Chumly, 3 (Murkdeep-11U, Throne-185U)
Monster Ally—Murloc Warrior, 2 [Frost] / 2 Health
This and other Murloc allies you control have +1 / +1.

Claemora Amberglare, 4, Horde (Citadel Raid-67C, Horde Hunter-16C, Horde Paladin-12C,  Horde DK-11C, Scourgewar-166C)
Ally—Blood Elf Hunter, 2 [Ranged] / 4 Health
When this ally enters play, target hero or ally has **Assault 2** this turn. (*+2 ATK on your turn.*)

Clamps, 4, Hunter (Throne-41C)
Monster Ally—Crab, Pet (1), 2 [Melee] / 6 [Health]
(2), [Activate] >>> Exhaust up to two target allies.

Claws of the Dead, 2, Death Knight (Throne-27U)
Ability—Unholy
Opposing allies have -3 ATK this turn. <p>
Delve (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Cleaning House (Crown-195C, Hogger-25C)
Quest
If you control an ally with 6 or more ATK: Pay (2) to complete this quest. <p> Reward: Draw a card.

Clockwork Rocket Bot, 3 (Winter Veil-4R)
Ally—Mechanical, 5 [Melee] / 2 Health
When this ally enters play, target another random hero or ally. This ally and that targeted character deal melee damage to each other equal to their respective ATK.

Cloudburst, 4, Shaman (Betrayal-42R)
Basic Ability—Restoration
Your hero heals 4 damage from each hero and ally you control. Put up to one card from your graveyard into your hand for each character healed for 1 or more damage this way. Remove this card from the game.

Cobra Sting, 4, Hunter (Tomb-20R)
Ability—Survival Sting
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached hero. <p> At the end of your turn, if attached hero was dealt 5 or more damage this turn, ready all resources you control.

Combat Stance, 4, Warrior (Ancients-66R)
Basic Ability—Arms, Stance (1)
Ongoing: You can't play cards other than allies and Stances, and you can't complete quests. <p> Each ally you control has **Assault X**, where X is its cost.

Commander Ulthok, 5 (Throne-199E)
Monster Ally—Faceless One Warlock, Ulthok (1), 5 [Shadow] / 4 Health
Monster Hero Required <p> When Ulthok enters play, name an ability, ally, or equipment. Then search target opponent's deck, graveyard, and hand for all cards with that name and remove them from the game.

Concussion Blow, 4, Warrior (Tomb-59R)
Instant Ability—Protection
Protection Talent (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Exhaust target hero or ally. <p> Ongoing: (1), [Activate] >>> The next time target exhausted hero or ally would be dealt damage this turn, it's dealt double that much instead.

Concussive Barrage, 1, Hunter (Throne-42R)
Instant Ability—Marksmanship
Marksmanship Talent (*You can't put Beast Mastery Talents or Survival Talents in your deck.*) <p> Your hero deals 2 ranged damage to target hero or ally. That damage is doubled for each other card named Concussive Barrage in your graveyard.

Condemn, 2, Paladin (Aspects Treasure-15C)
Instant Ability—Retribution
Destroy target ally that's attacking an ally you control.

Conjure Elementals, 2, Mage (Ancients-24R)
Basic Ability—Frost
Ongoing: At the start of your turn, you may pay (2). If you do, put a 2 [Frost] / 1 [Health] Water Elemental ally token into play. Otherwise, destroy this ability.


Cookie's Tenderizer, 4, DkPaRoShWa (Dungeon Treasure-48C)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 0 Strike
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.

Corin Stallnorth, 1, Alliance (Jaina-10C, Throne-101C)
Ally—Worgen Warrior, 1 [Melee] / 4 Health

Corrupted Furbolg, 4 (Ancients-172U)
Monster Ally—Furbolg Shaman, 8 [Nature] / 8 Health
This ally has -1 / -1 for each card in opposing graveyards.

Corrupted Hippogryph, 2 (Crown-166E, Crown Loot-3L)
Monster Ally—Hippogryph, Mount (1), 0 [Nature] / 3 Health
Opponents pay (1) more to complete quests. <p> When an opponent places a resource face up into his resource row, this ally deals 3 nature damage to his hero. (*Mounts can't attack or be attacked.*)

Corruption of the Ages, 4, Death Knight (Betrayal-3R)
Basic Ability—Blood
Rift (*Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.*) <p> Your hero deals 5 shadow damage to target hero and heals 1 damage from itself for each damage dealt this way.

Corvus Promaethon, 5, Alliance ( Alliance Warlock-9C, Honor-95C)
Ally—Human Warlock, 3 [Shadow] / 5 Health
[Activate] >>> Remove target ability or equipment from the game.

Courage, 1 (Tomb-67C)
Ability
Attach to target ally. <p> Ongoing: Attached ally has +2 [Health]

Cover of the Light, 1 (Dungeon Treasure-2C)
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.

Cowl of Dying Light, 3, Priest (Aspects Treasure-62C)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, put target opposing ability, ally, or equipment with the lowest cost into its owner's hand. (*If one or more are tied for lowest cost, you choose.*)

Crabbyfin, 2 (Murkdeep-12U, Throne-186U)
Monster Ally—Murloc Hunter, 1 [Frost] / 1 Health
When this or another Murloc ally enters play under your control, you may put a 1 [Melee] / 1 [Health] Crab Monster ally token into play.

Crankston Deathspark, 4, Alliance (Tomb-78C)
Ally—Gnome Death Knight, 3 [Melee] / 2 Health
Elusive (*This ally can't be attacked.*) <p>
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Crashin' Thrashin' Racer Controller, 5,
DkDrHuMaPaPrRoShLoWa (Winter Veil-7R)
Equipment—Item
At the start of your turn, put a 1 [Melee] / 1 [Health] Crashin' Thrashin' Racer ally token into play with **Ferocity**. <p> When a Racer ally you control deals combat damage to an opposing hero, put a credit counter on this item. <p> [Activate], Remove ten credit counters from this item >>> Destroy target hero.

Crescent Wand, 3, MaPrLo (Ancients-224R)
Equipment—Weapon—Wand, Ranged (1), 1 [Arcane], 3 Strike
If you have 100 or more cards in your deck: [Basic] (3), [Activate] >>> Put a 10 [Arcane] / 10 [Health] Echo of Tyrande Monster ally token into play.

Crime Scene Alarm-o-Bot, 1, Alliance (Dungeon Treasure-12C)
Ally—Mechanical Sentry, 0 [Melee] / 4 Health
Protector <p> When an opposing hero or ally attacks, you may ready this ally.

Crimson Cranium Crusher, 4, PaRoSh (Alliance Shaman-19C, Scourgewar-233R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 2 Strike
When an opposing resource turns face down, you may draw a card.

Crimson Guard, 1, Death Knight (Crown-6C)
Instant Ability—Blood
Your hero has **Protector** this turn. <p> Allies you control with 6 or more ATK have **Protector** this turn. (*They may exhaust to become the defender when an opposing hero or ally attacks.*)

Critical Mass, 5, Mage (Betrayal-21R)
Basic Ability—Fire
Fire Talent (*You can't put Arcane Talents or Frost Talents in your deck.*) <p> Reveal cards from the top of your deck until you reveal two cards with the same cost. Your hero deals 1 fire damage to each opposing hero and ally for each card revealed this way. Then shuffle those revealed cards into your deck.

Crown of the Ogre King, 3,
DkDrHuMaPaPrRoShLoWa (Crown-171R)
Equipment—Armor—Cloth, Head (1), 2 DEF
Heroes and allies you control with **Smash** have **Assault 3**.

Crusade of Kings, X, Paladin (Betrayal-27R)
Basic Ability—Protection
This ability enters play with X crusade counters. <p> Ongoing: Allies with cost equal to the number of crusade counters on this ability have +1 / +1 for each crusade counter.

Crusader's Armament, 2, Paladin (Aspects Treasure-16R)
Ability—Protection
Attach to target armor. <p> Ongoing: Attached armor has +10 [DEF].

Crusader's Might, 5, Paladin (Ancients-30R)
Basic Ability—Retribution
This turn, your hero has +ATK equal to the combined [DEF] of armor you control.

Crushing Death, 1, Death Knight (Ancients-3U)
Basic Ability—Blood
Destroy target equipment with cost less than or equal to the number of cards in its controller's graveyard.

Crushing Strike, 3, Warrior (Hogger-3C, Horde Warrior-4C, Worldbreaker-114C)
Ability—Arms
Destroy target opposing equipment. If you do, your hero may deal 3 melee damage to its controller's hero.

Crystalline Brimstone Ring, 5, DrMaPrShLo (Aftermath Justice-9E)
Equipment—Item, Ring (2)
Eternal <p> If your hero would be destroyed, you may destroy this item instead. If you do, damage on your hero becomes equal to its printed [Health] minus the number of resources you control.

The Culmination of Our Efforts (Hogger-26C, Murkdeep-24C, Sylvanas-26C, Throne-254C)
Quest
Pay (4) to complete this quest. <p> Reward: Choose "ability," "ally," "equipment," or "quest" and reveal the top five cards of your deck. Put a revealed card of the chosen type into your hand and the rest on the bottom of your deck.

Curse of the Fel, 3, Warlock (Betrayal-48R)
Basic Ability—Affliction Curse Attachment
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached hero. Then, if attached hero has 15 or more damage on it, destroy this ability. If you do, put a 5 [Melee] / 5 [Health] Felguard Demon Monster ally token into play with **Ferocity**.

Curse of the Void, 2, Warlock (Aspects Treasure-26C)
Ability—Affliction Curse
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero, or 2 if that hero has 15 or more damage on it.

Cynthia Masters, 4, Alliance (Icycrown-101C, Jaina-11C)
Ally—Human Mage, 3 [Frost] / 4 Health
Assault 1 (*This ally has +1 ATK on your turn.*) <p> This ally has an additional **Assault 1** for each other [Frost] ally you control.

Daedak the Graveborne, 4, Horde (Tomb-99R)
Ally—Blood Elf Death Knight, 4 [Shadow] / 3 Health
Eternal, Protector <p> When this ally is destroyed, your hero deals 1 shadow damage to target opposing hero for each resource you control. Then, your hero heals 1 damage from itself for each damage dealt this way.

Dagin Bootzap, 4, Alliance (Alliance Hunter-14C, Alliance Shaman-14C, Alliance Hunter-27C, Alliance Warlock-10C, Elements-112C)
Ally—Dwarf Hunter, 3 [Arcane] / 2 Health
When this ally enters play, he deals 1 arcane damage to target hero or ally.

Dakturak, 1, Horde (Tomb-100C)
Ally—Orc Rogue, 2 [Melee] / 1 Health
Stealth (*This ally can't be protected against.*)

Danath Trollbane, 5, Alliance (Betrayal-64R)
Ally—Human Warrior, Danath (1), 5 [Melee] / 5 Health
Protector <p> When Danath deals damage, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Dar the Beastmaster, 4, Alliance (Crown-79C)
Ally—Worgen Hunter, 2 [Melee] / 7 Health

Dark Cleric Jocasta, 6, Horde (Azeroth-233U, Horde DK-14U, Horde Druid-12U)
Ally—Undead Priest, 3 [Holy] / 5 Health
When this ally enters play, you may put target ally from your graveyard into your hand.

Dark Deliverance, 2, Priest (Alliance Priest-2C, Betrayal-32C)
Basic Ability—Shadow
Your hero deals 3 shadow damage to target ally. If an ally is dealt fatal damage this way, your hero heals 3 damage from itself.

Dark Dissolution, 5, Death Knight (Caverns Treasure-1U)
Instant Ability—Unholy
Remove up to one ability, one ally, and one equipment in target opponent's graveyard from the game. <p> Your hero deals shadow damage to up to one target ally equal to the cost of an ally removed this way, heals damage from itself equal to the cost of an ability removed this way, and deals shadow damage to up to one target hero equal to the cost of an equipment removed this way.


Dark Intent, 1, Warlock (Tomb-54U)
Ability—Affliction
As an additional cost to play, put 2 damage on your hero. <p> Attach to target friendly ally. <p> Ongoing: Attached ally has +2 / +2. <p> If attached ally would deal fatal combat damage to an opposing ally, remove that ally from the game instead.

Dark Lady Sylvanas Windrunner, Horde (Sylvanas-1)
Hero—Undead Hunter, 28 Health
[Front]: (5) >>> Flip Sylvanas face down.
[Back]: **Song of Sylvanas**: Sylvanas and allies you control have **Assault 1**. (*They have +1 ATK on your turn.*)


Dark Pharaoh Tekahn (Tomb-1)
 Monster Hero—Tol'vir Priest, 26 Health
 [Front]: (8) >>> Flip Tekahn face down. <p> You pay (8) less to flip Tekahn if you have seven or more allies in your graveyard.
 [Back]: At the start of your turn, put two 1 [Shadow] / 1 [Health] Tol'vir Ritualist Monster ally tokens into play.
 Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Dark Portal Hearthstone, 5,
 DkDrHuMaPaPrRoShLoWa (Betrayal-174U,
 Betrayal Loot-2L)
 Equipment—Item
 [Basic] [Activate] >>> Put target ally you control into its owner's hand.


The Dark Side of the Light (Dungeon Treasure-56C)
 Quest
 Pay (5) to complete this quest. <p> Reward: If you control a [Holy] card, draw a card. If you control a [Shadow] card, draw a card.

Dark Transformation, 5, Death Knight (Crown-7R,  Horde DK-3R)
 Basic Ability—Unholy Attachment
Unholy Talent (*You can't put Blood Talents or Frost Talents in your deck.*) <p> Attach to target Ghoul. <p> Ongoing: Attached Ghoul has +7 / +7. <p> When attached Ghoul deals damage to an opposing hero, destroy target opposing ally.

Darkflame, 2, Warlock (Caverns Treasure-31C)
 Basic Ability—Destruction
 Your hero deals unpreventable shadowfire damage to target hero or ally equal to the combined ATK of a [Fire] card and a [Shadow] card you control. (*This counts as both shadow and fire damage.*)

Darkshire Deathsworn, 4, Alliance ( Alliance Priest-10C, Ancients-85C)
 Ally—Human Death Knight, 4 [Frost] / 3 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Darkstalker Soran, 2, Alliance (Tomb-79E)
 Ally—Worgen Rogue, 1 [Melee] / 1 Health
Elusive <p> When this ally deals combat damage to a defending hero for the first time each game, this ally has "Allies you control have +2 / +2" until he leaves play.

Darktwister Kern, 4, Alliance (Alliance Druid-13C, Alliance Warrior-9C,  Alliance Priest-11C, Icecrown-102C)
 Ally—Human Priest, 6 [Shadow] / 2 Health

Darkwater Crocolisk, 4 (Betrayal-133C)
 Monster Ally—Crocolisk Beast, 4 [Melee] / 4 Health

Darlon Blacksoul, 5, Alliance (Ancients-86U)
 Ally—Human Warlock, 4 [Shadow] / 5 Health
Unity: When this ally enters play, if you control three or more Human allies, you may put target opposing ally into its owner's hand.

Darnassus Mooncaller, 3, Alliance (Ancients-87C)
 Ally—Night Elf Priest, 3 [Holy] / 2 Health
Haste 2 (*You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.*)

Darnassus Shadowblade, 4, Alliance (Ancients-88C)
 Ally—Night Elf Rogue, 4 [Melee] / 4 Health
 Night Elf allies you control have **Stealth**. (*They can't be protected against.*)

Darnassus Tabard, 2, Alliance,
 DkDrHuMaPaPrRoShLoWa (Ancients-213U)
 Equipment—Item, Tabard (1)
 [Basic] (3), [Activate] >>> Target ally has +2 ATK this turn. You pay (1) less to use this power for each Night Elf ally you control.

Darnassus Warrior, 1, Alliance (Ancients-89C)
 Ally—Night Elf Warrior, 2 [Melee] / 1 Health
 When this ally enters play, he deals 1 melee damage to target hero.

Daroka Venomfist, 1, Horde (Sylvanas-11C, Throne-144C)
 Ally—Orc Rogue, 2 [Nature] / 1 Health
 When this ally attacks, exhaust target opposing ally. (*A protector exhausted this way can't protect this combat.*)

Darris Leafshade, 6, Alliance (Betrayal-65U)
 Ally—Night Elf Death Knight, 4 [Melee] / 3 Health
Haste 2 (*You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.*) <p> Once per turn: [Basic] (2) >>> Allies you control have +2 ATK this turn.

Dastrin Bowman, 5, Alliance (Throne-102C)
 Ally—Human Hunter, 5 [Melee] / 4 Health
 Pets you control have **Long-Range**. (*When they attack, defenders deal no combat damage to them.*)

Dathrohan's Ceremonial Hammer, 4, DrPaPrSh (Caverns Treasure-65R)
 Equipment—1H Weapon—Mace, Melee (1), 1 [Holy], 4 Strike
 [Basic] (2), [Activate] >>> Remove target friendly ally from the game, then return it to play under its owner's control.


Davius, Herald of Nature, 3, Alliance (Throne-103U)
 Ally—Worgen Druid, 2 [Nature] / 3 Health
Empower Druid: When this ally enters play, if you control another Druid hero or ally, reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Dawnblaze Blade, 5, DkPaRoWa (Throne-246U)
 Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 0 Strike
 At the start of your turn, you may add a +1 ATK counter to this weapon.

Dawnhoof Brightcaller, 2, Horde (Ancients-126C)
 Ally—Tauren Paladin, 3 [Holy] / 2 Health

Deadman's Hand, 2, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-42C)
 Equipment—Item, Ring (2)
 Allies you control have **Assault 1** while an opponent controls more allies than you.


The Deadmines (Dungeon Treasure-58R)
 Location
 If an ally you controlled was destroyed this turn: [Activate] >>> Draw a card, then discard a card.

Death Coil, 3, Death Knight (Horde DK-4U,  Horde DK-4U, Knight-6U)
 Basic Ability—Unholy
 Your hero deals 3 shadow damage to target hero or ally. <p> Ready a Ghoul you control.


Deathbringer Kor'ush (Throne-21)
 Monster Hero—Ogre Death Knight, 32 Health
 [Front]: (8) >>> Flip Kor'ush face down. <p> You pay (8) less to flip Kor'ush if an ally you controlled with 6 or more ATK was destroyed this turn.
 [Back]: At the start of your turn, you may pay (3) and remove target ally in an opposing graveyard from the game. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play under your control.
 Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Deatheater Stroud, 4, Horde (Throne-145R)
 Ally—Undead Death Knight, 4 [Shadow] / 5 Health
 When damage is healed from an opposing ally, this ally deals that much shadow damage to that ally's controller's hero.

Deathguard Ashleigh, 4, Horde (Tomb-101R)
 Ally—Undead Warrior, 1 [Melee] / 7 Health
 You pay (2) less to play equipment, to a minimum of (1). <p> Weapons you control have +2 ATK. <p> Armor you control have +2 [DEF].

Deathlord Jones, 4, Horde (Class Promo-6R,  Horde DK-12R, Icecrown-129R)
 Ally—Undead Death Knight, 4 [Frost] / 4 Health
 When this ally enters play, put a 3 [Melee] / 3 [Health] Unique Ghoul ally token named Brode into play exhausted with "This ally can't ready during its controller's ready step." <p> Once per turn, on your turn: (3) >>> This ally deals 3 shadow damage to target hero or ally. Ready a Ghoul you control.

Death's Decree, 6, Death Knight (Ancients-4U)
 Basic Ability—Unholy
 Destroy target ally. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Death's Duo, 4, Death Knight ( Horde DK-5C, Throne-28C)
 Basic Ability—Unholy
 Remove two target allies in an opposing graveyard from the game. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Deathsmasher Mogdar, 5 (Crown-130C, Elderlimb-12C, Hogger-10C)
 Monster Ally—Ogre Death Knight, 6 [Frost] / 4 [Health]

Deathstalker Commander Belmont, 3, Horde (Dungeon Treasure-17U)
Ally—Undead Rogue, Belmont (1), 2 [Melee] / 4 Health
On your turn: [Activate] >>> Allies you control with cost 4 or less have +2 ATK this turn.

Decimate, 3, Warrior (Ancients-67U)
Basic Ability—Protection
Destroy up to two target equipment.

Deep Earth Mantle, 4, Druid (Aspects Treasure-63C)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When you play an ability, your hero heals damage from itself equal to that ability's cost.

Deep Freeze, 2, Mage (Dark Portal-49C, Jaina-2C)
Ability—Frost
Attach to target ally, and your hero deals 2 frost damage to it. <p> Ongoing: Attached ally can't attack.

Deep Subjugator, 3 (Throne-202U)
Monster Ally—Merciless One, 2 [Melee] / 2 Health
Elusive (*This ally can't be attacked.*) <p> This ally has +2 / +2 while you control another Merciless One.

Defender's Vigil, 1, Warrior (Horde Warrior-8C, Worldbreaker-115C)
Instant Ability—Protection
This turn, target hero or ally must attack if able, can attack only your hero if able, and has -3 ATK while attacking your hero.

The Defense of Nahom (Tomb-196C)
Quest
If there are two or more classes among allies you control: Pay (5) to complete this quest. <p> Reward: Draw two cards.

Defias Brotherhood Vest, 2, DrRo (Dungeon Treasure-39U)
Equipment—Armor—Leather, Chest (1), 1 DEF
While you control four or more allies, allies you control have **Assault 1** and **Stealth**.

The Defias Kingpin (Dungeon Treasure-57C)
Quest
You pay (1) less to complete this quest for each opposing ally in play. <p> On your turn: Pay (5) to complete this quest. <p> Reward: Draw a card.

Deflecting Brimstone Band, 6, DkPaWa (Aftermath Justice-10E)
Equipment—Item, Ring (2)
If your hero would be dealt damage by an opposing hero or ally, prevent 1 of it and add a stone counter to this item. <p> Your hero has **Assault 1** for each stone counter on this item.

Demonfang Ritual Helm, 6, MaPrLo (Jaina-22R, Legion-258R)
Equipment—Armor—Cloth, Head (1), 1 DEF
When an ally you control is destroyed, each other player destroys an ally he controls.

Demonic Pact, X, Warlock (Caverns Treasure-32R)
Basic Ability—Demonology
This ability enters play with X pact counters on it. <p> Ongoing: At the start of your turn, put 1 damage on your hero, draw a card, and remove a pact counter from this ability. Then, if none remain, destroy this ability.

A Demonic Presence (Betrayal-195U)
Quest
Pay (2) to complete this quest. <p> Reward: An opponent chooses one: Your hero heals 2 damage from itself; or your hero deals 2 shadow damage to that opponent's hero. If you control a Demon ally, he must choose both.

Demonic Rebirth, 2, Warlock (Betrayal-49R)
Basic Ability—Demonology
Demonology Talent (*You can't put Affliction Talents or Destruction Talents in your deck.*) <p> Ongoing: When a Demon enters play under your control, add a nether counter to this ability. <p> [Basic][Activate], Destroy this ability >>> Put target Demon ally with cost less than or equal to the number of nether counters on this ability from your graveyard into play.

Delinar Silvershot, 4, Alliance (Ancients-90U)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
When this ally enters play, if you control another Night Elf ally, this ally deals 3 ranged damage to target opposing ally.

Demon Hunter's Aspect, 2, DkDrHuMaPaPrRoShLoWa (Ancients-214U, Ancients Loot-2L)
Equipment—Item
Your hero has +1 ATK while attacking heroes, or +2 ATK while attacking Demon heroes.

Demonic Infusion, 1, Warlock (Ancients-58U)
Basic Ability—Demonology Attachment
Attach to target ally. <p> Ongoing: Attached ally has +3 / -1, loses all races, and becomes a Monster Demon.

Demonic Torrent, 4, Warlock (Aspects Treasure-27U)
Ability—Demonology
Your hero deals 3 shadow damage to each non-Demon hero and ally.

Despair, 4, DkPaWa (Betrayal-179R)
Equipment—2H Weapon—Sword, Melee (1), 2 [Melee] / 2 Strike
When your hero deals combat damage with this weapon to a hero, its controller reveals the top three cards of his deck. Add a +1 ATK counter to this weapon for each revealed ally, then put all revealed cards into their owner's graveyard.

Despair of Undeath, 5, Death Knight (Crown-8U)
Ability—Unholy
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play. Opposing allies have -1 [Health] this turn for each Ghoul you control.

Despair of Winter, 5, Death Knight (Ancients-5R)
Basic Ability—Frost
Destroy all allies.

Destructive Disarm, 2, Warrior (Crown-55U)
Ability—Protection
You pay (2) less to play this ability if you control a weapon. <p> Destroy target armor or weapon.

Deuce, 2, Hunter (Alliance Hunter-3R, Icecrown-34R)
Ally—Chimaera, Pet (1), 4 [Nature] / 3 Health
Beast Mastery Talent (*You can't put Marksmanship Talents or Survival Talents in your deck.*) <p> While this ally is in your graveyard, you can control an additional Pet.

Devious Dismantle, 2, Rogue (Alliance Rogue-4U, Ancients-43U)
Basic Ability—Assassination
Destroy target equipment. If you destroyed an equipment with cost 4 or less this way, its controller discards a card.

Dhoros Ravestrike, 3, Horde (Horde Paladin-13C, Horde Paladin-12C, Wrathgate-137C)
Ally—Blood Elf Hunter, 3 [Ranged] / 3 Health (3) >>> This ally has **Assault 3** this turn.

Dirk's Command, 4, Warrior (Throne-247C)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee], 1 Strike
This weapon has +2 ATK while your hero is attacking a damaged hero or ally.

Dirty Distraction, 4, Rogue (Caverns Treasure-25C)
Basic Ability—Combat
Exhaust each opposing ally and equipment with cost 4 or less. Those cards can't ready during their controller's next ready step.

Disorienting Blow, 1, Rogue (Throne-65U)
Ability—Combat
Exhaust target hero or ally. It can't ready during its controller's next ready step. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Distraction Technique, 2, Rogue (Throne-66U)
Ability—Combat
Ongoing: When an ally or equipment enters play under your control, your hero has **Assault 1** this turn, and you may exhaust target hero or ally.

Divine Bulwark, 4, Paladin (Crown-28R)
Ability—Protection
Attach to target ally. <p> Ongoing: Attached ally has +4 / +4. <p> If attached ally would be destroyed, destroy this ability instead. If you do, your hero heals all damage from that ally.

Divine Redemption, 9, Paladin (Tomb-31R)
Ability—Holy
Put target ally from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +5 / +5, **Protector**, and **Invincible**. (*It can't leave play, be targeted, or be dealt damage.*)

Divinity, 3, Paladin (Ancients-31R)

Basic Ability—Protection

Protection Talent (*You can't put Holy Talents or Retribution Talents in your deck.*) <p> Your hero heals 5 damage from itself. That amount is doubled for each other card named Divinity in your graveyard. <p> While there are four copies of Divinity in your graveyard, your hero has 100 [Health].

Documenting the Timeways (Ancients-234C)
Quest

You pay (1) less to complete this quest for each five cards in your graveyard. Pay (5) to complete this quest. <p> Reward: Draw a card.

Dog Whistle, 4, DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-43C)

Equipment—Item, Trinket (2)

When this item enters play, put a 2 [Melee] / 2 [Health] Hound ally token into play with **Protector**. <p> On your turn: (4), [Activate] >>> Put a 2 [Melee] / 2 [Health] Hound ally token into play with **Protector**.

Dohna Darksy, 3, Horde (Betrayal-91U)

Ally—Tauren Priest, 2 [Shadow] / 3 Health

Other Tauren allies you control have +2 [Health].

Don Carlos' Famous Hat, 5,

DkDrHuMaPaPrRoShLoWa (Betrayal-167U)

Equipment—Armor—Cloth, Head (1), 1 DEF

When this armor enters play, put a 4 [Melee] / 4 [Health] Coyote Spirit Monster ally token into play. <p> This armor can prevent damage that would be dealt to Coyote allies you control.

Doom Commander Zaakuul, 5 (Betrayal-134E)

Monster Ally—Doomguard Demon, 3 [Shadow] / 6 Health

Monster Hero Required <p> When another non-token ally you control is destroyed, put a token copy of that ally into play that is also a Demon Monster.

Doomguard Soldier, 4 (Betrayal-135C)

Monster Ally—Doomguard Demon, 3 [Shadow] / 3 Health

This ally has **Assault 3** while you control another Demon. (*It has +3 ATK on your turn.*)

Downfall Hammer, 2, PaRo (Throne-248U)

Equipment—1H Weapon—Mace, Melee (1), 2 [Melee], 2 Strike

When you strike with this weapon, you may exhaust target hero or ally. (*A protector exhausted this way can't protect this combat.*)

Dradam Chillblade, 2, Alliance (Jaina-12C, Throne-104C)

Ally—Dwarf Death Knight, 2 [Frost] / 3 Health

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

Draga'zal, 2, Horde (Sylvanas-12C, Throne-146C)

Ally—Orc Mage, 3 [Frost] / 2 Health

The Dragon Soul, 3, DkDrHuMaPaPrRoShLoWa (Aspects Treasure-66E)

Equipment—Item, Dragon Soul (1)

[Activate] >>> Add an aspect counter to this item. <p> On your turn: [Activate], Remove three aspect counters from this item >>> Destroy target non-hero card.

Dragonwrath, Tarecgosa's Rest, 7, DrMaPrShLo (Crown-180E)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 6 Strike

When this weapon enters play or you play an ability, you may put a 5 [Arcane] / 5 [Health] Blue Dragonkin ally token into play.

Drain Essence, 3, Warlock (Alliance

Warlock-2C, Horde Warlock-2C, Wrathgate-81C)

Instant Ability—Affliction

Your hero deals 3 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

Drain Soul, 1, Warlock (Tomb-55C)

Ability—Affliction

Your hero deals 2 shadow damage to target ally and heals 2 damage from itself.

Draka, 4, Horde (Betrayal-92R)

Ally—Orc Warrior, Draka (1), 3 [Melee] / 4 Health

Ferocity <p> While you have no cards in your hand, when Draka deals combat damage to a hero, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and "This ally can attack only heroes."

Drak'narr, 6 (Crown-131C)

Monster Ally—Ogre Shaman, 7 [Nature] / 5 Health

Smash (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Drandus the Deathcaller, 2, Horde (Horde DK-

15U, Horde DK-13U, Scourgewar-171U)

Ally—Blood Elf Death Knight, 2 [Shadow] / 2 Health

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

<p> Ghouls you control have **Assault 2**.

Drazul the Molten, Horde (Throne-11)

Hero—Orc Mage, 25 Health

(3), Flip Drazul >>> Drazul deals 4 fire damage to target hero or ally that was dealt damage this turn.

Dread Touch, 3, Warlock (Alliance Warlock-2C,

Alliance Warlock-3C, Elements-87C)

Basic Ability—Affliction

Put target opposing ally into its owner's hand. Then, that player discards a card.

Dro'gash, 8 (Crown-132R)

Monster Ally—Ogre Priest, 6 [Shadow] / 6 Health

When this ally enters play, if there are 30 or more opposing cards removed from the game, he heals all damage from your hero and deals shadow damage to target opposing hero equal to that hero's remaining health -1.

Drom'kor, Timewalker Necrolyte, 5, Horde

(Ancients-127R)

Ally—Orc Warlock, 6 [Shadow] / 3 Health

If this ally would be destroyed, you may remove three Orc allies in your graveyard from the game. If you do, exhaust this ally and remove all damage from him instead.

Drotara the Bloodpoint, 3, Horde (Crown-104C)

Ally—Orc Hunter, 2 [Melee] / 3 Health

Ferocity (*This ally can attack immediately.*)

Drugush the Crusher, 6 (Hogger-11C, Throne-194C)

Monster Ally—Ogre Warrior, 8 [Melee] / 4 Health

Druid and Priest Statue Set, 3,

DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-1E)

Equipment—Item

[Basic] (X), [Activate], Destroy this item >>> Put an X [Nature] / X [Health] Wisp ally token into play with **Mend X** and **Protector**.

Dulvar, Hand of the Light, 5, Alliance (Throne-105E)

Ally—Human Paladin, 5 [Melee] / 6 Health

Prevent all damage that attackers would deal to this ally. <p> When this ally deals damage to an opposing hero, he heals that much damage from your hero.

Dungard Ironcutter, 8 (Ancients-206R)

Ally—Earthen Warrior, Dungard (1), 7 [Melee] / 7 Health

Protector <p> (1) >>> This ally has +2 ATK this turn. <p> (1) >>> Prevent the next 2 damage that would be dealt to this ally this turn. <p> At the end of your turn, ready this ally.

Dun'zarg, 3 (Tomb-136C)

Monster Ally—Ogre Shaman, 2 [Fire] / 3 Health

When this ally attacks for the first time each turn, he has +4 ATK this turn while you control another Ogre hero or ally.

Durnholde Tracking Hound, 4 (Betrayal-136C)

Monster Ally—Dog Beast, 3 [Melee] / 5 Health

At the start of your turn, target ally loses and can't have **Elusive** this turn.

Durotan, 5, Horde (Betrayal-93R)

Ally—Orc Warrior, Durotan (1), 7 [Melee] / 7 Health

When Durotan enters play, discard your hand.

<p> Durotan can protect Draka and Thrall allies you control.

Durotan's Battle Harness, 4, DkPaWa (Betrayal-168U)
Equipment—Armor—Plate, Chest (1), 2 DEF
At the start of your turn, add a +1 [DEF] counter to this armor.

Durotar Flamecaster, 3, Horde (Ancients-128C)
Ally—Orc Mage, 4 [Fire] / 3 Health

Durotar Frostblade, 4, Horde (Ancients-129C)
Ally—Orc Death Knight, 7 [Frost] / 1 Health

Dwarf Demolitionist, 3, Alliance (Betrayal-66U)
Ally—Dwarf Demolitionist, 1 [Fire] / 1 Health
When this ally deals combat damage to a defending hero, you may destroy this ally. If you do, it deals 7 fire damage to that hero.

Earthen Burst, 2, Shaman (Caverns Treasure-27C)
Instant Ability—Elemental
Your hero deals 2 nature damage to target ally.<p>Target ally has +2 ATK this turn.

Earthen Crusher, 3 (Ancients-207C)
Ally—Earthen Warrior, 1 [Melee] / 5 Health (1) >>> This ally has +1 ATK this turn.

Earthen Embrace, 2, Shaman (Alliance Shaman-3C, Worldbreaker-96C)
Instant Ability—Enhancement Attachment
Attach to target ally, and your hero heals all damage from it. <p> Ongoing: Attached ally has +2 ATK.

Earthen Guidance, 3 (Dungeon Treasure-3C)
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.

Earthen Might, 1, Shaman (Throne-71C)
Ability—Enhancement
Your hero heals 3 damage from target hero or ally. Then, if that character is undamaged, it also has +3 ATK this turn.

Earthquake, 3, Shaman (Crown-40R)
Instant Ability—Elemental
Elemental Talent (*You can't put Enhancement Talents or Restoration Talents in your deck.*) <p> Your hero deals 2 melee damage to each ally. Then, exhaust each ally with 5 or less ATK.

Earthseer Dambrak, 5, Alliance (Tomb-80R)
Ally—Dwarf Shaman, 3 [Nature] / 5 [Health]
Harmonize <p> When you play another ally with cost 4 or more, you may pay (1). If you do, draw a card.

Ebon Plague, 4, Death Knight (Ancients-6R)
Basic Ability—Unholy Disease Attachment
Unholy Talent (*You can't put Blood Talents or Frost Talents in your deck.*) <p> Attach to target hero. <p> Ongoing: At the start of your turn, put the top card of attached hero's controller's deck into his graveyard. If it's an ability, ally, or equipment, put a number of additional cards from the top of his deck into his graveyard equal to that card's cost.

Echo of Baine, 7 (Aspects Treasure-44R)
Monster Ally—Tauren Echo, 9 [Fire] / 1 Health
While there is an Echo of Baine in your graveyard, prevent all damage that would be dealt to this ally, and he has **Ferocity**.

Echo of Jaina, 3 (Aspects Treasure-45R)
Monster Ally—Human Echo, 3 [Frost] / 1 Health
Elusive <p> If there is an Echo of Jaina in your graveyard: [Activate] >>> You pay (2) less to play your next ability, ally, or equipment this turn.

Edge of Oblivion, 4, DkShWa (Horde Warrior-17R, Scourgewar-235R)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike
This weapon enters play with five +1 ATK counters. <p> At the start of your turn, remove a +1 ATK counter. If none remain, destroy this weapon.

Edgemaster's Handguards, 3, HuPaShWa (Alliance Paladin-20U, Azeroth-286U, Horde Paladin-22U, Horde Warrior-19U)
Equipment—Armor—Mail, Hands (1), 1 DEF
You pay (1) less to strike with weapons.

Edwin VanCleaf, 4 (Dungeon Treasure-27E)
Ally—Human Rogue, Edwin VanCleaf (1), 5 [Melee] / 3 Health
Stealth, Untargetable <p> When Edwin enters play, put two 1 [Melee] / 1 [Health] Defias Thug ally tokens into play with "This ally can protect allies with VanCleaf in their names." <p> When Edwin is destroyed, you may put an ally named Vanessa VanCleaf from your hand into play.

Edwin VanCleaf, Alliance (Timewalkers-4)
Hero—Human Rogue, 27 Health
[Front]: **VanCleaf's Revenge** <p> [Basic] (2), Flip Edwin >>> Edwin has +1 ATK and **Stealth** this turn.
[Back]: **VanCleaf's Thugs** <p> Once per game: [Basic] (5) >>> Put two 1 [Melee] / 1 [Health] Defias Thug ally tokens into play with "This ally can protect your hero."

Eel Cutter, 3, DkPaRoWa (Throne-249C)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike
(1), [Activate] >>> Allies you control have **Assault 1** this turn. (*They have +1 ATK on your turn.*)

Elderguard Brennan, 5, Horde (Crown-105U, Horde Paladin-13U)
Ally—Undead Death Knight, 5 [Shadow] / 8 Health
This ally enters play with 4 damage on him.

Elderlimb (Elderlimb-1)
Monster Hero—Ancient Druid, 27 Health
[Front]: (4) >>> Flip Elderlimb face down.
[Back]: **Ancient's Lore**: At the start of your turn, Elderlimb heals 4 damage from himself if you control a Treant.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Eldre'Thalas Sorceress, 6, Alliance (Ancients-91C)
Ally—Night Elf Mage, 3 [Arcane] / 3 Health
Haste 3 (*You pay (3) less to play this ally if an ally you control dealt damage to an opposing hero this turn.*) <p> When this ally enters play, draw a card.

Elemental Balance, 3, Shaman (Aspects Treasure-23)
Ability—Elemental
Choose one: Your hero deals 5 nature damage to each hero; or hero heals 5 damage from each hero.

Elemental Echo, 6, Shaman (Ancients-50R)
Basic Ability—Elemental Attachment
Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to a defending hero, put a token copy of that ally into play exhausted.

Elemental Purge, 2, Shaman (Alliance Shaman-4U, Ancients-51U)
Instant Ability—Restoration
Destroy target ability. If you do, your hero deals 3 nature damage to that ability's controller's hero.

Elementalist Arax, 5, Alliance (Tomb-81U)
Ally—Draenei Shaman, 3 [Frost] / 5 Health
This ally has **Assault 1** and **Mend 1** for each equipment you control.

Elements' Fury, 3, Shaman (Alliance Shaman-5C, Legion-95C, Murkdeep-2C)
Ability—Elemental
Your hero deals 3 nature damage to target hero and 3 nature damage to target ally.

Elistari Silverwind, 3, Alliance (Betrayal-67U)
Ally—Night Elf Hunter, 1 [Ranged] / 1 Health
Elusive <p> [Activate] >>> This ally deals 1 ranged damage to target hero or ally.

Ellen Burroughs, 5, Horde (Ancients-130U)
Ally—Undead Mage, 5 [Arcane] / 3 Health
When this ally enters play, opposing allies lose and can't have **Elusive** and **Spellshield** this turn.

Ellie Tinkervoid, 2, Alliance (Aspects Treasure-33C)
Ally—Gnome Warlock, 3 [Shadow] / 2 Health
When this ally enters play, discard a card. <p> When this ally leaves play, draw a card.

Elune's Blessing, 5 (Ancients-79C)
Basic Ability—Attachment
Attach to target ally. <p> Ongoing: Attached ally has +3 / +3.

Elysa Lockewood, 4, Alliance (Ancients-92U)
Ally—Human Paladin, 3 [Holy] / 3 Health
When this ally enters play, you may put target ally with cost 2 or less from your graveyard into your hand.

Emberstone Staff, 4, MaPrLo (Dungeon Treasure-49U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 4 Strike
When you play an ability, you may add an emberstone counter to this weapon. <p> This weapon has +1 ATK and you pay (1) less to strike with it for each emberstone counter on it.

Emelia Darkhand, 1, Horde (Horde DK-16C, Horde DK-14C, Scourgewar-172C)
Ally—Undead Death Knight, 3 [Shadow] / 1 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<p> This ally can't attack unless an opponent controls more allies than you.

Emree, 3, Alliance (Alliance Shaman-13U, Crown-80U)
Ally—Draenei Shaman, 2 [Nature] / 4 Health (2), [Activate] >>> Ready another target ally.

Enabrin, Timewalker Druid, 2, Alliance, Horde (Betrayal-117U)
Ally—Night Elf Druid, 1 [Arcane] / 1 Health
While you control two or more allies that share a [Horde] or [Alliance] race: [Activate] >>> Draw a card.

The End Time (Ancients-235U)
Quest
If you control eight or more resources: Pay (1) to complete this quest. <p> Reward: Draw a card.

Endure, 0, Hunter (Ancients-19R)
Instant Ability—Survival
Play this ability only if your hero has 5 or less remaining health. <p> Ongoing: [Activate] >>> Remove your hero from combat. <p> [Activate] >>> Interrupt target ability that's targeting your hero.

Energized, 2, Shaman (Alliance Shaman-6C, Alliance Shaman-5C, Class-95C, Drums-67C)
Instant Ability—Enhancement
Ready target ally.

Enslaved Red Dragon, 4 (Betrayal-137U)
Monster Ally—Red Dragonkin, 3 [Fire] / 3 Health
While an opponent controls an [Alliance] hero, this ally has +2 ATK and **Spellshield**.

Entangling Growth, 3, Druid (Horde Druid-3C, Worldbreaker-34C)
Instant Ability—Balance Attachment
Attach to target opposing ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Entangling Roots, 2, Druid (Alliance Druid-3C, Azeroth-20C, Class-28C, Elderlimb-2C, Horde Druid-6C)
Ability—Balance
Attach to target ally and exhaust it. <p> Ongoing: Attached ally can't ready during its controller's ready step.

Entrenched (Alliance DK-28C, Alliance Druid-24C, Alliance Hunter-25C, Alliance Mage-25C, Alliance Paladin-26C, Alliance Priest-28C, Alliance Rogue-27C, Alliance Shaman-31C, Alliance Warlock-26C, Alliance Warrior-25C, Alliance Hunter-24C, Alliance Priest-21C, Alliance Rogue-22C, Alliance Shaman-21C, Alliance Warlock-22C, Elderlimb-26C, Elements-210C, Horde DK-30C, Horde Druid-29C, Horde Hunter-28C, Horde Mage-28C, Horde Paladin-27C, Horde Priest-27C, Horde Rogue-28C, Horde Shaman-26C, Horde Warlock-25C, Horde Warrior-28C, Horde DK-21C, Horde Druid-21C, Horde Mage-23C, Horde Paladin-23C, Horde Warrior-23C, Jaina-25C, Murkdeep-25C, Sylvanas-27C)
Quest
If you control an ally: Pay (3) to complete this quest. <p> Reward: Draw a card.

Eralysa Sunshot, 4, Horde (Throne-147C)
Ally—Blood Elf Hunter, 2 [Melee] / 3 Health
When this ally enters play, she deals 2 ranged damage to target opposing Monster hero or ally.

Eredar Deathbringer, 6 (Betrayal-138C)
Monster Ally—Eredar Demon Warlock, 4 [Shadow] / 6 Health
When another ally you control is destroyed, this ally heals 4 damage from your hero.

Eris Havenfire, 3 (Champ Promo-3E, Wrathgate-168E)
Ally—Human Spirit Priest, Unique, 2 [Holy] / 5 Health
When this or another Priest ally enters play under your control, the next time target hero or ally would be dealt damage this turn, prevent it.

Erunak Stonespeaker, 5 (Throne-221R)
Ally—Broken Shaman, Erunak (1), 5 [Fire] / 5 Health
When Erunak enters play, put a 0 [Melee] / 2 [Health] Air, Earth, Fire, or Water Totem token into play. <p> Exhaust a Totem you control >>> <lb>Air: Ready Erunak.<lb>Earth: Erunak has **Protector** this turn.<lb>Fire: Erunak has +5 ATK this turn.<lb>Water: Erunak heals 5 damage from himself.

Eruption Trap, 4, Hunter (Caverns Treasure-9C)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card's cost.) <p> Remove your defending hero from combat. If you do, your hero deals 4 fire damage to target hero.

Esala, 4, Alliance (Crown-81U)
Ally—Draenei Paladin, 2 [Melee] / 6 Health
While this ally is undamaged, she has **Assault 4**.

Escape from Durnholde (Alliance Hunter-25C, Alliance Priest-22C, Alliance Rogue-23C, Alliance Shaman-22C, Alliance Warlock-23C, Betrayal-196C, Horde DK-22C, Horde Druid-22C, Horde Paladin-24C)
Quest
Pay (1) to complete this quest. <p> Reward: Look at the top three cards of your deck. Put one on top of your deck and the rest on the bottom.

Essence of Aggression, 5 (Crown-62U)
Ability
You pay (2) less to play this ability if you control a Hunter hero or ally. <p> You pay (2) less to play this ability if you control a Warlock hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Ferocity**.

Essence of Defense, 5 (Crown-63U)
Ability
You pay (2) less to play this ability if you control a Death Knight hero or ally. <p> You pay (2) less to play this ability if you control a Druid hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Protector**.

The Essence of Enmity (Alliance DK-29C, Alliance Druid-25C, Alliance Hunter-26C, Alliance Mage-26C, Alliance Paladin-27C, Alliance Priest-29C, Alliance Rogue-28C, Alliance Shaman-32C, Alliance Warlock-27C, Alliance Hunter-26C, Alliance Priest-23C, Alliance Rogue-24C, Alliance Shaman-23C, Alliance Warlock-24C, Horde DK-31C, Horde Druid-30C, Horde Hunter-29C, Horde Mage-29C, Horde Paladin-28C, Horde Priest-28C, Horde Rogue-29C, Horde Shaman-27C, Horde Warlock-26C, Horde Warrior-29C, Horde DK-23C, Horde Druid-23C, Horde Mage-24C, Horde Paladin-25C, Horde Warrior-24C, Worldbreaker-258C)
Quest
Pay (3) to complete this quest. <p> 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.

Essence of Focus, 5 (Crown-64U)
Ability
You pay (2) less to play this ability if you control a Mage hero or ally. <p> You pay (2) less to play this ability if you control a Shaman hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Elusive**.

Essence of Light, 5 (Crown-65U)
Ability
You pay (2) less to play this ability if you control a Paladin hero or ally. <p> You pay (2) less to play this ability if you control a Priest hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and can't be targeted by opponents.

Essence of Rage, 5 (Crown-66U)

Ability

You pay (1) less to play this ability for each Monster hero and ally you control. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Smash**. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Essence of War, 5 (Crown-67U)

Ability

You pay (2) less to play this ability if you control a Rogue hero or ally. <p> You pay (2) less to play this ability if you control a Warrior hero or ally. <p> Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Stealth**.

Ethereal Spellfilcher, 6 (Betrayal-139U)

Monster Ally—Ethereal Mage, 3 [Arcane] / 3 Health

When this ally enters play, gain control of target ability. If it's attached, you may reattach it.

Ethereal Thief, 6 (Betrayal-140U)

Monster Ally—Ethereal Rogue, 3 [Melee] / 3 Health

When this ally enters play, gain control of target armor or item.

Euphoria, 3, Druid (Ancients-10R)

Basic Ability—Balance

Balance Talent *(You can't put Feral Talents or Restoration Talents in your deck.)* <p> Ongoing: [Basic] [Activate] >>> Reveal the top card of your deck. If its cost is 4 or more, add a bliss counter to this ability. <p> While there are three or more bliss counters on this ability, you pay (4) less to play cards.

Evaax, Herald of Death, 6, Alliance (Throne-106U)

Ally—Draenei Death Knight, 3 [Melee] / 3 Health

Empower Death Knight: When this ally enters play, if you control another Death Knight hero or ally, destroy target opposing ally.

Execute, 1, Warrior (Alliance Warrior-5C, Azeroth-141C, Class-117C, Hogger-4C, Horde Warrior-5C, Worldbreaker-116C)

Instant Ability—Fury

Destroy target damaged ally.

Executioner's Strikes, 3 (Dungeon Treasure-4C)

Ability

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

Extortion, 3, Rogue (Tomb-43U)

Ability—Subtlety

Ready and gain control of target opposing ally until end of turn. It has **Ferocity** and **Stealth** this turn, and can attack only heroes this turn.

Eye of the Legion, 4 (Ancients-173C, Ancients Loot-1L)

Monster Ally—Demon, 3 [Fire] / 4 Health

(1) >>> Look at a random card in target opponent's hand.

Eyes of the Beast, 1, Hunter (Alliance

Hunter-4U, Wrathgate-39U)

Basic Ability—Beast Mastery

Ongoing: (1), Exhaust your hero >>> Ready target Pet you control.

Face of Fear, 3 (Elderlimb-3C, Hogger-5C, Throne-92C)

Ability

Put target ally into its owner's hand.

Faceless Sapper, 2 (Throne-200C)

Monster Ally—Faceless One Priest, 2 [Shadow] / 2 Health

Enrage *(As this ally enters play, you may reveal the top card of your deck.)* <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Faceless Watcher, 3 (Throne-201R)

Monster Ally—Faceless One Warlock, 6 [Shadow] / 6 Health

Play this ally only if you control three or more Monster heroes and/or allies.

Faenis the Tranquil, 3, Alliance (Throne-107R)

Ally—Night Elf Druid, 2 [Nature] / 6 Health

At the end of your turn, this ally heals 1 damage from each hero and ally you control for each ally you control.

Faithful Dispel, 2, Priest (Tomb-36U)

Ability—Holy

Destroy target ability. Draw a card.

Faithful Heal, 2, Priest (Crown-32U)

Instant Ability—Holy

Target up to two allies you control. Your hero heals damage from itself equal to their combined ATK.

Faithful Prayer, 1 (Dungeon Treasure-5C)

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.

Faithseer Jasmina, 2, Alliance (Alliance

Priest-12R, Throne-108R)

Ally—Worgen Priest, 1 [Holy] / 1 Health

If this ally would be dealt non-fatal damage, prevent it. <p> When you play an ability, ally, or equipment, you may put a +1 / +1 counter on this ally.

The Fall of Lordaeron, Horde (Betrayal-193U)

Quest

[Basic] Pay (2) to complete this quest.<p>

Reward: [Horde] allies you control have +1 ATK this turn.

The Fall of Neferset City (Tomb-197C)

Quest

On your turn: Pay (2) to complete this quest.

<p> Reward: Reveal the top card of your deck. If it's an ally, target ally you control has +2 ATK and **Ferocity** this turn. *(It can attack immediately.)*

Fama'sin the Lifeseer, Horde (Throne-12)

Hero—Troll Druid, 27 Health

On your turn: (5), Flip Fama'sin >>> Put three 1 [Melee] / 1 [Health] Treant ally tokens into play.

Fan of Knives, 3, Rogue (Alliance Rogue-6R,

Horde Rogue-8R, Icecrown-63R)

Basic Ability—Combat

Your hero deals 2 ranged damage to each opposing hero and ally. <p> On your turn: Discard a weapon >>> Put this ability from your graveyard into your hand.

Fandral's Flamescythe, 3, DrHu (Tomb-185C)

Equipment—2H Weapon—Polearm, Melee (1), 1 [Fire], 1 Strike

When this weapon enters play, put a 2 [Fire] / 2 [Health] Flame Cat Monster ally token into play.

Fangs of the Father, 5, Rogue (Aspects Treasure-68R)

Equipment—2H Weapon—Dagger, Melee (1), 4 [Melee], 2 Strike

When your hero deals combat damage with this weapon to an opposing hero, choose one: That hero's controller discards two random cards; or exhaust up to two target allies, and they can't ready next turn; or search your deck for up to two poisons, reveal them, and put them into your hand.

Farseer Horgath, 3, Horde (Betrayal-94R)

Ally—Orc Shaman, 3 [Nature] / 1 Health

Bloodrush: At the start of your turn, if an opposing hero has more damage on it than your hero, you may put this ally from your graveyard into your hand.

Farseer Nobundo, 5 (Crown-167R)

Ally—Draenei Shaman, Nobundo (1), 3 [Nature] / 8 Health

You may look at the top card of any opponent's deck at any time. <p> At the start of your turn, guess whether the top card of your deck has a higher or lower cost than the top card of target opponent's deck. Then, both players reveal the top card of their deck. If you guessed correctly, draw a card.

Fast-Acting Poison, 0, Rogue (Betrayal-38U)

Instant Ability—Assassination Poison

Attachment

Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character.

Father Charles, 5, Alliance (Alliance Priest-13C, Crown-82C)

Ally—Human Priest, 5 [Holy] / 4 Health

When this ally enters play, he heals all damage from target ally you control.

Father Winter's Helper, 1 (Winter Veil-5R)

Ally—Helper, 1 [Melee] / 1 Health

When this ally enters play, each player removes the top card of his deck from the game. Players may play their opponents' cards removed this way this game. *(Pay costs as normal.)*

Fear and Loathing, 3 (Crown-70R)

Instant Ability

Empower Hunter: If you control a Hunter hero or ally, destroy target opposing ally that entered play this turn. <p> **Empower Warlock:** If you control a Warlock hero or ally, put target opposing ally into its owner's hand.

Fearless Strike, 2, Warrior (Tomb-60U)

Ability—Arms

Weapons you control have +4 ATK this turn.

Feeding Frenzy, 2, Rogue (Tomb-186R)

Equipment—1H Weapon—Dagger, Melee (1), 3 [Melee], 0 Strike

Dual Wield <p> At the start of your turn, destroy this weapon unless you remove an ally in your graveyard from the game.

Fel Inversion, 2, Warlock (Betrayal-50C)

Instant Ability—Affliction

Target ally has +4 / -2 this turn.

Fel Steed Saddlebags, 2,

DkDrHuMaPaPrRoShLoWa (Dungeon Treasure-44C)

Equipment—Item, Bag (5)

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

Fel Summon, 2, Warlock (Throne-76U)

Ability—Demonology

Delve (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*) <p> Reveal the top two cards of your deck. Put all revealed allies into your hand and the rest on the bottom of your deck.

Feldrake, 0 (Ancients-174R, Ancients Loot-3L)

Monster Ally—Dragonkin Demon, Mount (1), 0 [Shadow] / 1 Health

When you place a resource face up into your resource row, this ally may deal 2 shadow damage to target hero. (*Mounts can't attack or be attacked.*)

Felguard Annihilator, 2 (Betrayal-141C)

Monster Ally—Felguard Demon, 2 [Melee] / 2 Health

When this ally is destroyed, it deals 1 melee damage to target opposing hero or ally.

Felguard Marauder, 2 (Ancients-175C)

Monster Ally—Felguard Demon, Unlimited, 2 [Melee] / 3 Health

Feral Prowess, 2, Druid (Betrayal-9C)

Basic Ability—Feral

Your hero deals 2 melee damage to target hero or ally, or 4 if that character is exhausted.

Ferocious Cat Form, 3, Druid (Crown-11U)

Instant Ability—Feral Cat Form, Form (1)

Ongoing: Your hero has **Assault 1** for each Monster hero and ally you control.

Festering Disease, 1, Death Knight (Horde DK-6U, Ancients-7U)

Basic Ability—Unholy Disease Attachment

Attach to target opposing hero. <p> Ongoing: At the start of your turn, put the top card of attached hero's controller's deck into his graveyard. If it's an ally, your hero heals 1 damage from itself.

Fimlet Sparklight, 5, Alliance (Ancients-93U)

Ally—Gnome Priest, 4 [Holy] / 5 Health

When this ally enters play, he heals 8 damage from each hero.

Fire and Brimstone, 4, Warlock (Crown-47R)

Ability—Destruction

Destruction Talent (*You can't put Affliction Talents or Demonology Talents in your deck.*)

<p> Destroy target ability, ally, or equipment.

Fire Blast, 1, Mage (Alliance Mage-5C, Azeroth-

52C, Citadel Raid-44C, Class-49C, Horde Mage-

5C, Horde Mage-5C, Worldbreaker-55C)

Instant Ability—Fire

Your hero deals 2 fire damage to target hero or ally.

Fireball, 4, Mage (Alliance Mage-6U, Azeroth-

53U, Citadel Raid-45U, Class-50U, Horde Mage-

7U, Horde Mage-6U, Twilight-48U)

Basic Ability—Fire Attachment

Attach to target hero or ally, and your hero deals 4 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Firestarter, 2, Mage (Tomb-26R)

Ability—Fire

Fire Talent (*You can't put Arcane Talents or Frost Talents in your deck.*) <p> Your hero deals 1 fire damage to each opposing hero and ally, or 4 if that character was dealt fire damage this turn.

Firestorm, 5, Mage (Ancients-25U)

Instant Ability—Fire

Your hero deals 3 fire damage to each ally.

Firewarden Wyland Kaslinth, 1, Horde (Citadel

Raid-68C, Class-177C, Horde Mage-13C, Horde

Paladin-15C, Horde Rogue-16C, Horde

Mage-13C, Scourgewar-174C)

Ally—Blood Elf Mage, 1 [Fire] / 2 Health

Assault 1 (*This ally has +1 ATK on your turn.*)

Flame Charge, 2, Mage (Aspects Treasure-12C)

Instant Ability—Fire

As an additional cost to play, reveal another ability from your hand. <p> Your hero deals fire damage to target ally equal to the cost of that revealed ability.

Flame Lance, 1, Mage (Crown-21C)

Instant Ability—Fire

Your hero deals 3 fire damage to target ally.

Flame Volley, 2, Mage (Betrayal-22C)

Instant Ability—Fire

Your hero deals 1 fire damage to each opposing ally.

Flamesinger Zara, 3, Alliance (Crown-83C)

Ally—Draenei Mage, 2 [Fire] / 4 Health

Elusive (*This ally can't be attacked.*)

Flamesoul Weapon, 3, Shaman (Caverns

Treasure-28C)

Basic Ability—Enhancement Attachment

Attach to target weapon. <p> Ongoing: Attached weapon has +ATK equal to the highest ATK among allies you control.

Flamestrike, 7, Mage (Azeroth-54R, Horde Mage-7R)

Basic Ability—Fire

Your hero deals 3 fire damage to each opposing hero and ally.

Flickering Cowl, 4, MaPrLo (Tomb-166U)

Equipment—Armor—Cloth, Head (1), 1 DEF

On your turn: (1), [Activate] >>> Target ally has +1 / -1 this turn.

Flickering Shoulders, 3, HuSh (Tomb-167C)

Equipment—Armor—Mail, Shoulder (1), 1 DEF

On your turn: [Activate] >>> Target ally has **Smash** this turn. (*If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Floating Spellbook, 1 (Betrayal-166C, Betrayal Loot-1L)

Ally—Spellbook, 0 [Arcane] / 1 Health

Elusive, Spellshield <p> You have no maximum hand size.

Floating Web, 5, DkPaWa (Aftermath Justice-5E)

Equipment—Armor—Cloth, Back (1), 1 DEF

When this armor enters or leaves play, add a +1 [DEF] counter to this and each other armor you control.

Focus Magic, 4, Mage (Throne-47R)

Ability—Arcane

Arcane Talent (*You can't put Fire Talents or Frost Talents in your deck.*) <p> Reveal the top card of your deck and put it into your hand. Then, search your deck for up to three cards with the same name as the revealed card, reveal them, and put them into your hand.

Focused Heal, 2, DrPrSh (Ancients-72C)

Instant Ability

Your hero heals 5 damage from target hero or ally.

Focused Flames, 3 (Dungeon Treasure-6C)

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.

Fool's Bane, 0, RoSh (Betrayal-180R)

Equipment—1H Weapon—Mace, Melee (1), 3 [Melee] / 1 Strike

You pay (1) more to play this weapon for each card in opposing hands.


Forager Cloudbloom, 1, Horde (Horde Druid-

15U, Horde Paladin-14U, Illidan-155U)

Ally—Tauren Druid, 1 [Arcane] / 1 Health

When this ally readies, draw a card.

Force of Earth, 2, Shaman (Tomb-51C)
Ability—Enhancement
Target hero or ally has +1 ATK and **Sentinel** this turn. *(When it exhausts for the first time each turn, ready it.)*

Forged of Shadow and Flame (Alliance Warrior-26C,  Horde Warrior-25C, Elements-211C)
Quest
If you control an equipment: Pay (3) to complete this quest. <p> Reward: Draw a card.

Fork Lightning, 5, Shaman (Gladiators-63C, Murkdeep-3C)
Ability—Elemental
Your hero deals 5 nature damage to target hero and 5 nature damage to target ally.

Forsaken Blightspreader, 2, Horde (Dungeon Treasure-18C)
Ally—Undead Warlock, 1 [Shadow] / 1 Health
When this ally deals damage to an opposing ally, destroy that ally.

Forsaken Royal Dreadguard, 2, Horde (Dungeon Treasure-19C)
Ally—Undead Rogue, 2 [Melee] / 3 Health
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)*.

Fortified Defenses, 4, Warrior (Betrayal-56U)
Basic Ability—Protection
Ongoing: Your hero has **Protector**. <p> While you control five or more allies: [Activate] >>> Ready target hero or ally.

Fossilized Hatchling, 1 (Aftermath Crafted-1E)
Monster Ally—Fossil Hatchling, 3[Melee], 3 Health
Play only if you have four or more allies in your graveyard.

Fossilized Raptor, 4 (Aftermath Crafted-2E)
Monster Ally—Fossil Raptor, Mount (1), 0 [Melee], 4 Health
You pay (1) less to complete quests for each ally in your graveyard. *(Mounts can't attack or be attacked.)*

Freeze Out, 3, Death Knight (Caverns Treasure-2C)
Basic Ability—Frost
Up to three target resources can't ready during their controller's next ready step.

Freezing Rain Totem, 3, Shaman (Betrayal-43U)
Ability Ally—Elemental, Water Totem (1), 0 [Frost] / 2 Health
Ongoing: When this Totem enters play, it deals 1 frost damage to each opposing hero and ally. <p> At the start of your turn, this Totem deals 2 frost damage to target opposing hero. <p> *(Totems can't attack.)*

Frenzied Doomguard, 6, Warlock (Tomb-56U)
Monster Ally—Doomguard Demon, Pet (1), 8 [Shadow] / 6 Health
Smash <p> If this ally would deal Smash damage, it deals that much +2 instead.

Frenzied Felhound, 3 (Ancients-176C)
Monster Ally—Felhunter Demon, 2 [Shadow] / 2 Health
When this ally enters play, it may deal 1 shadow damage to target ally.

Frenzyfin, 7 (Ancients-177U)
Monster Ally—Murloc Mage, 5 [Arcane] / 5 Health
At the start of your turn, you may search your deck for a Murloc ally and put it into play.

Friends in High Places, 3, Druid (Elderlimb-4C, Gladiators-19C)
Instant Ability—Balance
Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Frigid Frailty, 2, Death Knight (Ancients-8C)
Instant Ability—Frost
Target ally has 0 ATK and can't gain ATK this turn.

Frimzy Fuzzbum, 1, Alliance (Crown-84U)
Ally—Gnome Mage, 1 [Arcane] / 1 Health
Elusive *(This ally can't be attacked.)* <p> [Activate] >>> Target ally has **Elusive** this turn.

Frizzlight, 2 (Tomb-143C)
Monster Ally—Murloc Priest, 3 [Holy] / 2 Health
Damage that this and other Murloc allies you control would deal is unpreventable.

Frost Arc, 1, Shaman (Crown-41C)
Ability—Elemental
Your hero deals 2 frost damage divided as you choose to up to two target heroes and/or allies.

Frost Blast, X, Mage (Crown-22U)
Instant Ability—Frost
Your hero deals 1 frost damage to each of X target heroes and/or allies. Characters dealt damage this way can't attack or protect this turn.

Frost Nova, 4, Mage (Azeroth-55R, Citadel Raid-46R, Class-52R, Horde Mage-8R, Jaina-3R)
Instant Ability—Frost
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Frost Stasis, 3, Mage (Betrayal-23R)
Basic Ability—Frost Attachment
Attach to target opposing ally. <p> Ongoing: Attached ally can't attack or exhaust. <p> When attached ally is dealt damage, destroy it and put three 2 [Frost] / 1 [Health] Water Elemental ally tokens into play.


Frostbolt, 3, Mage (Alliance Mage-7U, Azeroth-56U, Citadel Raid-47U, Class-51U, Horde Mage-9U, Jaina-4U)
Instant Ability—Frost
Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Frostwolf, 3 (Betrayal-142C)
Monster Ally—Wolf Beast, 3 [Melee] / 2 Health
This and other allies you control have +1 ATK while attacking [Alliance] heroes and allies.

Frozen Strength, 3, Death Knight (Tomb-12U)
Ability—Frost
Attach to target ally, then **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)* <p> Ongoing: Attached ally has +4 ATK.

Fumdol Mountainfrost, 5, Alliance (Jaina-13C, Throne-109C)
Ally—Dwarf Shaman, 6 [Frost] / 4 Health
When this ally enters play, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Fungal Growth, 4, Druid (Throne-34R)
Ability—Balance
Balance Talent *(You can't put Feral Talents or Restoration Talents in your deck.)* <p> Ongoing: At the end of your turn, you may put a 5 [Melee] / 5 [Health] Fungal Behemoth ally token into play if you control five or more allies. Otherwise, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

"Fungus Face" McGillicutty, 3, Horde (Class-178C, Horde DK-18C,  Horde DK-15C, Legion-183C)
Ally—Undead Priest, 3 [Holy] / 3 Health
When this ally is destroyed, you may destroy target ability.

Funken Fusemissile, 3, Alliance (Throne-110C)
Instant Ally—Gnome Mage, 3 [Arcane] / 2 Health
When this ally enters play, you may put another ally you control into its owner's hand.

Furbolg Avenger, 5 (Ancients-178C)
Monster Ally—Furbolg Warrior, 5 [Melee] / 1 Health
While you have six or more cards in your graveyard, this ally has +4 [Health] and **Protector**.

Furbolg Chieftain, 6 (Ancients-179U)
Monster Ally—Furbolg Warrior, 8 [Melee] / 4 Health
While you have eight or more cards in your graveyard, prevent all damage that attacking allies would deal to this ally.

Furbolg Firecaller, 4 (Ancients-180C)
Monster Ally—Furbolg Shaman, 3 [Fire] / 4 Health
While you have four or more cards in your graveyard, this ally has **Assault 2** and **Smash**. *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*

Furbolg Shaman, 5 (Betrayal-143C)
Monster Ally—Furbolg Shaman, 5 [Nature] / 2 Health
When this ally enters play, if you have five or more cards in your graveyard, it may deal 5 nature damage to target hero.

Furious George, 1, Hunter (Ancients-20U)
Ally—Monkey Beast, Pet (1), 0 [Melee] / 3 Health
When this ally defends, reveal the top card of your deck. If it's an ability, ally, or equipment with an even cost, remove this ally from combat. Put that revealed card on the bottom of your deck. <p> [Activate] >>> This ally deals 3 fire damage to target hero.

Furious Strike, 1, Warrior (Throne-85U)
Instant Ability—Fury
Your hero has +3 ATK this combat. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Fury of the Ages, 7, Warrior (Betrayal-57R)
Basic Ability—Fury
Rift *(Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.)* <p>
Ongoing: Allies you control have **Ferocity**.

Gahz'rilla, 7, Hunter (Betrayal-15E)
Monster Ally—Hydra Beast, Pet (1), 8 [Frost] / 8 Health
Protector <p> When this ally is dealt fatal damage, put two 4 [Frost] / 4 [Health] Hydra Beast Monster ally tokens into play with **Protector** and "When this ally is dealt fatal damage, put two 2 [Frost] / 2 [Health] Hydra Beast Monster ally tokens into play with **Protector**."

Gaktai, 2, Warlock (Ancients-59C)
Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 1 Health
When this ally enters play, you may put 2 damage on your hero. If you do, draw a card.

Gakuri, 3, Warlock (Crown-48U)
Monster Ally—Imp Demon, Pet (1), 2 [Fire] / 4 Health
[Activate], Destroy another Monster or Demon ally you control >>> This ally deals 4 fire damage to target hero or ally.

Galabak Barrelmark, 3, Alliance (Aspects Treasure-34C)
Ally—Dwarf Hunter, 2 [Melee] / 4 Health
Allies you control have +1 ATK while attacking heroes.

Gale Force, 1, Shaman (Alliance Shaman-6C, Ancients-52C)
Basic Ability—Enhancement
Target ally has **Ferocity** this turn. *(It can attack immediately.)*

Galvano the Beast Lord, 5, Horde (Tomb-102E)
Ally—Undead Hunter, 8 [Ranged] / 3 Health
When this ally enters play, choose Loyal Spider, Angry Wolf, or Cunning Monkey. <p> If you chose: <lb>Loyal Spider: Put a 1 [Melee] / 6 [Health] Spider ally token into play with **Protector**. <lb> Angry Wolf: Put a 2 [Melee] / 1 [Health] Wolf ally token into play with **Ferocity** and **Sentinel**. <lb> Cunning Monkey: Put a 2 [Melee] / 2 [Health] Monkey ally token into play with "When this ally deals damage to an opposing hero, draw a card."

Ganvar Singbeard, 2, Alliance (Aspects Treasure-35U)
Ally—Dwarf Mage, 3 [Fire] / 1 Health
At the start of your turn, this ally deals fire damage equal to his ATK to each opposing hero.

Garell Strout, 4, Horde (Horde Warlock-15U, Horde Mage-14U, Outland-161U)
Ally—Undead Warlock, 3 [Fire] / 4 Health
When this ally attacks, he deals 2 fire damage to target opposing hero.

Garona Halforcen, Horde (Timewalkers-14)
Hero—Orc Draenei Rogue, 27 Health
[Front]: **Garona's Trickery** <p> [Basic] (1), Flip Garona >>> Target ally you control has **Stealth** this turn.
[Back]: **Garona's Treachery** <p> Once per game: [Basic] (2) >>> When an ally you control deals damage to an opposing hero this turn, Garona has +1 ATK this turn.

Garrosh, Son of Grom, 5, Horde (Ancients-131E, Ancients-131 EA)
Ally—Orc Warrior, Garrosh (1), 5 [Melee] / 7 Health
Ferocity <p> Garrosh can attack only heroes. <p> At the start of your turn, for this and each other Orc ally you control, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and "This ally can attack only heroes."

Garyk Stormcrier, 3, Horde (Ancients-132U)
Ally—Orc Shaman, 4 [Melee] / 2 Health
When this ally deals combat damage to an opposing hero, Orc allies you control have **Ferocity** this turn. *(This also affects Orc allies that enter play later this turn.)*

Gauntlets of the Ancient Frostwolf, 5, HuSh (Betrayal-169U)
Equipment—Armor—Mail, Hands (1), 2 DEF [Basic] (2), [Activate] >>> Target ally you control has +2 ATK and **Smash** this turn.

Gavel of Peroth'arn, 3, DkPaWa (Ancients-225R)
Equipment—1H Weapon—Mace, Melee (1), 4 [Melee], 3 Strike
When you play an ally with cost equal to the number of resources you control, you pay (3) less to strike with this weapon this turn.

Gaxtro, Bilgewater Marksman, Horde (Throne-13)
Hero—Goblin Hunter, 28 Health
If Gaxtro is defending: (2), Flip Gaxtro >>> Remove target attacker from combat, and Gaxtro deals 1 ranged damage to it.

General Husam, 5 (Tomb-121E)
Monster Ally—Tol'vir Hunter Warrior, Husam (1), 0 [Melee] / 0 Health
Protector, Sentinel <p> Husam enters play with four +1 / +1 counters. <p> When an ally you control attacks, add a +1 / +1 counter to Husam. <p> If Husam would be dealt damage, remove that many +1 / +1 counters from him instead.

General Turalyon, 8, Alliance (Betrayal-68E)
Ally—Human Paladin, Turalyon (1), 7 [Holy] / 5 Health
Protector <p> When Turalyon enters play, put a 4 [Melee] / 4 [Health] Spirit ally token named Lothar into play with **Ferocity** and Lothar (1). <p> Turalyon has **Invincible** while you control an ally named Lothar.

Gerrunge the Sadist, 3, Alliance (Alliance Warlock-11R, Crown-85R)
Ally—Human Warlock, 4 [Shadow] / 4 Health
When this ally enters play, he deals 4 shadow damage to your hero. <p> When another ally you control is destroyed, this ally heals 4 damage from your hero.

Gerwixicks, 2, Horde (Horde Mage-15C Twilight-138C)
Ally—Goblin Shaman, 2 [Fire] / 2 Health
When an ally you control deals fire ([Fire]) damage, your hero has **Assault 1** this turn.

Get Down!, 1, Warrior (Caverns Treasure-35U)
Instant Ability—Protection
Target armor you control can prevent damage that would be dealt to allies you control this turn.

Ghostly Charger, 2 (Betrayal-144R, Betrayal Loot-3L)
Monster Ally—Spirit Horse, Mount (1), 0 [Melee] / 3 Health
If you placed a resource face up into your resource row this turn: [Basic] [Activate] >>> Target ally has **Ferocity** and **Stealth** this turn. <p> *(Mounts can't attack or be attacked.)*

Ghoulish Epidemic, 2, Death Knight (Caverns Treasure-3R)
Basic Ability—Unholy
When a non-token ally is destroyed this turn, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Ghoulmaster Kalisa, Horde (Throne-14)
Hero—Undead Death Knight, 29 Health
On your turn: (2), Discard an ally, flip Kalisa >>> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Gifted Heal, 1, Priest (Ancients-36U)
Instant Ability—Holy
Your hero heals 4 damage from itself. Then, if your hero is undamaged, draw a card.

Gilblin Bully, 4 (Elderlimb-13C, Throne-177C)
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health
Protector *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Gilblin Deathscrounger, 2 (Throne-178R)
Monster Ally—Goblin Death Knight, 4 [Frost] / 2 Health
This ally can attack only heroes. <p> At the start of your turn, if this ally is in your graveyard, you may remove another Monster ally in your graveyard from the game. If you do, put this ally into play.

Gilblin Hoarder, 2 (Throne-179U)
Monster Ally—Goblin Rogue, 2 [Nature] / 3 Health
[Activate] >>> Put target equipment you control into its owner's hand.

Gilblin Plunderer, 5 (Elderlimb-14U, Murkdeep-13U, Throne-180U)
Monster Ally—Goblin Warrior, 3 [Frost] / 5 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, you may destroy target equipment.

Gilblin Trickster, 2 (Throne-181U)
Monster Ally—Goblin Rogue, 1 [Frost] / 4 Health
When an equipment enters play under your control, **Delve.** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Girdle of the Queen's Champion, 1, DkPaWa (Ancients-208C)
Equipment—Armor—Plate, Waist (1), 2 DEF
This armor enters play exhausted.

Glacial Tomb, 1, Mage (Jaina-5C, Throne-48C)
Ability—Frost
Attach to target ally. <p> Ongoing: Attached ally can't attack or exhaust.

Glory to the Alliance!, 2, Alliance (Ancients-76C)
Basic Ability
Put two 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally tokens into play with **Protector**.

Gloves of Dissolving Smoke, 4, DrRo (Tomb-168U)
Equipment—Armor—Leather, Hands (1), 1 DEF
When an ally you control attacks, your hero has +1 ATK this turn.

Gnash, 6 (Throne-212R)
Monster Ally—Sea Giant Warrior, Gnash (1), 4 [Frost] / 6 Health
When Gnash enters play, destroy all allies with cost 3 or less.

Gnomebliteration (Tomb-198C)
Quest
Pay (5) and remove any number of allies in your graveyard from the game to complete this quest. <p> Reward: Draw a card, or two cards if you removed five or more allies this way.

Gnomish Flying Machine, 1, Alliance (Betrayal-69U)
Ally—Mechanical, 0 [Ranged] / 2 Health
Elusive <p> [Basic] (1), [Activate] >>> Reveal the top card of your deck. If it's an ally, other allies you control have +1 ATK this turn.

Gobbler, 6 (Murkdeep-14R, Throne-187R)
Monster Ally—Murloc Shaman, Gobbler (1), 5 [Nature] / 6 Health
When Gobbler attacks, you may search your deck for a Murloc, reveal it, and put it into your hand. <p> When Gobbler or another Murloc ally you control is destroyed, each opponent chooses and destroys an ally he controls.


Goblin Sapper, 3, Horde (Betrayal-95U)
Ally—Goblin Demolitionist, 1 [Fire] / 1 Health
When this ally deals combat damage to a defending hero, you may destroy this ally. If you do, destroy target resource.


Goetia, 3, Alliance (Tomb-82C)
Instant Ally—Draenei Mage, 2 [Fire] / 2 Health
You pay (3) less to play this ally if you played an ability this turn.

Goldrinn, 6 (Ancients-181R)
Monster Ally—Wolf Beast Demigod, Goldrinn (1), 5 [Melee] / 5 Health
Ferocity, Stealth <p> Once per turn: Howl or Growl >>> If an opposing hero was dealt 10 or more damage this turn, put five 1 [Melee] / 1 [Health] Wolf Beast Monster ally tokens into play.

Gor'la Wrathbolt, 3, Horde (Caverns Treasure-46U)
Ally—Orc Shaman, 4 [Nature] / 1 Health
This ally can attack only heroes. <p>
Bloodrush: While an opposing hero has more damage on it than your hero, this ally has **Ferocity**.

Gorlash, Herald of the Elements, 6 (Tomb-137U)
Monster Ally—Ogre Shaman, 6 [Nature] / 5 Health
Empower Shaman: When this ally enters play, if you control another Shaman hero or ally, this ally deals 4 nature damage divided as you choose to any number of target heroes and/or allies.

Gorz Blazefist, 3, Horde (Horde Paladin-16C, )
Horde Mage-16C, Worldbreaker-174C)
Ally—Orc Mage, 1 [Fire] / 4 Health
Ferocity (*This ally can attack immediately.*)

Gouge, 1, Rogue (Alliance Rogue-6C, ) Alliance
Rogue-7C, Azeroth-99C, Class-86C, Horde
Rogue-9C, Worldbreaker-89C)
Instant Ability—Combat Combo
Exhaust target hero or ally. It can't ready during its controller's next ready step.


Graddis Battlebeard, 6, Alliance (Crown-86R)
Ally—Dwarf Shaman, 4 [Nature] / 4 Health
When this ally enters play, he deals 4 nature damage divided as you choose to up to four target heroes and/or allies. <p> At the start of your turn, this ally heals 4 damage divided as you choose from up to four target heroes and/or allies.


Grag'tok, 4 (Crown-133C, Hogger-12C)
Monster Ally—Ogre Mage, 3 [Fire] / 5 Health
When an ally with 6 or more ATK enters play under your control, this ally deals 1 fire damage to each opposing hero and ally.

Grak Foulblade, 4, Horde (Crown-106C, Sylvanas-13C)
Ally—Orc Death Knight, 6 [Melee] / 2 Health

Grand Crusader, 3, Paladin (Throne-56R)
Ability—Protection
Protection Talent (*You can't put Holy Talents or Retribution Talents in your deck.*) <p>
Ongoing: Allies you control with cost 2 or less have +2 / +2.

Grand Marshal's Tome of Power, 2, Alliance, DrMaPaPrShLo (Ancients-215U)
Equipment—Item, Off-hand (1)
(2), [Activate] >>> Allies you control have **Assault 1** while in combat with heroes this turn, or **Assault 2** if in combat with [Horde] heroes.

Grandma Deadsie, 3, Horde () Horde Priest-10R, Legion-185R)
Ally—Undead Priest, 1 [Holy] / 1 Health
Prevent all damage that would be dealt to this ally.

Gravelord Adams, 6, Horde (Crown-107R, )
Horde DK-16R)
Ally—Undead Death Knight, 5 [Shadow] / 5 Health
When you play this ally, you may pay (1) any number of times. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play for each (1) paid this way.

Gravitational Pull, 1, DkPaWa (Crown-172R)
Equipment—Armor—Plate, Hands (1), 0 DEF
As this armor enters play, you may reveal any number of equipment from your hand. This armor enters play with a +1 [DEF] counter on it for each card revealed this way.

Greater Chain Lightning, 7, Shaman (Drums-68R, Murkdeep-4R)
Ability—Elemental
Target up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

Greater Fleshbeast, 3 (Betrayal-145C)
Monster Ally—Fleshbeast, 4 [Nature] / 2 Health

Greaves of the Martyr, 2, DkPaWa (Caverns Treasure-56U)
Equipment—Armor—Plate, Legs (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> You pay (2) less to strike with melee weapons this turn.

The Greench, 5 (Winter Veil-2R)
Monster Ally—Yeti, Greench (1), 6 [Melee] / 5 Health
Smash <p> When the Greench enters play and when he attacks, search target opponent's deck for a card and remove it from the game.

Gretta Grindstone, 4, Alliance (Tomb-83U)
Ally—Dwarf Warrior, 2 [Melee] / 6 Health
This ally has +1 [Health] and **Protector** while you control an armor.

Grglmrgl (Throne-22)

Monster Hero—Murloc Hunter, 28 Health
[Front]: (8) >>> Flip Grglmrgl face down. <p>
You pay (8) less to flip Grglmrgl if an opposing
hero was dealt 8 or more damage this turn.
[Back]: Monster allies you control have

Ferocity.

Deckbuilding: You can't put [Horde] or
[Alliance] cards in your deck.

Grievous Wounds, 3, Warrior (Caverns
Treasure-36C)

Basic Ability—Fury

Double the damage on each opposing ally.

Grim Fate, 4, Death Knight (Aspects Treasure-
3C)

Ability—Unholy

Each player puts the top card of his deck into his
graveyard. Put a 3 [Melee] / 3 [Health] Ghoul
ally token into play for each ally put into a
graveyard this way.

Grim Touch, 5, Death Knight (Betrayal-4R)


Basic Ability—Frost Attachment

Attach to target ally you control. <p> Ongoing:
Attached ally has **Assault 1** for each card in
opposing graveyards. <p> When attached ally
attacks, target opponent puts the top three
cards of his deck into his graveyard.


Grimnar, 6, Warlock (Throne-77U)

Monster Ally—Voidwalker Demon, Pet (1), 3
[Shadow] / 3 Health

Protector (*This ally may exhaust to become the
defender when an opposing hero or ally attacks.*)
<p> This ally has +1 /+1 for each ally in your
graveyard.

The Grimtotem Weapon (Alliance DK-30C,
Alliance Paladin-28C, Alliance Warrior-27C,
Horde Rogue-30C, Horde Warrior-30C, )
Horde Warrior-26C, Worldbreaker-260C)
Quest

Pay (3) to complete this quest. <p> Reward:
Reveal the top five cards of your deck. Put a
revealed equipment into your hand and the rest
on the bottom of your deck.

Grok Goreblade, 3, Horde ( Horde Warrior-
11C, Tomb-103C)

Ally—Orc Warrior, 2 [Melee] / 2 Health

This ally has +2 / +2 while you control an
equipment.

Gronn Skullcracker, 9 (Crown-163R)

Monster Ally—Gronn, 6 [Melee] / 12 Health

Monster Hero Required <p> You may reveal
this ally from your opening hand once. If you do,
your hero has +3 ATK on your first turn. <p>
Smash <p> This ally has +6 ATK for each Ogre
hero and ally you control.

Grovewarden Daviak, 6, Alliance (Crown-87U)

Ally—Worgen Druid, 2 [Nature] / 7 Health

Protector (*This ally may exhaust to become the
defender when an opposing hero or ally attacks.*)
<p> When this ally is dealt damage, it heals that
much damage from your hero.

Grug the Bonecrusher, 6 (Crown-134C)

Monster Ally—Ogre Warrior, 7 [Melee] / 7
Health

Conspicuous (*Opposing heroes and allies can
protect against this ally.*)

Grumdak, Herald of the Hunt, 3, Alliance
(Throne-111U)

Ally—Dwarf Hunter, 3 [Melee] / 2 Health

Empower Hunter: When this ally enters play, if
you control another Hunter hero or ally, this ally
has +2 ATK, **Ferocity** and **Long-Range** this turn.

Guardian of the Ages, 8, Paladin (Betrayal-28R)

Ally—Spirit Guardian, Pet (1), 8 [Holy] / 8
Health

Rift (*Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ally for each ally you control
of the chosen race.*) <p> **Protector**

Guardian of the Light, 1, Paladin (Ancients-32R)
Instant Ability—Protection

Play only if an opposing hero or ally is attacking.
<p> Put a 5 [Holy] / 5 [Health] Guardian ally
token into play with **Protector** and "At end of
turn, destroy this ally."

Guardian Spirit, 1, Priest (Ancients-37R)

Basic Ability—Holy

Holy Talent (*You can't put Discipline Talents or
Shadow Talents in your deck.*) <p> Your hero
heals all damage from target friendly ally. You
may have your hero's remaining health become
equal to the [Health] of that ally.

Guardian's Endurance, 2, Warrior (Tomb-61U)
Ability—Protection

Ongoing: Your hero has **Protector**. (*It can
exhaust to become the defender when an
opposing hero or ally attacks.*) <p> Your hero has
+5 [Health] while you control an equipment.

Guardian's Shield, 5, Paladin (Caverns Treasure-
17R)

Basic Ability—Protection

Ongoing: If an ally you control would be dealt
non-fatal damage, prevent it.

Guise of the Stalker, 3, Rogue (Ancients-44U)

Basic Ability—Subtlety Attachment


Attach to target ally. <p> Ongoing: Attached ally
has +3 ATK, **Stealth**, and **Spellshield**. (*It can't
be targeted by opponents.*)

Gul'dan, Horde (Timewalkers-15)

Hero—Orc Warlock, 28 Health

[Front]: **Gul'dan's Darkness** <p> [Basic] (5),
Put 2 damage on Gul'dan, flip Gul'dan >>> Draw
two cards.

[Back]: **Gul'dan's Summoning** <p> Once per
game: [Basic] (6) >>> Put an X [Fire] / X
[Health] Demon Monster ally token into play,
where X is the number of cards in your hand as
it enters play.

Gully Rustinax, 2, Alliance (Alliance Druid-16C,
Alliance Priest-14C, Elements-116C,  Alliance
Warlock-12C)

Ally—Gnome Warrior, 2 [Melee] / 2 Health

Protector (*This ally may exhaust to become the
defender when an opposing hero or ally attacks.*)
<p> **Elusive** (*This ally can't be attacked.*)

Gurthalak, Voice of the Deeps, 3, DkPaWa

(Aspects Treasure-69R)

Equipment—2H Weapon—Sword, Melee (1), 3
[Melee], 3 Strike

While you have no cards in your hand, this
weapon has +2 ATK and you pay (2) less to
strike with it.

Gurubashi Punisher, 3, DkPaRoShWa (Crown-
181U, Hogger-22U)

Equipment—1H Weapon—Mace, Melee (1), 3
[Melee] / 6 Strike

You pay (6) less to strike with this weapon
while you control an ally with 6 or more ATK.

Gutfin, 1 (Crown-151C, Hogger-13C, Murkdeep-
15C)

Monster Ally—Murloc Priest, 1 [Holy] / 1 Health

This and other Murloc allies you control have +1
[Health].

Hadrack the Devoted, 4, Alliance (Throne-112R)

Ally—Dwarf Paladin, 5 [Holy] / 2 Health

If this ally would be dealt damage, prevent all
but 1 of it.

Hagtrix the Mindsifter, 5, Horde (Throne-148R)

Ally—Goblin Priest, 3 [Shadow] / 5 Health

At the start of your turn, each opponent discards
a card. <p> When an opponent discards a card,
this ally heals damage from your hero equal to
that card's cost.


Hakkar the Houndmaster (Timewalkers-22)

Monster Hero—Demon Hunter, 28 Health

[Front]: **Hound of Hakkar** <p> [Basic] (3), Flip
Hakkar >>> Put a 2 [Shadow] / 2 [Health]

Felhound Demon Monster ally token into play.

[Back]: **Hakkar's Wrath** <p> Once per game:
[Basic] (4) >>> Target Demon ally you control
has +2 ATK and **Long-Range** this turn.

Haku, Son of Morning, Horde ( Horde
Paladin-1U)

Hero—Tauren Paladin, 30 Health

[Basic] (7), Flip Haku >>> Haku deals
unpreventable holy damage to target hero or
ally equal to the cost of an ally you control.

Hammer of Atonement, 3, DrPaPrSh (Caverns
Treasure-66E)

Equipment—1H Weapon—Mace, Melee (1), 1
[Melee], 2 Strike

If your hero would heal damage, it heals double
that much instead. <p> While your hero is
undamaged: (4), [Activate] >>> Put a 4 [Holy] /
4 [Health] Guardian Spirit ally token into play
with **Protector**.

Hammer of Justice, 2, Paladin (Alliance Paladin-
4C, Azeroth-68C, Citadel Raid-54C, Class-62C,

Horde Paladin-6C,  Horde Paladin-4C)

Instant Ability—Protection

Exhaust target hero or ally. It can't ready during
its controller's next ready step. <p> Draw a card.

Hammer of Sanctity, 1, Paladin (Ancients-33U)

Basic Ability—Protection

Exhaust up to two target opposing heroes
and/or allies. Characters exhausted this way
can't ready during their controller's next ready
step.

Hammer of Sparks, 4, DkPaRoShWa (Tomb-187U)
Equipment—1H Weapon—Mace, Melee (1), 2 [Fire], 2 Strike
At the end of your turn, your hero deals 2 fire damage to target hero for each ally you control with 6 or more ATK.

Hammer of Vengeance, 3, Paladin (Tomb-32U)
Instant Ability—Retribution
Exhaust target ready opposing ally. Your hero may deal unpreventable holy damage equal to that ally's ATK to another target ally. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Hammer of the Zealot, 1, Paladin (Throne-57U)
Instant Ability—Protection
Exhaust target ally. Draw a card.

Hamuul Runetotem, 9, Horde (Crown-108E)
Ally—Tauren Druid, Hamuul (1), 5 [Nature] / 10 Health
Assault 5, Ferocity, Protector <p> At the end of your turn, ready Hamuul.

Hamuul Runetotem, Horde (Timewalkers-16)
Hero—Tauren Druid, 28 Health
[Front]: **Hamuul's Guidance** <p> [Basic] (4), Flip Hamuul >>> Target ally you control has +2 ATK and **Stealth** this turn.
[Back]: **Hamuul's Furor** <p> Once per game: [Basic] (6) >>> This turn, target ally you control has +4 ATK, **Smash**, and "When this ally deals damage to an opposing hero, it heals that much damage from your hero."

Hand of Devotion, 1, Paladin (Tomb-33C)
Instant Ability—Protection
Play only on an opponent's turn. <p> Your hero has **Protector** this turn. *(It may exhaust to become the defender when an opposing hero or ally attacks.)* <p> Your hero has **Sentinel** this turn. *(When it exhausts for the first time each turn, ready it.)*

Hand of Dread, 3, Death Knight (Betrayal-5C)
Instant Ability—Unholy
Your hero deals 1 shadow damage to target ally for each card in that ally's controller's graveyard.


Hand of Frost, 3 (Dungeon Treasure-7C)
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.

Hand of Gul'dan, 7, Warlock (Tomb-57R)
Instant Ability—Demonology
Demonology Talent *(You can't put Affliction Talents or Destruction Talents in your deck.)* <p> Your hero deals 6 shadow damage to target hero or ally. If an ally is dealt fatal damage this way, put a token copy of that ally into play under your control. That copy is also a Demon.

Hand of Retribution, 2, Paladin (Caverns Treasure-18U)
Instant Ability—Retribution Attachment
Attach to target friendly ally. <p> Ongoing: When damage is dealt to attached ally, it deals unpreventable holy damage equal to its ATK to the source of that damage.

Hand of Righteousness, 3, DrPaPrSh (Dungeon Treasure-50C)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 1 Strike
(1) >>> Damage that target hero or ally would deal this turn is unpreventable.

Hands of Deceit, 4, Rogue (Ancients-45R)
Basic Ability—Subtlety
Target opponent chooses a number. Then you choose "higher," "equal," or "lower." <p> That opponent reveals his hand and discards all cards with cost higher than, equal to, or lower than the chosen cost, accordingly.

Haratha Hammerflame, 2, Alliance (Alliance Shaman-15C, Alliance Warlock-15C,  Alliance Shaman-14C, Twilight-111C)
Ally—Dwarf Shaman, 3 [Fire] / 2 Health
When this ally is destroyed, she may deal 3 fire damage to target opposing hero.

Harbinger Sefu, 5 (Tomb-122R)
Monster Ally—Tol'vir Rogue Warrior, 4 [Melee] / 5 Health
While you control one or more equipment, this ally has **Stealth**. <p> While you control two or more equipment, this ally has **Ferocity**. <p> While you control three or more equipment, this ally has **Sentinel**.

Harpy Matriarch, 3 (Crown-164C)
Monster Ally—Harpy Mage, 2 [Frost] / 2 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, target player chooses an ability he controls. Destroy that ability.

Harrison Jones, 5 (Tomb-162R)
Ally—Human Archaeologist, Harrison Jones (1), 2 [Melee] / 9 Health
At the start of your turn, target an ability or equipment you control. Then target an opposing card that shares a type with that targeted card. You and that opposing card's controller exchange control of those cards.

Harudu Cloudshot, 3, Horde (Tomb-104C)
Ally—Tauren Hunter, 1 [Melee] / 5 Health
This ally has +4 ATK while attacking an ally with cost 4 or more.

Haunt of Flies, 1, DrMaPrShLo (Aftermath Justice-6E)
Equipment—Armor—Cloth, Back (1), 1 DEF
When this armor prevents damage on an opponent's turn, add a fly counter to it. <p> Remove three fly counters from this armor >>> Put a 2 [Nature] / 1 [Health] Swarm ally token into play with **Ferocity** and **Stealth**.

Headdress of the First Shaman, 6, HuSh (Timewalkers Crafted-4E)
Equipment—Armor—Mail, Head (1), 1 DEF
At the start of your turn, choose one of the following and put it into play: 2 [Fire] / 1 [Health] Fire Elemental ally token, 2 [Melee] / 1 [Health] Earth Elemental ally token, 2 [Nature] / 1 [Health] Air Elemental ally token, or 2 [Frost] / 1 [Health] Water Elemental ally token. <p> While you control a [Fire], a [Frost], a [Melee], and a [Nature] ally, your hero has **Assault 8**.


Heavenly Breeze, 2, DrPaPrSh (Aftermath Justice-7E)
Equipment—Armor—Cloth, Back (1), 1 DEF
At the start of your turn, add a breeze counter to this armor. <p> (2), [Activate], Remove any number of breeze counters from this armor >>> Your hero heals 1 damage from itself for each counter removed this way.

Hellfire-Encased Pendant, 2, DkDrHuMaPaPrRoShLoWa (Caverns Treasure-61R)
Equipment—Item, Neck (1)
[Activate] >>> Your hero deals 1 fire damage to target hero for each [Fire] ally you control. <p> [Activate] >>> Your hero heals 1 damage from itself for each [Shadow] ally you control.

Hellisa, 3, Warlock (Throne-78C)
Monster Ally—Succubus Demon, Pet (1), 4 [Shadow] / 3 Health.
When this ally enters play, you may exhaust target ready opposing ally. If you do, that ally deals shadow damage equal to its ATK to its controller's hero.

Hellscream Slicer, 3, Horde, RoSh (Betrayal-181U)
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 1 Strike
Dual Wield <p> When this weapon enters play, if an opponent controls an [Alliance] hero, add a +1 ATK counter to this and each other weapon you control.

Helm of Blazing Glory, 8, DkPaWa (Tomb-169R)
Equipment—Armor—Plate, Head (1), 4 DEF
While your hero has 5 or less remaining health, double the ATK of weapons you control and double the [DEF] of armor you control.

Helm of Setesh, 3, DkPaWa ( Horde Warrior-4U, Tomb-170U)
Equipment—Armor—Plate, Head (1), 1 DEF
On your turn: (4), [Activate] >>> Put a 2 [Shadow] / 2 [Health] Void Seeker ally token into play. <p> Token allies you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Helm of Thorns, 2, DrRo (Ancients-209C)
Equipment—Armor—Leather, Head (1), 1 DEF (1), [Activate] >>> Exhaust target opposing ally with cost 2 or less.

Helplessness, 3, Rogue (Aspects Treasure-21R)
Ability—Subtlety
You may discard a [Rogue] ability instead of paying this ability's cost. <p> Look at target player's hand and choose a card. That player discards that card.

Hemet Nesingwary, 3 (Champ Promo-4E, Icecrown-167E)
Ally—Dwarf Hunter, Unique, 2 [Ranged] / 4 Health
Hunters you control can be exhausted to pay costs as though they were resources.

Hemorrhage, 2, Rogue (Crown-38R)
Ability—Subtlety
Subtlety Talent (*You can't put Assassination Talents or Combat Talents in your deck.*) <p> Attach to target hero. <p> Ongoing: When your hero deals combat damage to attached hero, add a bleed counter to this ability for each weapon you struck with this combat. <p> At the start of your turn, your hero deals 1 melee damage to attached hero for each bleed counter on this ability.

Herod, the Scarlet Champion, 4 (Dungeon Treasure-28U)
Ally—Human Warrior, Herod (1), 5 [Melee] / 4 Health
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.

Hesawa Stormwalker, 3, Horde (Sylvanas-14C, Throne-149C)
Ally—Tauren Druid, 2 [Arcane] / 5 Health

Hexamorph, 2, Mage, Shaman (Crown-57U)
Instant Ability—Arcane Elemental
Target ally loses and can't have powers this turn. Draw a card.

Hidden Strike, 1, Rogue (Ancients-46C)
Basic Ability—Subtlety
Reveal an ally from your hand. Your hero deals melee damage equal to that ally's ATK to target exhausted ally.

High Arcanist Eldrissa, 2, Alliance (Caverns Treasure-41E)
Ally—Night Elf Mage, 3[Arcane] / 1 Health
Elusive <p> When this ally enters play, remove the top three cards of target opponent's deck from the game face down. You and only you may look at cards removed this way at any time. <p> (2), Put a card removed this way into its owner's graveyard >>> Interrupt target card if it has the same name as that card.

High Guardian Malosun (Tomb-5)
Monster Hero—Tol'vir Paladin Priest, 25 Health
Deckbuilding: You can't put [Horde], [Alliance], or Talent cards in your deck.

High Inquisitor Whitemane, 5 (Dungeon Treasure-29R)
Ally—Human Priest, Whitemane (1), 2 [Holy] / 8 Health
When Whitemane attacks, you may put target ally from your graveyard on top of your deck. If you do, she heals damage from your hero equal to the cost of that ally.

High Magus Olvek, Alliance (Throne-3)
Hero—Dwarf Mage, 25 Health
(1), Flip Olvek >>> Choose "ability," "ally," or "equipment," then reveal the top card of your deck. If it has the chosen type, put it into your hand.

High Oracle Naseem, 3 (Tomb-123R)
Monster Ally—Tol'vir
Protector <p> This ally has all standard classes in all zones.

High Priestess Neeri, Horde (Throne-15)
Hero—Goblin Priest, 26 Health
(3), Flip Neeri >>> Remove the top three cards of target opponent's deck from the game. Neeri heals 2 damage from herself for each ally removed this way.

High Prophet Barim, 3 (Crown-160R)
Monster Ally—Tol'vir Paladin Priest, Barim (1), 1 [Holy] / 1 Health
Other allies you control have +ATK equal to Barim's ATK and +[Health] equal to Barim's [Health].

High Warlord Cromush, 6, Horde (Dungeon Treasure-20U)
Ally—Orc Warrior, Cromush (1), 5 [Melee] / 5 Health
Protector (*Cromush may exhaust to become the defender when an opposing hero or ally attacks.*) <p> While Cromush has exactly 1 remaining health, he has **Assault 10**.

High Warlord Zogar, 6 (Crown-135E)
Monster Ally—Ogre Lord Warrior, 10 [Melee] / 10 Health
Play this ally only if you control an Ogre hero or ally.


High Warlord's Cleaver, 3, Horde, DkHuPaRoShWa (Ancients-226U)
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee], 1 Strike
While your hero is attacking an [Alliance] hero, this weapon has +3 ATK.


Highland Lion, 3 (Betrayal-146C)
Monster Ally—Lion Beast, 2 [Melee] / 3 Health
This and other allies you control have +1 ATK while attacking [Horde] heroes and allies.

Historian's Sash, 1, MaPrLo (Ancients-210U)
Equipment—Armor—Cloth, Waist (1), 1 DEF
At the start of your turn, add a history counter to this armor. <p> Remove three history counters from this armor >>> You pay (1) less to complete target quest this turn.


Hogger (BlizzCon 2011, Hogger-1)
Monster Hero—Gnoll Warrior, 30 Health
[Front]: (5) >>> Flip Hogger face down.
[Back]: **Summon Minion**: At the start of your turn, put a 1 [Melee] / 1 [Health] Gnoll Monster ally token into play.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Holy Ground, 4, Paladin (Ancients-34U)
Basic Ability—Holy
Your hero deals 2 unpreventable holy damage to each opposing ally and heals 2 damage from each friendly ally.

Holy Light, 3, Paladin (Alliance Paladin-5C, Azeroth-69C, Citadel Raid-55C, Class-63C, Horde Paladin-7C,  Horde Paladin-5C, Worldbreaker-68C)
Basic Ability—Holy
Your hero heals 5 damage from target hero or ally. <p> Draw a card.

Holy Word: Hope, 2, Priest ( Alliance Priest-3U, Betrayal-33U)
Instant Ability—Holy Attachment
Attach to target ally. <p> Ongoing: Attached ally has +3 [Health]. <p> When attached ally is dealt damage while defending, your hero heals 3 damage from itself.

Hood of Hidden Flesh, 1, MaPrLo (Timewalkers Justice-1E)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, look at the top three cards of your deck. Remove one from the game face down and put the rest on the bottom of your deck. <p> If you control seven or more resources: [Activate] >>> Put the card you removed this way into your hand.

Horn of Winter, 2, Death Knight (Alliance DK-7C, Elements-28C, Horde DK-7C,  Horde DK-7C)
Basic Ability—Frost
Heroes and allies you control have **Assault 1** this turn. (*They have +1 ATK on your turn.*)

Horngrim, 2, Horde (Crown-109U)
Ally—Troll Druid, 1 [Nature] / 3 Health
Harmonize (*You pay (1) less to play allies with printed cost 4 or more.*) <p> This ally can't be targeted by opponents.

Hugh Mann, 4, Alliance (Ancients-94U)
Ally—Human Paladin, 2 [Holy] / 5 Health
Other Human allies you control have +1 / +1.

Hulking Helboar, 3 (Ancients-182C)
Monster Ally—Boar Beast Demon, 5 [Melee] / 1 Health
When this ally enters play, target ally you control has **Smash** this turn. (*If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Huln Highmountain, Horde (Timewalkers-17)
Hero—Tauren Hunter, 29 Health
[Front]: **Huln's Aim** <p> [Basic] (4), Flip Huln >>> Target ally you control has **Long-Range** this turn.
[Back]: **Huln's Honor** <p> Once per game: [Basic] (6) >>> Huln has +3 ATK and **Long-Range** this turn.

Human Darkweaver, 4, Alliance (Betrayal-70C)
Ally—Human Priest, 3 [Shadow] / 4 Health
Unity: When this ally enters play, if you control three or more Human allies, target opponent removes the top three cards of his deck from the game.

Human Footman, 2, Alliance (Betrayal-71C)
Ally—Human Warrior, 1 [Melee] / 5 Health

Human Knight, 3, Alliance (Betrayal-72C)
Ally—Human Paladin, 1 [Holy] / 4 Health
Protector <p> At the start of your turn, this ally heals 2 damage from your hero.

Human Operative, 1, Alliance (Betrayal-73C)
Ally—Human Rogue, 1 [Melee] / 2 Health
Unity: While you control three or more Human allies, this ally has **Assault 2** and **Stealth**.

Human Peasant, 1, Alliance (Betrayal-74C)
Ally—Human Peasant, 1 [Melee] / 1 Health
When this ally enters play, you may turn a face up resource you control face down. If you do, this ally deals 1 melee damage to target hero or ally.

Human Sniper, 5, Alliance (Betrayal-75C)
Ally—Human Hunter, 5 [Ranged] / 4 Health
Unity: When this ally enters play, if you control three or more Human allies, target ally you control has **Long-Range** this turn.

Hunrik Blackiron, 4, Alliance (Jaina-14C, Throne-113C)
Ally—Dwarf Warlock, 5 [Shadow] / 3 Health

Hunter's Focus, 1, Hunter (Alliance Hunter-13C, Tomb-21C)
Basic Ability—Marksmanship
Target ally has +2 ATK and **Long-Range** this turn. (*Defenders deal not combat damage to it.*)

Hunting Preparations, 1, Hunter (Caverns Treasure-10C)
Basic Ability—Survival
Ready up to three face-up resources you control.

Hyjal Stag, 1 (Crown-168C)
Ally—Stag, 1 [Melee] / 1 Health
Destroy this ally, exhaust a ready Monster hero or ally you control >>> This ally heals 4 damage from that character.

Ian Barus, 3, Alliance (Ancients-95U)
Ally—Human Death Knight, 3 [Frost] / 2 Health
Unity: When this ally enters play, if you control three or more Human allies, target opposing ally has -3 ATK this turn.

Ian Lanstrick, 1, Horde (Crown-110U)
Ally—Undead Mage, 2 [Fire] / 1 Health
When an opponent completes a quest, this ally deals 2 fire damage to his hero.

Icaros the Sunward, 3, Horde (Crown-111C)
Ally—Blood Elf Paladin, 1 [Melee] / 5 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Ice Barrier, 3, Mage (Crown-23R)
Ability—Frost
Frost Talent (*You can't put Arcane Talents or Fire Talents in your deck.*) <p> Ongoing: This ability enters play with three ice counters. <p> If your hero would be dealt damage, remove an ice counter from this ability. If you do, prevent that damage. Then, if no counters remain, destroy this ability. <p> At the start of your turn, your hero deals 5 frost damage to target opposing hero.

Ice Lance, 2, Mage (Alliance Mage-8C, Class-53C, Drums-36C, Jaina-6C)
Ability—Frost
Your hero deals 2 frost damage to target ally, or 6 if that ally is ready.

Ice Prison, 5, Mage (Ancients-26C)
Basic Ability—Frost Attachment
Attach to target opposing ally. Draw a card. <p> Ongoing: Attached ally can't ready.

Icy Impediment, 2, Mage (Caverns Treasure-13C)
Basic Ability—Frost
Ongoing: Each opposing equipment can't exhaust unless its controller pays (1).

Idra'kess Enchantress, 4 (Throne-204U)
Monster Ally—Naga Mage, 2 [Frost] / 5 Health [Activate], Destroy this and two other allies you control >>> Search your hand and/or deck for a card named Ozumat and put it into play.

Idra'kess Mistress, 3 (Throne-205U)
Monster Ally—Naga Mage, 1 [Frost] / 4 Health
When this ally attacks, she deals 1 frost damage to each [Horde] and [Alliance] hero and ally.

If You're Not Against Us... (Crown-196C)
Quest
Pay (1) to complete this quest. <p> Reward: An opponent chooses one: You draw a card; or your hero deals 3 shadow damage to his hero.

Illidan Stormrage, Alliance (Timewalkers-5)
Hero—Night Elf Mage, 25 Health
[Front]: **Illidan's Focus** <p> [Basic] (2), Flip Illidan >>> The next time Illidan would deal non-combat damage this turn, he deals that much +1 instead.
[Back]: **Illidan's Fury** <p> Once per game: [Basic] (5) >>> Illidan deals 1 arcane damage to target ally for each ability in your graveyard.

Illidan the Betrayer (Timewalkers-23)
Monster Hero—Night Elf Demon Rogue, 27 Health
[Front]: **Illidan's Shear** <p> [Basic] (2), Flip Illidan >>> Illidan deals 2 melee damage to target exhausted ally.
[Back]: **Vengeance of Illidan** <p> Once per game: [Basic] (6) >>> Exhaust up to two target opposing heroes and/or allies. They can't ready during their controller's next ready step.

Impaling Shot, 2, Hunter (Aspects Treasure-8C)
Ability—Survival
Your hero deals ranged damage to target ally equal to that ally's cost.

In Unending Numbers (Ancients-236U)
Quest
Pay (4) to complete this quest. <p> Reward: Name a race. Shuffle each ally of the named race from your graveyard into your deck, then draw a card.

Infectious Brutality, 3, Warrior (Crown-56U, Horde Warrior-5U)
Basic Ability—Fury
Ongoing: On your turn: [Activate] >>> Target ally has +2 ATK this turn.

Infestation, 3, Death Knight (Throne-29U)
Ability—Unholy Disease
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if attached hero has 15 or more damage, destroy this ability. If you do, put two 3 [Melee] / 3 [Health] Ghoul ally tokens into play.

Infiltrate, 2, Rogue (Alliance Rogue-7C, Alliance Rogue-8C, Elements-73C, Horde Rogue-10C)
Basic Ability—Subtlety
Up to two target heroes and/or allies have **Assault 2** and **Stealth** this turn. (*They have +2 ATK on your turn and can't be protected against.*)

Infinite Brilliance, 4, Mage (Aspects Treasure-13R)
Ability—Arcane
Ongoing: At the start of your turn, draw a card.

Innervate, 4, Druid (Azeroth-23R, Class-30R, Elderlimb-5R, Horde Druid-4R)
Instant Ability—Restoration
Target player draws three cards.

The Innkeeper's Daughter, 5, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-3E)
Equipment—Item
This item enters play with a hearth counter on it for each damage on your hero. <p> On your turn: [Activate], Remove all hearth counters from this item and destroy it >>> Damage on your hero becomes equal to the number of hearth counters removed this way.

Interfering Shot, 1, Hunter (Tomb-22U)
Ability—Survival
Attach to target ally. <p> Ongoing: Attached ally can't attack your hero.

Intervening Shot, 2, Hunter (Betrayal-16U)
Instant Ability—Survival
Put target defending ally you control into its owner's hand. Your hero deals 5 ranged damage to target attacker.

Irontree Knives, 3, RoWa (Crown-182U)
Equipment—Weapon—Shuriken, Ranged (1), 2 [Melee] / 0 Strike
This weapon enters play exhausted. <p> **Thrown** (*When you strike with this weapon, your hero has **Long-Range** this combat. At the end of the turn, put this weapon into its owner's hand.*)

Ishael Bloodlight, 1, Horde (Tomb-105C)
Ally—Blood Elf Paladin, 1 [Holy] / 2 [Health]
This ally has **Protector** and **Sentinel** while an ability is attached to him.

Isiset, Construct of Magic, 3,
DkDrHuMaPaPrRoShLoWa (Tomb-176R)
Equipment—Item
If your hero would deal non-combat damage, it deals that much +1 instead. <p> At the start of your turn and when you play an ability, add a power counter to this item. <p> At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put three 1 [Arcane] / 1 [Health] Construct ally tokens into play with “If your hero would deal non-combat damage, it deals that much +1 instead.”

Iso'rath (Crown-2)
Monster Hero—Iso'rath, [Front]:21, [Back]: 32 Health
[Front]: Your starting and maximum hand sizes are nine cards. <p> (10) >>> Flip Iso'rath face down.
[Back]: Your starting and maximum hand sizes are nine cards. <p> [Activate] >>> Destroy target non-hero card.
Deckbuilding: You can't put [Horde], [Alliance], or class cards in your deck.

Izzy Quizfiz, 1, Horde (Horde Druid-13C, Horde Warrior-12C, Throne-150C)
Ally—Goblin Shaman, 1 [Nature] / 2 Health (2) >>> Ready this ally.

Jaal, 3, Alliance (Ancients-96U)
Ally—Draenei Shaman, 1 [Nature] / 5 Health [Activate] >>> Target ally you control has **Assault 3** this turn.

Jadefire Felsworn, 6 (Crown-141U, Elderlimb-15U)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health
When this ally enters play, he deals 5 shadow damage to target opposing hero unless its controller chooses and destroys an ally he controls.

Jadefire Hellcaller, 3 (Crown-142C, Elderlimb-16C)
Monster Ally—Satyr Demon Warlock, 4 [Shadow] / 2 Health
When this ally enters play, he deals 4 shadow damage to target opposing hero unless its controller chooses and discards a card.

Jadefire Netherseer, 1 (Ancients-183U)
Monster Ally—Satyr Demon Warlock, 2 [Shadow] / 1 Health
When this ally enters play, he deals 1 shadow damage to target opposing hero unless its controller reveals his hand.

Jadefire Rogue, 4 (Crown-143U)
Monster Ally—Satyr Demon Rogue, 3 [Shadow] / 5 Health
While an opposing hero has 15 or more damage on it, opposing allies can't protect and lose and can't have **Elusive**.

Jadefire Satyr, 2 (Crown-144C, Elderlimb-17C)
Monster Ally—Satyr Demon Warrior, 2 [Shadow] / 3 Health
While an opposing hero has 15 or more damage on it, this ally has **Assault 2**.

Jadefire Scout, 1 (Crown-145C, Elderlimb-18C)
Monster Ally—Satyr Demon Hunter, 3 [Shadow] / 2 Health
This ally can attack only heroes.

Jadefire Soulstealer, 6 (Ancients-184U)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 4 Health
When this ally enters play, an opponent chooses one: You draw two cards; or this ally deals 5 shadow damage to that opponent's hero and heals 5 damage from your hero.

Jadefire Trickster, 3 (Crown-146C, Elderlimb-19C)
Monster Ally—Satyr Demon Rogue, 4 [Shadow] / 4 Health
This ally can attack only heroes.

Jaelen the Ripper, 1, Alliance (Tomb-84R)
Ally—Night Elf Rogue, 1 [Melee] / 1 Health **Elusive, Stealth** <p> When this ally deals fatal damage, he also deals 5 melee damage to target opposing hero.

Jaema, Herald of the Light, 5, Alliance (Throne-114U)
Ally—Draenei Paladin, 4 [Holy] / 4 Health **Empower Paladin**: When this ally enters play, if you control another Paladin hero or ally, this ally heals 4 damage from target hero or ally, and you draw a card.

Jagrok, Herald of Trickery, 4, Horde (Throne-151U)
Ally—Orc Rogue, 3 [Melee] / 3 Health **Empower Rogue**: When this ally enters play, if you control another Rogue hero or ally, you may destroy target exhausted ally.

Jaina Proudmoore, Alliance (Jaina-1)
Hero—Human Mage, 25 Health
[Front]: Pay (3) >>> Flip Jaina face down.
[Back]: **Frost Focus**: If Jaina would deal [(Frost)] damage to an opposing hero or ally, she deals that much +1 instead.

Jaina's Staff, 5, DrMaPrShLo (Caverns Treasure-67E)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 5 Strike
When this weapon enters play, remove the top four cards of your deck from the game. <p> [Activate] >>> Choose an ability removed this way. You may play that ability this turn. (*Pay costs as normal.*) When you do, copy each other non-Ongoing ability removed this way. You may play those copies without paying their costs.

Jak the Bilgewater Bruiser, Horde (Throne-16)
Hero—Goblin Warrior, 30 Health
On your turn: (4), Flip Jak >>> Ready Jak and target weapon you control. You pay (4) less to strike with it this turn.

Janvaru the Thunderspeaker, Alliance (Throne-4)
Hero—Draenei Shaman, 28 Health (4), Flip Janvaru >>> Choose one: Janvaru deals 4 nature damage to target hero; or Janvaru heals 4 damage from himself.

Jarius Blackwood, 2, Alliance (Tomb-85U)
Ally—Worgen Druid, 1 [Nature] / 4 Health
When 1 or more damage is healed from a hero or ally you control, you may pay (1). If you do, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Jarod Shadowsong, 4, Alliance (Ancients-97R)
Ally—Night Elf Warrior, Jarod (1), 6 [Melee] / 1 Health **Elusive, Spellshield, Stealth**

Jaron, Herald of the Hunt, 3, Horde (Throne-152U)
Instant Ally—Undead Hunter, 3 [Melee] / 2 Health **Empower Hunter**: When this ally enters play, if you control another Hunter hero or ally, destroy target attacking ally.

Jasani, Shrine Keeper (Tomb-6)
Monster Hero—Dryad Druid Hunter, 25 Health
Deckbuilding: You can't put [Horde], [Alliance], or Talent cards in your deck.

Jaw of Repudiation, 2, DkPaWa (Timewalkers Justice-2E)
Equipment—Armor—Plate, Head (1), 1 DEF (8) >>> Your hero deals 8 melee damage to target hero.

Jeishal, 2, Alliance (Crown-88U)
Ally—Human Warrior, 3 [Melee] / 2 Health
When this ally enters play, destroy target opposing armor. If you destroyed an armor with cost 2 or less this way, draw a card.

Jeniva Prescott, 2, Alliance (Alliance Paladin-14C, Alliance Priest-16C, Alliance Rogue-14C, Alliance Warlock-14C, Elements-117C)
Ally—Worgen Priest, 2 [Holy] / 2 Health
When this ally enters play, she may heal 4 damage from target hero or ally.

Jevan Grimtotem, 6, Horde (Ancients-133R)
Ally—Tauren Shaman, Jevan (1), 2 [Nature] / 8 Health **Smash** <p> **Tribe**: When this or another Tauren ally enters play under your control, double Jevan's ATK this turn.

Jex'ali, 3, Horde (Horde Paladin-15C, Throne-153C)
Ally—Troll Priest, 2 [Holy] / 4 Health
When this ally enters play, she heals 4 damage from your hero. Then, if your hero is undamaged, you may draw a card.

Jingling Bell, 6, DkDrHuMaPaPrRoShLoWa (Winter Veil-8R)
Equipment—Item
[Basic] (6), [Activate], Make a jingle noise >>> Reveal the top card of your deck. If it is an ability, ally, or equipment, you may play it this turn without paying its cost.

Joleera, Horde (Throne-17)
Hero—Blood Elf Rogue, 27 Health
On your turn: (2), Flip Joleera >>> Joleera has +2 ATK this turn.

Jumahko Thundersky, 4, Horde (🔥 Horde Druid-14C, 🌿 Horde Paladin-16C, Throne-154C)
Ally—Tauren Paladin, 1 [Melee] / 9 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Kaelon, Herald of the Flame, 4, Alliance (Throne-115U)
Ally—Night Elf Mage, 5 [Fire] / 3 Health
Empower Mage: When this ally enters play, if you control another Mage hero or ally, this ally deals 5 fire damage to target hero.

Kaelyn Vineminder, 4, Alliance (🌿 Alliance Rogue-15C, Wrathgate-121C)
Ally—Night Elf Druid, 3 [Nature] / 5 Health
When this ally enters play, target opposing ally can't ready during its controller's ready step while this ally remains under your control.

Kaelzin, 5, Horde (🔥 Horde Paladin-17C, Tomb-106C)
Ally—Troll Shaman, 4 [Frost] / 5 Health
Mend 2 (At the start of your turn, this ally may heal 2 damage from target hero or ally.)

Kagtha, 3, Horde (Dungeon Treasure-21U)
Ally—Orc Rogue, Kagtha (1), 2 [Melee] / 4 Health
Opposing heroes and allies lose and can't have **Elusive** and **Untargetable**.

Kahul the Sunseer, 4, Horde (Ancients-134R)
Ally—Tauren Priest, 3 [Holy] / 4 Health
Tribe: When this or another Tauren ally enters play under your control, this ally heals damage from your hero equal to that ally's [Health], then deals unpreventable holy damage to target opposing hero equal to that ally's [Health].

Kalaan, 2, Alliance (Tomb-86C)
Ally—Draenei Hunter, 1 [Nature] / 5 Health

Kalam Blacksteel, 3, Alliance (Crown-89C, Jaina-15C)
Ally—Worgen Death Knight, 3 [Frost] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Kalam'ti, 3, Horde (Throne-155R)
Ally—Troll Mage, 3 [Fire] / 2 Health
When this ally enters play, he deals 3 fire damage to each opposing hero and ally that was dealt damage this turn.

Kaldorei Wind Chimes, 1,
DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-2E)
Equipment—Item
This item enters play with three chime counters.
<p> [Basic] [Activate], Remove a chime counter from this item, choose a [Horde] or [Alliance] race >>> Your hero heals 1 damage from itself for each ally you control of the chosen race.

Kaldric Stoutwhisker, 3, Alliance (Crown-90U)
Ally—Dwarf Paladin, 2 [Holy] / 3 Health
When 1 or more damage is healed from a hero or ally you control, this ally has **Assault 2** this turn.

Kalek Deepearth, 3, Alliance (Alliance Shaman-16C, 🌿 Alliance Priest-14C, Worldbreaker-143C)
Ally—Dwarf Shaman, 3 [Nature] / 3 Health
Mend 1 (At the start of your turn, this ally may heal 1 damage from target hero or ally.)

Kallas Sunflame, 6, Horde (🔥 Horde Mage-17R, Legion-194R)
Ally—Blood Elf Mage, 6 [Fire] / 5 Health
(1) >>> Other [Fire] allies you control have +1 ATK this turn.

Kallipssa, 4, Alliance (🌿 Alliance Warlock-15U, Dark Portal-172U)
Ally—Draenei Mage, 2 [Arcane] / 2 Health
Long-Range (Defenders deal no combat damage to this ally.) <p> When this ally deals combat damage to a defending ally, draw a card.

Kara Vesstal, 2, Alliance (Jaina-16C, Throne-116C)
Ally—Human Mage, 3 [Arcane] / 2 Health

Karazhan Concubine, 3 (Betrayal-147C)
Monster Ally—Succubus Demon, 4 [Shadow] / 1 Health
When this ally enters play, you may exhaust target ally. It can't ready during its controller's next ready step.

Karrok Scarrend, 5, Horde (Class-184C, Horde Warrior-14C, 🌿 Horde DK-17C, Outland-167C)
Ally—Orc Warrior, 5 [Melee] / 4 Health

Karuzak, 6, Warlock (Aspects Treasure-28R)
Monster Ally—Doomguard Demon, Pet (1), 6 [Shadow] / 6 Health
At the start of your turn, each opponent chooses one: This ally deals 6 shadow damage to his hero; or you draw two cards.

Ka'tali Stonetusk, 1, Horde (Azeroth-248C, Horde Druid-16C, Horde Shaman-15C, 🌿 Horde Paladin-18C)
Ally—Troll Shaman, 1 [Nature] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<p> At the start of your turn, this ally heals 1 damage from himself.

Katu Lion's-Claw, 5, Horde (Caverns Treasure-47U)
Ally—Tauren Druid, 4 [Melee] / 5 Health
Tribe: When this or another Tauren ally enters play under your control, target ally has +2 ATK and **Stealth** this turn.

Kazbaz, 2, Horde (🔥 Horde Warrior-13C, Throne-156C)
Ally—Goblin Warrior, 2 [Melee] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)
<p> **Elusive** (This ally can't be attacked.)

Kaz'rogal's Hardened Heart, 3, PaShWa (Caverns Treasure-57R)
Equipment—Armor—Shield, Off-Hand (1), 3 DEF
Opposing allies enter play exhausted.

Kedan Burstbeard, 4, Alliance (Tomb-87C)
Ally—Dwarf Mage, 4 [Arcane] / 3 Health
When this ally enters play, if you control an equipment, this ally may deal 1 arcane damage to each opposing ally.

Keening Shivarra, 5 (Ancients-185U)
Monster Ally—Shivarra Demon Warlock, 4 [Shadow] / 4 Health
As an additional cost to play, discard a card. <p> When this ally enters play, you may put target Monster ally with cost 2 or less from your graveyard into play.

Keeper Alinar, 3 (Crown-154C)
Monster Ally—Keeper of the Grove Druid, 2 [Nature] / 4 Health
Harmonize (You pay (1) less to play allies with printed cost 4 or more.) <p> When this ally enters play, he heals 3 damage from target hero or ally.

Keeper Balos, 2 (Crown-155C)
Monster Ally—Keeper of the Grove Druid, 1 [Nature] / 4 Health
Harmonize (You pay (1) less to play allies with printed cost 4 or more.)

Keeper Remulos, 6 (Champ Promo-5E, Wrathgate-169E)
Ally—Keeper of the Grove Druid, Unique, 6 [Nature] / 6 Health
When a Druid you control deals combat damage to a hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Keeper Sharus, 1 (Crown-156R)
Monster Ally—Keeper of the Grove Druid, 0 [Nature] / 2 Health
Elusive <p> While you control another Monster hero or ally, this ally has **Harmonize**.

Keeper Yarashal, 4 (Ancients-186C)
Monster Ally—Keeper of the Grove Druid, 3 [Nature] / 4 Health
When this ally enters play, he heals 5 damage divided as you choose from any number of target Monster heroes and/or allies.

Kelena Ashford, 3 Horde (Sylvanas-15C, Throne-157C)
Ally—Undead Warlock, 4 [Fire] / 1 Health
When this ally enters play, if you control a Demon or Pet, she deals 4 fire damage to target hero.

Kelsa Wildfire, 1, Alliance (Alliance DK-13C, Alliance Warlock-17C, Alliance Warrior-10C, 🌿 Alliance Shaman-15C, Twilight-116C)
Ally—Worgen Mage, 1 [Fire] / 2 Health
Ferocity (This ally can attack immediately.)

The Key to Freedom (Alliance DK-31C, Alliance Druid-26C, Alliance Hunter-27C, Alliance Mage-27C, Alliance Paladin-29C, Alliance Priest-30C, Alliance Rogue-29C, Alliance Shaman-33C, Alliance Warlock-28C, Alliance Warrior-28C, Elderlimb-27C, Hogger-27C, Horde DK-32C, Horde Druid-31C, Horde Hunter-30C, Horde Mage-30C, Horde Paladin-29C, Horde Priest-29C, Horde Rogue-31C, Horde Shaman-28C, Horde Warlock-27C, Horde Warrior-31C, Jaina-26C, Murkdeep-26C, Sylvanas-28C, Worldbreaker-261C)
Quest
Pay (4) to complete this quest. <p> Reward:
Draw a card.

Khadgar, 5, Alliance (Betrayal-76R)
Ally—Human Mage, Khadgar (1), 7 [Arcane] / 4 Health
You pay (2) less to play abilities, to a minimum of (1). <p> When you play an ability, you may ready Khadgar.

Khadgar's Kilt of Abjuration, 3, MaPrLo (Betrayal-170U)
Equipment—Armor—Cloth, Legs (1), 1 DEF [Basic] (2), [Activate] >>> Opposing allies lose and can't have powers this turn.

Kieron the Loaner, 5, Alliance (Throne-117R)
Ally—Gnome Rogue, 4 [Nature] / 4 Health
When this ally enters play, each opponent draws 3 cards. <p> At the end of each turn, if an opponent has no cards in his hand, destroy his hero.

Kill Command, 2, Hunter (Alliance Hunter-5C, Class-39U, Horde Hunter-10U, Outland-30U)
Instant Ability—Beast Mastery
Target Pet you control deals melee damage equal to its ATK to target ally.

Kil'rek, 2 (Betrayal-148R)
Monster Ally—Imp Demon, Kil'rek (1), 0 [Fire] / 3 Health
Elusive <p> [Activate] >>> Kil'rek deals 1 fire damage to target opposing hero for each Demon ally you control.

King Bagurgle, Terror of the Tides, 5 (Crown-152E)
Monster Ally—Murloc Warrior, 3 [Melee] / 3 Health
This and other Murloc allies you control have +2 / +2. <p> At the start of your turn, put a 1 [Melee] / 1 [Health] Murloc Monster ally token into play.

Kinza, Mistress of the Elements, 5, Horde (Throne-158R)
Ally—Goblin Shaman, 2 [Fire] / 7 Health
When you play a non-Ongoing ability, you may pay (2). If you do, copy that ability. *(You may choose new targets for the copy.)*

Kiss of Death, 2, Rogue (Ancients-47R)
Basic Ability—Combat Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Weapons you control have +1 ATK this turn for each card removed this way.

Klannoc Macleod, 4 (Champ Promo-6E, Scourgewar-210E)
Ally—Human Warrior, Unique, 4 [Melee] / 5 Health
(1), Put 1 damage on a Warrior you control >>> It has +1 ATK this turn.

Klandark, 3, Horde (Ancients-135U)
Ally—Orc Shaman, 3 [Nature] / 3 Health
Bloodrush: When this ally deals combat damage while attacking for the first time each turn, if an opposing hero has more damage on it than your hero, ready this ally.

Knife Throw, 1, Rogue (Aspects Treasure-22U)
Ability—Assassination
Target Dagger you control has +4 ATK and **Thrown** this turn. *(When you strike with that weapon, it has **Long-Range** this combat. At the end of this turn, put that weapon into its owner's hand.)*

Ko'gun, Hammer of the Firelord, 5, DrPaPrSh (Tomb-188R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Fire], 3 Strike
If an opposing hero was dealt 6 or more damage this turn: [Activate] >>> Put three 2 [Fire] / 1 [Health] Fire Elemental ally tokens into play.

Kolorath, 8 (Throne-213E)
Monster Ally—Kraken, Kolorath (1), 6 [Frost] / 12 Health
When Kolorath enters play, put all non-[Frost] allies into their owner's hands.

Korah Icefang, 4, Horde (Betrayal-96U)
Ally—Orc Mage, 3 [Frost] / 3 Health
When this ally enters play, double the ATK of target ally this turn.

Korbash the Devastator, 7 (Tomb-138R)
Monster Ally—Ogre Lord Warrior, 7 [Melee] / 7 Health
Conspicuous <p> When this ally enters play, exhaust a target opposing hero or ally for each Ogre hero and ally you control. Characters exhausted this way can't ready this turn or next turn.

Korgen Skullcleaver, 4, Horde (Betrayal-97U)
Ally—Orc Death Knight, 4 [Shadow] / 4 Health
Destroy another ally you control >>> Target orc ally has **Ferocity** this turn.

Kraven the Gravebound, 3, Alliance (Tomb-88U)
Ally—Human Death Knight, 2 [Shadow] / 2 Health
When this ally enters play, you may destroy another ally you control. If you do, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Krax Gravesteele, 2, Horde (Aspects Treasure-39R)
Ally—Goblin Death Knight, 2 [Melee] / 1 Health
When this ally is destroyed, target opposing ally has -2 [Health] this turn.

Kraznix Smolderpain, 5, Horde (Crown-112C, Sylvanas-16C)
Ally—Goblin Warlock, 4 [Fire] / 6 Health
When this ally enters play, **Delve**. *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Kresss, Herald of the Hunt, 4 (Tomb-149U)
Monster Ally—Naga Hunter, 2 [Melee] / 2 Health
Empower Hunter: When this ally enters play, if you control another Hunter hero or ally, this ally deals 2 ranged damage to each of up to two target heroes and/or allies.

Krezza the Explosive, 3, Horde (Sylvanas-17R, Throne-159R)
Ally—Goblin Mage, 2 [Arcane] / 2 Health
When this ally deals damage to an opposing hero, she also deals 2 arcane damage to target opposing ally.

Krogar the Colossal, 8 (Crown-136R)
Monster Ally—Ogre Lord Warrior, 9 [Melee] / 13 Health
Conspicuous <p> **Empower Monster**: When this ally enters play, if you control another Monster hero or ally, you may shout "ME BIGGEST!" while pounding your fists on the table. If you do, this ally and target opposing ally deal melee damage to each other equal to their respective ATK.

Kromdar, Herald of War, 5, Horde (Throne-160U)
Ally—Orc Warrior, 6 [Melee] / 4 Health
Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, you may destroy target damaged ally.

Krum'shal, 5 (Crown-137U)
Monster Ally—Ogre Shaman, 6 [Nature] / 2 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, target hero or ally has +3 ATK and **Smash** this turn. *(If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)*


Lady Bancroft, 1, Alliance (Ancients-98C, Alliance Priest-15C, Citadel Raid-61C, Wrathgate-122C)
Ally—Human Priest, 2 [Holy] / 1 Health
Prevent all damage that opposing heroes would deal to this ally.

Lady Naz'jar, 6 (Throne-206E)
Monster Ally—Naga Sea Witch, Naz'jar (1), 5 [Frost] / 7 Health
(3), Exhaust two Naga heroes and/or allies you control >>> Naz'jar deals 5 frost damage to target hero or ally. A character dealt damage this way can't attack or exhaust this turn.

Lady Sira'kess (Throne-23)
 Monster Hero—Naga Mage, 25 Health
 [Front]: (8) >>> Flip Sira'kess face down. <p> You pay (8) less to flip Sira'kess if you played three or more Frost and/or [Frost] cards this turn.
 [Back]: [Activate] >>> Sira'kess deals 1 frost damage to target hero or ally. <p> (2) >>> Exhaust target hero or ally that was dealt frost ([Frost]) damage this turn.
 Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Lady Vashj (Timewalkers-24)
 Monster Hero—Night Elf Priest, 26 Health
 [Front]: **Vashj's Obedience** <p> [Basic] (5), Flip Vashj >>> Vashj deals 3 shadow damage to target hero or ally. Remove the top card of that character's controller's deck from the game for each damage dealt this way.
 [Back]: **Vashj's Intent** <p> Once per game: [Basic] (8) >>> Vashj deals 1 shadow damage to target ally for each opposing card that's removed from the game.

Lady Voltaire, 3, Alliance (Betrayal-77R)
 Ally—Human Death Knight, 0 [Frost] / 9 Health
Unity: While you control three or more Human allies, if another Human ally you control would be dealt damage, you may have it be dealt to this ally instead.

Laenthor Shademoon, 2, Alliance (Alliance Druid-19C, Alliance Hunter-17C, Alliance Mage-20C, Alliance Rogue-16C, Alliance Warlock-18C, Alliance Warrior-12C,  Alliance Hunter-18C Worldbreaker-148C)
 Ally—Night Elf Mage, 2 [Arcane] / 3 Health

Laetho Moonbranch, 2, Alliance (Throne-118C)
 Ally—Night Elf Druid, 2 [Nature] / 1 Health
 When this ally enters play, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Lara, Timewalker Commander, 7, Alliance (Ancients-99R)
 Ally—Human Warrior, 0 [Melee] / 0 Health
 This and other Human allies you control have +1 / +1 for each Human ally you control.

Larrisa Valorshield, 4, Alliance (Throne-119C)
 Ally—Human Paladin, 4 [Holy] / 4 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

The Last Living Lorekeeper (Elderlimb-28C, Jaina-27C, Murkdeep-27C, Throne-255C)
 Quest
 On your turn: Pay (5) to complete this quest. <p> Reward: Your hero heals 3 damage from itself. Draw a card.

The Last Relic of Argus, 2,
 DkDrHuMaPaPrRoShLoWa (Timewalkers Crafted-6E)
 Equipment—Item
 You pay (1) less to complete quests. <p> When you complete a quest, your hero heals 3 damage from itself.

Lava Bolt Crossbow, 5, HuRo (Tomb-189U)
 Equipment—Weapon—Crossbow, Ranged (1), 2 [Ranged], 2 Strike
Long-Range (*When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.*)

Lava Shock, 3, Shaman (Throne-72U)
 Ability—Elemental
 Your hero deals 4 fire damage to target ally. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Lava Strike, 2, Shaman (Ancients-53U)
 Basic Ability—Enhancement
 Target up to two heroes and/or allies. Your hero deals 2 melee damage to the first and 1 fire damage to the second.

Lazarus Marrowbane, 2, Horde (Crown-113C)
 Ally—Undead Warrior, 0 [Melee] / 7 Health
 This ally can protect your hero.

Leafbeard, Ancient of Lore, 6 (Ancients-187U)
 Monster Ally—Ancient Druid, 5 [Nature] / 6 Health
 When this ally enters play, if your hero is a Monster, you may exhaust target ally. It can't ready during its controller's next ready step.

Leeching Fever, 3, Death Knight (Crown-9U)
 Ability—Unholy Disease
 Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if that hero has 15 or more damage, destroy this ability. If you do, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.

Legacy of Arlokk, 2, MaPrLo (Crown-183U)
 Equipment—2H Weapon—Staff, Melee (1), 1 [Fire] / 4 Strike
 On your turn: (2), [Activate], Exhaust your hero >>> Your hero deals 1 fire damage to target ally. <p> On your turn: (8), [Activate], Exhaust your hero >>> Your hero deals 4 fire damage to target hero.

Legacy of Betrayal, 4, RoLo (Betrayal-59E)
 Basic Ability
 Remove target opposing ally and all opposing allies that share that ally's name from the game. Then search that ally's controller's deck, graveyard, and hand for all allies with that name and remove them from the game. <p> Ongoing: [Basic] Destroy this ability >>> You may play one of the allies removed this way. (*Pay costs as normal.*)


Legacy of Stormrage, 7, DrMa (Ancients-73E)
 Basic Ability
 Ongoing: When an ally enters play under your control, you may put X 1 [Melee] / 1 [Health] Treant ally tokens into play, where X is that ally's cost. <p> When you play a non-Ongoing ability, you may copy it. (*You may choose new targets for the copy.*)

Legacy of the Legion, 6, HuWa (Ancients-74E)
 Basic Ability
 Put a 5 [Melee] / 5 [Health] Pit Lord Monster Demon ally token into play with **Protector**. <p> Put a 5 [Melee] / 5 [Health] Felhound Monster Demon ally token into play with **Ferocity**.

Legguards of the Legion, 3, HuSh (Ancients-211R)
 Equipment—Armor—Mail, Legs (1), 2 DEF
 When this armor enters play, name "Demon", a [Horde] race, or an [Alliance] race. <p> You pay (1) less to play allies of the named race, to a minimum of (1). <p> Your hero has **Assault 1** for each ally you control of the named race.


Legion Fel Reaver, 5 (Ancients-188U)
 Monster Ally—Construct Demon, 8 [Melee] / 8 Health
 As an additional cost to play, choose and destroy a Demon ally you control.

Lexie Silverblade, 5, Alliance (Ancients-100U)
 Ally—Night Elf Rogue, 2 [Melee] / 2 Health
Haste 2 (*You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.*) <p> When this ally enters play, you may destroy target ally with cost 2 or less.

Liba Wobblebonk, 5, Alliance (Alliance Warrior-13C,  Alliance Warlock-16C, Azeroth-200C, Class-144C)
 Ally—Gnome Mage, 3 [Arcane] / 4 Health
 When this ally enters play, draw a card.

The Lich King (Timewalkers-28)
 Monster Hero—Spirit Death Knight
 [Front]: **Lich King's Siphon** <p> [Basic] (4), Flip The Lich King >>> When target ally is destroyed this turn, The Lich King heals damage from himself equal to that ally's cost.
 [Back]: **Wrath of the Lich King** <p> Once per game: [Basic] (10) >>> Choose a number. Destroy all opposing abilities, allies, and equipment with that cost. Then each opponent reveals his hand and discards all abilities, allies, and equipment with that cost.


Lieutenant Horatio Laine, 3, Alliance (Dungeon Treasure-13U)
 Ally—Human Investigator, Horatio Laine (1), 4 [Melee] / 2 Health
 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.

Life Tap, 2, Warlock (Alliance Warlock-7U,  Alliance Warlock-4U, Azeroth-128U, Class-108U, Horde Warlock-8U)
 Instant Ability—Affliction
 As an additional cost to play, put 2 damage on your hero. <p> Draw two cards.

Light of Dawn, 2, Paladin (Betrayal-29R)



Instant Ability—Holy Attachment

Holy Talent (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> Attach to target ally, and your hero heals all damage from it. Add a holy counter to this ability for each damage healed this way. <p> Ongoing: Attached ally has +1 / +1 for each holy counter on this ability. <p> Attached ally has **Absorb**.

Light of the Naaru, 2, Paladin (Crown-29U, )
Horde Paladin-6U)

Instant Ability—Holy

Your hero heals all damage from target defending ally. Prevent the next 5 combat damage that would be dealt to that ally this turn.

Lightning in a Bottle () Alliance Priest-24C,
Elements-213C, ) Horde Druid-24C)
Quest

If you control an ability: Pay (3) to complete this quest. <p> Reward: Draw a card.

Lightning Whelk Axe, 2, DkHuPaRoShWa
(Murkdeep-21C, Sylvanas-23C, Throne-250C)
Equipment—1H Weapon—Axe, Melee (1), 2
[Melee], 3 Strike

Light's Embrace, 2, Paladin (Caverns Treasure-19C)

Instant Ability—Holy

Put target ally from your graveyard into your hand. Your hero heals damage from itself equal to that ally's cost.

The Light's Gaze, 3, Paladin, Priest (Crown-58U)
Ability—Holy

Your hero heals 10 damage from target hero or ally.

Light's Vengeance, 1, Paladin (Betrayal-30U)

Instant Ability—Retribution

This turn, target ally has +3 ATK, and damage it would deal is unpreventable.

Lions, Tigers, and Bears, 5, Druid (Ancients-11R)

Basic Ability—Feral

Put a 2 [Melee] / 2 [Health] Lion ally token into play with **Ferocity**. <p> Put a 2 [Melee] / 2 [Health] Tiger ally token into play with **Stealth**. <p> Put a 2 [Melee] / 2 [Health] Bear ally token into play with **Protector**.

Living Seed, 2, Druid (Betrayal-10R)

Basic Ability—Restoration Attachment

Restoration Talent (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Attach to your hero. <p> Ongoing: At the start of your turn, add a growth counter to this ability, and your hero heals 1 damage from itself for each growth counter. Then, if there are four or more growth counters on this ability, destroy it. If you do, put a 4 [Nature] / 4 [Health] Ancient Monster ally token into play with **Protector**.

Lockmaw, 5 (Tomb-154R)

Monster Ally—Crocolisk, Lockmaw (1), 5

[Melee] / 3 Health

When Lockmaw enters play, you may destroy target opposing damaged ally. If you do, put a 1 [Melee] / 1 [Health] Crocolisk Monster ally token into play for each damage on that destroyed ally.

Lodur, Herald of the Elements, 4, Alliance

(Throne-120U)

Ally—Dwarf Shaman, 4 [Melee] / 4 Health

Empower Shaman: When this ally enters play, if you control another Shaman hero or ally, target opposing ally becomes 1 / 1 and is also a Frog this turn.

Lord Afrasastrasz, 7 (Aspects Treasure-50E)

Ally—Red Dragonkin, Afrasastrasz (1), 6 [Fire] / 8 Health

At the end of your turn, put a 1 [Fire] / 1 [Health] Red Dragonkin ally token into play for each ally you control. <p> On your turn, if Afrasastrasz is in your hand: (6), Reveal Afrasastrasz and shuffle him into your deck >>> Put six 1 [Fire] / 1 [Health] Red Dragonkin ally tokens into play.

Lord Darion Mograine, 5 (Champ Promo-7E,

Scourgewar-211E)

Ally—Human Death Knight, Unique, 5 [Frost] / 6 Health

(1), Destroy a Death Knight you control >>> Put a 3 [Melee] / 3 [Health] Ghoull ally token into play.

Lord Godfrey, 6 (Dungeon Treasure-30E)

Ally—Undead Lord, Godfrey (1), 2 [Shadow] / 6 Health

At the start of your turn, put two 3 [Melee] / 3 [Health] Ghoull ally tokens into play. <p> At the end of your turn, Godfrey deals 1 shadow damage to target opposing hero or ally for each Ghoull you control.

Lord Jorach Ravenholdt, 4 (Champ Promo-8E,

Scourgewar-212E)

Ally—Human Rogue, Unique, 5 [Melee] / 4 Health

(1), Exhaust a Rogue you control >>> Exhaust target hero or ally.

Lord Kur'talos Ravencrest, 3, Alliance (Ancients-101E, Ancients-101 EA)

Ally—Night Elf Warrior, Kur'talos (1), 1 [Melee] / 5 Health

Spellshield <p> Kur'talos has +ATK equal to the combined cost of other allies you control.

Lordann the Bloodreaver, 2, Horde (Throne-161R)

Ally—Blood Elf Warrior, 2 [Melee] / 3 Health

Protector <p> This ally has +3 / +3 while your hero has 15 or more damage.

Loremaster Pooth, 5, Alliance (Betrayal-78R)

Ally—Worgen Druid, 4 [Melee] / 5 Health

When you complete a quest, you may put a 2 [Melee] / 2 [Health] [Alliance] Worgen ally token into play.

Lorraina the Red Harbinger, 5, Horde (Caverns Treasure-48R)

Ally—Blood Elf Hunter, 2 [Ranged] / 5 Health

When this ally enters combat, she may deal 2 ranged damage to target attacker or defender. <p> When this ally deals damage to a hero or ally, you may ready a resource.

Lor'themar Theron, Regent Lord, 6, Horde (Tomb-107E)

Ally—Blood Elf Hunter, Lor'themar (1), 5

[Ranged] / 7 Health

Each player plays with the top card of his deck revealed. <p> On your turn, you may play any cards revealed this way. (*Pay costs as normal.*)

Lothar's Edge, 4, Alliance, DkPaWa (Betrayal-182U)

Equipment—2H Weapon—Axe, Melee (1), 3 [Melee] / 3 Health

When this weapon enters play, if an opponent controls a [Horde] hero, you pay (3) less to strike with this weapon this turn.

Lucy Elizabeth, 2, Alliance (Crown-91C)

Ally—Human Paladin, 3 [Holy] / 2 Health

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

Lumbering Ogre Axe, 2, DkPaShWa (Crown-184C)


Equipment—2H Weapon—Axe, Melee (1), 4 [Melee] / 6 Strike

Your hero has **Smash**. (*If your hero would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Lyra, Timewalker Embermage, 4, Alliance, Horde (Betrayal-118U)

Ally—Night Elf Mage, 3 [Fire] / 3 Health

Spellshield <p> While you control two or more allies that share a [Horde] or [Alliance] race: [Activate] >>> This ally deals 5 fire damage to target hero.

Maazhum, 3, Warlock (Alliance Warlock-8C, )
Alliance Warlock-17C, Elements-93C, Horde

Warlock-9C)

Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health

When this ally enters play, he deals 3 shadow damage to target hero and heals 3 damage from your hero.

Magatha Grimtotem, 6, Horde (Betrayal-98R)

Ally—Tauren Shaman, Magatha (1), 2 [Nature] / 8 Health

Tribe: When this or another Tauren enters play under your control, Magatha heals 5 damage from your hero. <p> Your hero has **Assault 5** while it's undamaged.

Magical Ogre Idol, 4, DkDrHuMaPaPrRoShLoWa (Crown-175R, Crown Loot-2L)

Equipment—Item

This item enters play exhausted. <p> On your turn: [Activate], Destroy this item >>> This turn, your hero becomes an Ogre Monster hero and has +6 ATK and **Smash**.

Magma Blast, 1, Shaman (Betrayal-44C)
Instant Ability—Elemental
Choose one: Your hero deals 1 fire damage to target ally; or your hero deals 3 fire damage to target hero.

Magma Spike, 4, Mage (🔥 Horde Mage-8C, Legion-49C)
Basic Ability—Fire
Your hero deals 5 fire damage to target hero or ally.

Mahona, Hand of the Earthmother, Horde (🌿 Horde Druid-1U)
Hero—Tauren Druid, 28 Health
[Basic] (2), Flip Mahona >>> Reveal the top four cards of your deck. Put a revealed attachment into your hand and the rest on the bottom of your deck.

Maimgor's Bite, 4, RoSh (Crown-185R)
Equipment—1H Weapon—Axe, Melee (1), 1 [Melee] / 0 Strike
Dual Wield <p> Double the ATK of this and other weapons you control.

Makuna Hatada, 4, Horde (Betrayal-99E)
Ally—Tauren Druid, 4 [Melee] / 4 Health
[Basic] (5) >>> This and other allies you control have +5 ATK, **Absorb**, and **Smash** this turn.

Malar Silverfrost, 4, Alliance (Jaina-17C, Throne-121C)
Ally—Night Elf Death Knight, 3 [Frost] / 3 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, opposing allies have -1 [Health] this turn.

Malazar Eldarch, 6, Horde (Aspects Treasure-40U)
Ally—Undead Hunter, 4 [Nature] / 4 Health
You pay (3) less to play this ally if you control a Pet.

Malfurion Stormrage, Alliance (Timewalkers-6)
Hero—Night Elf Druid, 27 Health
[Front]: **Malfurion's Call** <p> [Basic] (3), Flip Malfurion >>> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.
[Back]: **Malfurion's Tranquility** <p> Once per game: [Basic] (X) >>> Malfurion heals X damage from himself and each ally you control.

Malfurion's Gift, 5, Druid (Crown-12R)
Instant Ability—Restoration
Restoration Talent (*You can't put Balance Talents or Feral Talents in your deck.*) <p> Put target ally with cost less than or equal to the number of resource you control from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +2 / +2. <p> When this ability leaves play, destroy attached ally.

Mallory the Maniacal, 3, Alliance (Caverns Treasure-42R)
Ally—Human Warlock, 2 [Shadow] / 6 Health
This ally enters play with 2 damage on her. <p> This ally has **Assault 4** and **Spellshield** while undamaged.

Maloc, Herald of Trickery, 4, Alliance (Throne-122U)
Ally—Human Rogue, 4 [Melee] / 1 Health
Empower Rogue: When this ally enters play, if you control another Rogue hero or ally, gain control of target opposing equipment.

Malorne the White Stag, 10 (Ancients-1E, Ancients-1 EA)
Monster Master Hero—Stag Beast Demigod, 2 [Nature] / 38 Health
[Basic] (1) >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play. <p> [Basic] (2), Exhaust two allies you control >>> Reveal the top card of your deck, then place it into your resource row exhausted as an additional resource. <p> [Basic] (20) >>> Shuffle your graveyard into your deck, then search your deck for any number of cards and play them without paying their costs.

Mana Agate, 2, Mage (Alliance Mage-9U, Azeroth-57U, Class-54U, Horde Mage-10U, Jaina-7U)
Ability—Arcane
Ongoing: (1), Destroy this ability >>> Draw two cards.

Manaflow, 5, Mage (Ancients-27R)
Basic Ability—Arcane
Draw cards equal to the highest cost among allies you control.

Mandible of Beth'tilac, 3, DkPaWa (Crown-186C, 🌿 Horde Warrior-20C)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike

Mandokir's Tribute, 6, Hunter (Crown-187U)
Equipment—Weapon—Bow, Ranged (1), 2 [Ranged] / 0 Strike
Long-Range (*When you strike with this weapon on your turn, defenders deal no combat damage to the attacker.*) <p> This weapon has +3 ATK for each Pet you control.

Mannoroth the Destructor (Timewalkers-25)
Monster Hero—Pit Lord Demon Warrior, 30 Health
[Front]: **Mannoroth's Command** <p> [Basic] (5), Flip Mannoroth >>> Reveal the top five cards of your deck. Put a revealed ally or equipment into your hand and the rest on the bottom of your deck.
[Back]: **Mannoroth's Rampage** <p> Once per game: [Basic] (6) >>> Double the ATK of target ally or weapon this turn.

Mannoroth the Flayer, 8 (Caverns Treasure-54R)
Monster Ally—Pit Lord Demon Warrior, Mannoroth (1), 6 [Melee] / 9 Health
Protector <p> Other [Melee] allies you control have **Assault 2**. <p> Non-[Melee] allies opponents control have -2 ATK.

Mantle of Abrahmis, 2, DkPaWa (Betrayal-171R)
Equipment—Armor—Plate, Shoulders (1), 2 DEF
When another armor or weapon enters play under your control, choose one: Add a +1 ATK counter to target weapon you control; or add a +1 [DEF] counter to target armor you control.

Mantle of Master Cho, 3, MaPrLo (Tomb-171U)
Equipment—Armor—Cloth, Shoulder (1), 1 DEF [Activate], Name a standard class >>> Target ally you control has that class and loses all other classes this turn.

March of the Treants, 3, Druid (Caverns Treasure-7C)
Basic Ability—Balance
Ongoing: At the start of your turn, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Mark of Cenarius, 4, Druid (Aspects Treasure-5U)
Ability—Restoration
Attach to target friendly ally. <p> Ongoing: When this ability enters play, complete target quest you control without paying its cost. <p> Attached ally has +1 / +1 for each face-down resource you control.

Mark of Elderlimb, 2, Druid (Crown-13U)
Ability—Balance
Attach to target ally. <p> Ongoing: When attached ally deals damage to an opposing hero, put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Mark of Goldrinn, 5, Druid (Elderlimb-6C, 🌿 Horde Druid-5C, Throne-35C)
Basic Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +5 / +5.

Mark of Growth, 4, Druid (Ancients-12U)
Basic Ability—Restoration Attachment
Attach to target hero. <p> Ongoing: Attached hero has **Mend 3**.

Mark of Life, 3, Druid (🌿 Horde Druid-6C, Iccrown-27C)
Instant Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2 and **Mend 1**. (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Mark of Malorne, 2, Druid (Ancients-13C, 🌿 Horde Warrior-26C)
Basic Ability—Restoration Attachment
Attach to target ally. <p> Ongoing: Attached ally has +2 / +3.

Mark of Restoration, 2, Druid (Tomb-15U)
Ability—Restoration
Attach to target friendly ally. <p> Ongoing: Attached ally has +2 / +2. <p> When attached ally attacks, it heals damage equal to its ATK from each other friendly hero and ally.

Mark of the Ancients, 1, Druid (Crown-14C)
Ability—Restoration
Attach to target ally you control. <p> Ongoing:
Attached ally has +1 / +1 and **Harmonize**. (You pay (1) less to play allies with printed cost 4 or more.)

Marundal the Kindred, 4, Alliance (Alliance Warlock-18R, Honor-108R)
Ally—Night Elf Druid, 4 [Arcane] / 4 Health
Each ally has ATK and [Health] equal to its cost, and can't gain or lose ATK or [Health].

Mass Revival, 6, Priest (Caverns Treasure-20C)
Basic Ability—Holy
Put up to three target allies from your graveyard into your hand.

Master of the Hunt, 3, Hunter (Alliance Hunter-8R, Alliance Hunter-6R, Azeroth-40R)
Basic Ability—Beast Mastery
Ongoing: Pets you control have +2 / +2.

Master Sniper Simon McKey, Alliance (Throne-5)
Hero—Human Hunter, 28 Health
On your turn: (2), Flip Simon >>> Simon deals ranged damage to target hero or ally equal to the ATK of a Pet you control.

Master's Embrace, 3, Hunter, Warlock (Crown-59U, Sylvanas-8U)
Ability—Beast Mastery Demonology
Choose one: Search your deck for a Pet, reveal it, and put it into your hand; or attach to target Pet. <p> Ongoing: Attached Pet has +4 / +4.

The Master's Touch (Betrayal-197C)
Quest
[Basic] Pay (4) to complete this quest. <p> Reward: Reveal the top two cards of your deck. Put one into your hand and the other into your graveyard.

The Maw of Iso'rath (Elderlimb-29C, Twilight-214C)
Quest
If three or more allies you controlled dealt damage this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

Maw of the Dragonlord, 6, DrPaPrSh (Aspects Treasure-70R)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 4 Strike
You pay (1) less to play this weapon for each quest you control. <p> When you complete a quest, your hero heals 4 damage from itself.

Mazu'kon, 6, Horde (Throne-162E)
Ally—Troll Shaman, 6 [Nature] / 6 Health
Ferocity <p> When this ally is destroyed, put a 6 [Nature] / 6 [Health] [Horde] Troll Shaman ally token named Mazu'kon into play with **Ferocity**.

McCloud the Fox, 2, Hunter (Crown-17C)
Ally—Fox, Pet (1), 2 [Melee] / 1 Health
Elusive, Ferocity, Stealth

Mechanical Greench, 3 (Winter Veil-3R)
Monster Ally—Mechanical, 2 [Melee] / 4 Health
If this ally would deal damage to a hero, it deals double that much instead.

Medivh the Corrupted, Alliance (Timewalkers-7)
Hero—Human Warlock, 28 Health
[Front]: **Medivh's Sight** <p> [Basic] (1), Flip Medivh >>> Look at target player's hand.
[Back]: **Medivh's Dark Portal** <p> Once per game: [Basic] (6) >>> Search your deck for an ally, reveal it, and put it into your hand.

Medivh's Journal (Betrayal-198C)
Quest
Pay (1) to complete this quest. <p> Reward: Look at target player's hand.

Mekkatorque, King of the Gnomes, 5, Alliance (Throne-123E)
Ally—Gnome Warrior, Mekkatorque (1), 4 [Melee] / 4 Health
At the start of your turn, you may put target equipment from any graveyard into play under your control. <p> Mekkatorque has +2 / +2 for each equipment you control.

Melodious Slippers, 2, MaPrLo (Aftermath Justice-1E)
Equipment—Armor—Cloth, Feet (1), 1 DEF
At the end of each turn, if you played two or more abilities this turn, draw a card.

Mercenary Dominic, 3 (Dungeon Treasure-31U)
Ally—Undead Rogue, Mercenary Dominic (1), 3 [Melee] / 3 Health
Once per turn: (2) >>> Your hero has **Assault 2** this turn. (It has +2 ATK on your turn.)

Merrymaker Chen, 6 (Winter Veil-6R)
Ally—Pandaren Monk, Chen (1), 3 [Melee] / 7 Health
When Chen enters play, you may say "Is trouble brewing?" If you do, until the start of your next turn, opposing heroes and allies attack at random and must attack if able. <p> [Basic] (3), Say "You seem a little parched." >>> Another target hero or ally has +3 ATK and attacks opposing heroes and allies at random this turn.

Meteor Shard, 2, Rogue (Dungeon Treasure-51R)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 1 Strike
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.

Militia Commander Balor, 7, Alliance (Throne-124R)
Ally—Human Warrior, 4 [Melee] / 8 Health
This ally can protect Peasants. <p> At the start of your turn, you may put two 1 [Melee] / 1 [Health] Peasant ally tokens into play. <p> Peasants you control can be exhausted to pay costs as though they were resources.

Millennium Blade, 2, Rogue (Betrayal-183C)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee] / 1 Strike
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.) <p> While you control another weapon, this weapon has +1 ATK, and you pay (1) less to strike with it.

Mind Crush, 4, Priest (Ancients-38U)
Basic Ability—Shadow
Target opponent chooses and destroys an ally he controls. Remove cards from the top of that player's deck from the game equal to the ATK of that destroyed ally.

Mind Shatter, 2, Priest (Tomb-37C)
Ability—Shadow
Your hero deals 3 shadow damage to target hero or ally. If a hero was dealt damage this way, its controller discards a card.

Mind Wipe, 3, Priest (Aspects Treasure-17U)
Ability—Shadow
Choose "ability," "ally," or "equipment," and then target player discards a random card. If he discarded a card that has the chosen type, he discards another random card.

Mindbender Ghur'sha, 7 (Hogger-14R, Throne-203R)
Monster Ally—Merciless One, Ghur'sha (1), 4 [Melee] / 8 Health
While you control one or more other Monster heroes and/or allies, Ghur'sha has **Ferocity**. <p> While you control two or more other Monster heroes and/or allies, Ghur'sha has **Assault 4**. <p> While you control three or more other Monster heroes and/or allies, Ghur'sha has **Invincible**.

Miniature Voodoo Mask, 1, MaPrLo (Crown-176R)
Equipment—Item, Trinket (2)
As this item enters play, name an ability or equipment with cost 3 or less. <p> Opposing cards in play with the chosen name lose and can't have powers.

Miniature Winter Veil Tree, 3, DrHuMaPrRoShLoWa (Winter Veil-9R)
Equipment—1H Weapon—Dagger, Melee (1), 0 [Melee] / 1 Strike
[Basic] [Activate] >>> Add a +1 ATK counter to this weapon, and another target player gains control of this weapon.

Mining Monkey, 3 (Dungeon Treasure-35C)
Ally—Monkey, 2 [Melee] / 2 Health
When this ally enters play, each friendly player may draw a card (including you).

Mistress Nesala (Tomb-7)
Monster Hero—Succubus Demon Rogue Warlock, 25 Health
Deckbuilding: You can't put [Horde], [Alliance], or Talent cards in your deck.

Mixi Crankhaven, 3, Horde (Aspects Treasure-41C)
Ally—Goblin Priest, 3 [Holy] / 2 Health
When you play an ability, ally, or equipment, this ally deals 1 unpreventable holy damage to target opposing hero.

Mo'arg Doomsmith, 4 (Ancients-189U)
Monster Ally—Mo'arg Demon, 3 [Melee] / 2 Health
When this ally enters play, he may deal 4 melee damage to another ally you control. If he does, your hero has **Assault 4** this turn.

Moccasins of Verdurous Grooms, 2, HuSh (Aftermath Justice-2E)
Equipment—Armor—Mail, Feet (1), 1 DEF
When an ally you control exhausts, you may pay (1). If you do, your hero has **Assault 1** this turn. *(It has +1 ATK on your turn.)*

Mogdar the Frozenheart (Tomb-8)
Monster Hero—Ogre Death Knight Shaman, 25 Health
Deckbuilding: You can't put [Horde], [Alliance], or Talent cards in your deck.

Mograin's Might, 3, DkPaWa (Dungeon Treasure-52U)
Equipment—2H Weapon—Mace, Melee (1), 1 [Holy] / 1 Strike
When a [Holy] ally enters play under your control, this weapon has +X ATK this turn, where X is that ally's cost.

Moharu the Skyseer, 5, Horde (Crown-114R)
Ally—Tauren Priest, 1 [Holy] / 1 Health
When this ally deals combat damage to an opposing hero, you may put up to three allies from your hand into play.

Mok'drul, 7 (Tomb-139U)
Monster Ally—Ogre Death Knight, 7 [Frost] / 3 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, heroes and allies you control have +3 ATK and **Smash** this turn.

Molten Scorch, 3, Mage (Throne-49U)
Instant Ability—Fire
Your hero deals 3 fire damage to target hero or ally. <p> **Delve** *(Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.)*

Monstrous Boon, 4, Druid (Crown-15R)
Ability—Balance
Reveal cards from the top of your deck equal to the number of Monster heroes and allies you control, then place them into your resource row exhausted as additional resources.

Monstrous Cleave, 4, Warrior (Hogger-6U, Throne-86U)
Ability—Fury
Target up to two allies. Your hero deals 4 melee damage to the first target. If you control two or more Monster heroes and/or allies, your hero deals 4 melee damage to the second target.

Monstrous Essence, 5, Death Knight (Throne-30R)
Ability—Blood
Ongoing: When a Monster ally you control is destroyed, your hero deals shadow damage to target hero equal to that ally's ATK and heals damage from itself equal to that ally's [Health].

Monstrous Frostbolt Volley, 3, Mage (Throne-50R)
Ability—Frost
Target Monster hero or ally you control deals frost damage equal to its ATK to each opposing hero and ally.

Monstrous Heal, 1 (Tomb-68C)
Instant Ability
Your hero heals 3 damage from each Monster hero and ally you control.

Monstrous Intervention, 6, Priest (Tomb-38R)
Instant Ability—Discipline
Monster heroes and allies you control have **Invincible** this turn. *(They can't leave play, be targeted, or be dealt damage.)*

Monstrous Mark, 4, Hunter (Throne-43R)
Ability—Marksmanship
Attach to target hero or ally. <p> Ongoing: Monster heroes and allies you control have **Assault 2** while in combat with attached character. <p> When this ability is destroyed, its owner may put it from his graveyard into his hand.

Monstrous Regeneration, 1 (Tomb-69C)
Ability
Attach to target friendly Monster ally. <p> Ongoing: Attached ally has +1 / +1 and **Mend 1**. *(At the start of your turn, it may heal 1 damage from target hero or ally.)*

Monstrous Rush, 3, Rogue (Tomb-44R)
Instant Ability—Assassination Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Choose that many of the following: **Assault 3**, **Long-Range**, **Sentinel**, **Smash**, and **Stealth**. <p> Target Monster hero or ally has the chosen powers this turn.

Monstrous Strength, 5 (Tomb-70C)
Ability
Monster heroes and allies you control have +2 ATK this turn.

Monstrous Strike, 2 (Murkdeep-5C, Throne-88C)
Ability
Target hero or ally has +1 ATK this turn, or +4 if it's a Monster.

Monstrous Terrorguard, 7 (Ancients-190U)
Monster Ally—Terrorguard Demon, 7 [Melee] / 5 Health
When this ally enters play, you may choose and destroy another Demon ally you control. If you do, destroy target ally.

Monstrous Totem, 3, Shaman (Crown-42R)
Ability Ally—Enhancement, Earth Totem (1), 0 [Melee] / 5 Health
Ongoing: When you play a Monster ally from your hand, you may search your deck for an ally with the same name as that ally and put it into play. *(Totems can't attack.)*

Monstrous Upheaval, 3 (Hogger-7C, Throne-89C)
Ability
Your hero deals 2 melee damage to target hero or ally for each Monster hero and ally you control.

Monstrous Vengeance, 3, Paladin (Tomb-34R)
Instant Ability—Retribution
Ongoing: When a monster ally you control is destroyed, you may destroy target opposing ally. <p> At end of turn, destroy this ability.

Monstrous Void, 4, Warlock (Crown-49R)
Ability—Demonology
Play only if an opposing hero has 15 or more damage on it. <p> Put a 5 [Shadow] / 5 [Health] Void Terror Demon Monster ally token into play for each Demon and/or Monster hero and ally you control.

Moonshard, 2, Druid (Elderlimb-7C, Elements-35C)
Ability—Balance
Your hero deals 4 arcane damage to target ally.

More Work?, 2 (Betrayal-60C)
Basic Ability
Exhaust target hero or ally. It can't ready during its controller's next ready step.

Moro, Timewalker Druid, 6, Alliance, Horde (Betrayal-119U)
Ally—Tauren Druid, 3 [Melee] / 6 Health
Protector <p> While you control two or more allies that share a [Horde] or [Alliance] race, this ally has **Sentinel**. *(When this ally exhausts for the first time each turn, ready it.)*

Moro Wildmesa, 3, Horde (🐉 Horde Druid-15C, Throne-163C)
Ally—Tauren Shaman, 3 [Fire] / 3 Health
When this ally enters play, target ally has +3 ATK this turn.

Moro's, 3 (Betrayal-149R)
Monster Ally—Risen Rogue, Moro's (1), 4 [Melee] / 2 Health
Stealth, **Spellshield** <p> When Moro's deals combat damage to a defending hero, choose one of the following at random and put it into play: <p> 2 [Shadow] / 2 [Health] Priest Spirit
Monster ally token with **Absorb**. <lb> 2 [Holy] / 2 [Health] Paladin Spirit
Monster ally token with **Protector**. <lb> 2 [Melee] / 2 [Health] Warrior Spirit
Monster ally token with **Ferocity**.

Moro's' Lucky Pocket Watch, 3, DkDrPaWa (Betrayal-179U)
Equipment—Item, Trinket (2)
(2), [Activate] >>> Reveal the top card of your deck. The next time your hero would be dealt damage this turn, prevent damage equal to the cost of the revealed card.

Mor'zul Bloodbringer, 5 (Champ Promo-9E, Scourgewar-213E)
Ally—Human Warlock, Unique, 6 [Shadow] / 5 Health
(1), Remove a Warlock ally you control from the game >>> Remove target ally from the game.

Mossbark, Ancient of War, 4 (Ancients-191C)
Monster Ally—Ancient Warrior, 5 [Nature] / 5 Health
Play this ally only if you control two or more Monster heroes and/or allies.

Mothra, 6, Hunter (Alliance Hunter-7C, Wrathgate-43C)
Ally—Moth, Pet (1), 6 [Melee] / 7 Health
Protector <p> When this ally exhausts, ready up to three resources you control.

Mulgore Deathwalker, 5, Horde (Ancients-136C)
Ally—Tauren Death Knight, 4 [Melee] / 5 Health
Protector <p> **Tribe:** When this or another Tauren ally enters play under your control, this ally may deal 2 melee damage to target damaged ally.

Mulgore Guardian, 2, Horde (Ancients-137C)
Ally—Tauren Paladin, 2 [Holy] / 4 Health
This ally can't attack. <p> **Protector** (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Muln Earthfury, 5 (Crown-169R)
Ally—Tauren Shaman, Muln (1), 5 [Nature] / 4 Health
Harmonize, Protector <p> When Muln enters play, reveal cards from the top of your deck equal to the number of cards with **Harmonize** you control. Put all revealed allies with cost 4 or more into your hand and the rest on the bottom of your deck.

Multi-Shot, 5, Hunter (Azeroth-41R, Citadel Raid-40R, Class-40R, Sylvanas-3R)
Instant Ability—Marksmanship
Your hero deals 2 ranged damage to each of up to three target heroes and/or allies.

Muluno Sunbreath, 3, Horde (Crown-115U)
Ally—Tauren Paladin, 2 [Holy] / 4 Health
At the start of your turn, this ally heals damage from target hero or ally equal to this ally's ATK.

Murkdeep (Murkdeep-1)
Monster Hero—Murloc Shaman, 28 Health
[Front]: (4) >>> Flip Murkdeep face down.
[Back]: **RwlRwlRwl!** When a Murloc ally enters play under your control, Murkdeep deals 1 nature damage to target opposing hero and heals 1 damage from himself.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Murloc Coastrunner, 1 (Hogger-15C, Murkdeep-16C, Throne-188C)
Monster Ally—Murloc Rogue, Unlimited, 2 [Frost] / 1 Health

Murozond, The Lord of the Infinite, 12 (Aspects Treasure-1E)
Monster Master Hero—Infinite Dragonkin Aspect, 2 [Arcane] / 42 Health
On your turn, if Murozond is in your hand: (3) >>> Remove Murozond from the game with twelve time counters on him. <p> On your turn, if Murozond is removed from the game: (2) >>> Remove a time counter from Murozond. <p> At the start of your turn, if Murozond has a time counter, remove a time counter from him. <p> When the last time counter is removed from Murozond, you may put him into play. <p> If Murozond is in play: The first time you would draw a card on your turn, search your deck for any card and put it into your hand instead.

Muzzle, 3 (Hogger-16C)
Monster Ally—Gnoll Warrior, 4 [Melee] / 3 Health

Myro Lumastis, 3, Alliance (Betrayal-79U)
Ally—Human Warlock, 3 [Fire] / 2 Health
Unity: When this ally enters play, if you control three or more Human allies, remove target opposing ally from the game. <p> When this ally leaves play, the owner of that removed ally puts that ally into play.

Mystery Goo (Alliance DK-32C, Alliance Druid-27C, Alliance Hunter-28C, Alliance Mage-28C, Alliance Priest-31C, Alliance Rogue-30C, Alliance Shaman-34C, Alliance Warlock-29C, Alliance Shaman-24C, Horde Druid-32C, Horde Hunter-31C, Horde Mage-31C, Horde Paladin-30C, Horde Priest-30C, Horde Shaman-29C, Horde Mage-25C, Worldbreaker-265C)
Quest
Pay (3) to complete this quest. <p> 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.

Naasi, 3, Alliance (Tomb-89C)
Ally—Draenei Paladin, 2 [Holy] / 4 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, she heals 2 damage from target hero or ally.

Nadina the Red, 4, Horde (Tomb-108R)
Ally—Blood Elf Paladin, 2 [Holy] / 6 Health
Protector <p> At the end of each opponent's turn, if your hero wasn't dealt damage this turn, you may draw a card.

Nalisa Nightbreeze, 1, Alliance (Ancients-102U)
Instant Ally—Night Elf Hunter, 1 [Melee] / 1 Health
Elusive <p> When this ally enters play, target Night Elf ally you control has **Spellshield** this turn. (*It can't be targeted by opponents.*)

Nargle, Fang of the Swarm, 7 (Tomb-144E)
Monster Ally—Murloc Warrior, 5 [Melee] / 5 Health
At the end of an opponent's turn, remove this ally from the game. If you do, destroy all non-Murloc allies, then players put all Murloc allies from their graveyards into play.

Naroku Sunsteppe, 5, Horde (Aspects Treasure-42C)
Ally—Tauren Paladin, 4 [Holy] / 4 Health
Protector <p> This ally has +2 / +2 while you control another ally, an ability, and an equipment.

Nasala Silvertree, 3, Alliance (Aspects Treasure-36R)
Ally—Night Elf Druid, 0 [Melee] / 6 Health
At the start of each player's turn, put a 1 [Melee] / 1 [Health] Treant ally token into play.

Natural Purification, 1, Druid (Tomb-16R)
Ability—Restoration
Destroy target ability or equipment with cost less than or equal to the number of token allies you control.
Nature's Reach, 4, Druid (Elderlimb-8R, Gladiators-20R)
Ability—Balance
Balance Talent (*You can't put Feral Talents or Restoration Talents in your deck.*) <p> Ongoing: Ally tokens you control have +1 / +1. <p> (3), [Activate] >>> Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Nautilus Ring, 4, DrHuRoSh (Throne-240U)
Equipment—Item, Ring (2)
You have no maximum hand size. <p> At the start of your turn, your hero heals damage from itself equal to the number of cards in your hand.

Naz'jar Harpooner, 2 (Throne-207C)
Monster Ally—Naga Hunter, 3 [Melee] / 1 Health
When this ally enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Naz'jar Myrmidon, 3 (Elderlimb-20C, Throne-208C)
Monster Ally—Naga Warrior, 3 [Melee] / 3 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Naz'jar Sorceress, 2 (Throne-209C)
Monster Ally—Naga Mage, 1 [Frost] / 2 Health
[Activate] >>> Target ally can't attack this turn.

Nazuk Darkblood, 4, Horde (Throne-164C)
Ally—Orc Warlock, 5 [Shadow] / 3 Health
(2) >>> This ally has **Ferocity** this turn. (*It can attack immediately.*)

Nazzik, Timewalker Trickster, 4, Alliance, Horde (Betrayal-120R)
Ally—Goblin Rogue, 5 [Melee] / 3 Health
Stealth <p> When this ally deals combat damage to a defending hero, choose one: that hero's controller chooses and discards a card; or you draw a card. <p> If you control two or more allies that share a [Horde] or [Alliance] race, you may choose both.

Necrotic Boneplate Gauntlets, 1, Death Knight (Aspects Treasure-64C)
Equipment—Armor—Plate, Hands (1), 0 DEF
When a ally is destroyed, you may add a +1 [DEF] counter to this armor.

Neferset Bladelord, 4 (Tomb-124C)
Monster Ally—Tol'vir Rogue Warrior, 4 [Melee] / 3 Health
When this ally enters play, if you control an equipment, this ally has **Ferocity** this turn. *(It can attack immediately.)*

Neferset Champion, 3 (Tomb-125C)
Monster Ally—Tol'vir Paladin Warrior, 2 [Holy] / 4 Health
Protector *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*
<p> **Sentinel** *(When this ally exhausts for the first time each turn, ready it.)*

Neferset Darkcaster, 2 (Crown-161C, Elderlimb-21C)
Monster Ally—Tol'vir Mage Shaman, 2 [Fire] / 3 Health

Neferset Flamecaller, 2 (Tomb-126C)
Monster Ally—Tol'vir Mage Shaman, 1 [Fire] / 3 Health
Sentinel *(When this ally exhausts for the first time each turn, ready it.)*

Neferset Frostbringer, 4 (Tomb-127C)
Monster Ally—Tol'vir Mage Shaman, 3 [Frost] / 3 Health
Sentinel *(When this ally exhausts for the first time each turn, ready it.)*

Neferset Runecaster, 4 (Tomb-128C)
Monster Ally—Tol'vir Paladin Priest, 1 [Holy] / 6 Health
Protector *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*
<p> **Sentinel** *(When this ally exhausts for the first time each turn, ready it.)*

Neferset Scorpion Keeper, 3 (Tomb-129C)
Monster Ally—Tol'vir Hunter Rogue, 4 [Melee] / 2 Health
When this ally enters play, if you control an equipment, target opponent chooses and discards a card.

Neferset Sentry, 3 (Tomb-130U)
Monster Ally—Tol'vir Rogue Warrior, 1 [Melee] / 4 Health
On your turn: Exhaust another ally you control >>> This ally has +2 ATK this turn.

Neferset Shadowlancer, 1 (Tomb-131C)
Monster Ally—Tol'vir Hunter Warlock, 2 [Shadow] / 1 Health
When this ally enters play, if you control an equipment, your hero has +2 ATK while attacking this turn.

Neferset Shadowstalker, 6 (Tomb-132U)
Monster Ally—Tol'vir Hunter Warlock, 3 [Shadow] / 6 Health
Sentinel *(When this ally exhausts for the first time each turn, ready it.)* <p> When this ally attacks, another target hero or ally has +2 ATK this turn.

Neferset Shieldguard, 5 (Tomb-133U)
Monster Ally—Tol'vir Paladin Priest, 3 [Holy] / 5 Health
Mend 1, Protector, Sentinel *(When this ally exhausts for the first time each turn, ready it.)*

Nehru, Timewalker Hunter, 5, Alliance, Horde (Betrayal-121U)
Ally—Tauren Hunter, 2 [Ranged] / 6 Health
While you control two or more allies that share a [Horde] or [Alliance] race: (2) >>> This ally has **Assault 2** this turn.

Neltharion the Earth-Warder, 1 (Ancients-192E)
Monster Ally—Black Dragonkin Aspect, Neltharion (1), 8 [Fire] / 8 Health
Smash <p> As Neltharion enters play, you may destroy five non-hero cards you control. If you do, he enters play. Otherwise, put him into his owner's graveyard. *(He doesn't enter play.)*

Neph'Lahim, 8 (Throne-195R)
Monster Ally—Ogre Warlock, Neph'Lahim (1), 8 [Shadow] / 8 Health
Smash *(If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.)* <p> Other Ogre heroes and allies you control have **Assault 2** and **Smash**.

Neptulon, 10 (Throne-25E)
Monster Master Hero—Water Elemental Lord, 3 [Frost] / 38 Health
Fire Resistance <p> When your hero becomes Neptulon, reveal the top ten cards of your deck. Remove all revealed Frost and [Frost] cards from the game, and put the rest on the bottom of your deck. <p> **Tidal Surge:** Allies you control have +1 / +1 for each card removed this way.

Ner'zhul (Timewalkers-26)
Monster Hero—Orc Shaman, 28 Health [Front]: **Ner'zhul's Ritual** <p> [Basic] (4), Flip Ner'zhul >>> Ner'zhul heals 3 damage from target ally you control and has +1 ATK this turn for each damage healed this way.
[Back]: **Ner'zhul's Windwalking** <p> Once per game: [Basic] (7) >>> Ready all allies you control.

Nespirah, 8 (Throne-214R)
Monster Ally—Demigod, Nespirah (1), 9 [Melee] / 9 Health
If Nespirah would deal damage to an opposing hero, she deals that much divided as you choose among any number of opposing heroes and/or allies instead.

Nether Balance, 5, Warlock (Throne-79R)
Ability—Demonology
Ongoing: When this ability enters play, your hero deals 5 shadow damage to target ally. <p> When an opposing ally is destroyed, you may pay (2). If you do, put a 2 [Shadow] / 2 [Health] Demon Skull Monster ally token into play.

Nether Blast, 1 (Dungeon Treasure-8C)
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.

Nether Vision, 1, Warlock (Aspects Treasure-29C)
Ability—Demonology
Look at the top five cards of your deck. Choose an ally from among them and reveal it. Put that revealed ally into your hand and the rest on the bottom of your deck.

Netherpocalypse, 5, Warlock (Ancients-60R)
Basic Ability—Destruction
Each opponent chooses one: Your hero deals 10 shadow damage to his hero; or destroy all resources he controls; or destroy all abilities, allies, and equipment he controls.

Nexus-Theif Asar (Tomb-3)
Monster Hero—Ethereal Rogue, 27 Health [Front]: (8) >>> Flip Asar face down. <p> You pay (8) less to flip Asar if an opposing hero was dealt damage three or more times this turn.
[Back]: At the start of your turn, Asar deals 1 melee damage to target opposing hero for each Monster hero and ally you control.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Nibbler, 2 (Hogger-17C, Throne-189C)
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health
When this or another Murloc ally enters play under your control, it deals 1 melee damage to target opposing hero.

Nifflevar Bearded Axe, 4, HuRoSh (Aftermath Crafted-6E)
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee], 4 Strike
When your hero deals damage with this weapon, you pay (4) less to complete your next quest this turn.

Night Elf Arcanist, 3, Alliance (Betrayal-80C)
Ally—Night Elf Mage, 2 [Arcane] / 2 Health
Haste 3 *(You pay (3) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)*

Night Elf Bladedancer, 5, Alliance (Betrayal-81C)
Ally—Night Elf Warrior, 5 [Melee] / 1 Health
Haste 2 *(You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)* <p> **Elusive** *(This ally can't be attacked.)*

Night Elf Grovewalker, 2, Alliance (Betrayal-82C)
Ally—Night Elf Druid, 3 [Nature] / 2 Health
Spellshield *(This ally can't be targeted by opponents.)*

Night Elf Moon Priestess, 4, Alliance (Betrayal-83C)
Ally—Night Elf Priest, 5 [Holy] / 3 Health

Night Elf Ranger, 3, Alliance (Betrayal-84C)
Ally—Night Elf Hunter, 3 [Ranged] / 2 Health
Assault 2 *(This ally has +2 ATK on your turn.)*

Night Elf Swiftblade, 4, Alliance (Betrayal-85C)
Ally—Night Elf Rogue, 3 [Melee] / 3 Health
Haste 2 (You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.)

Nightbane, 10 (Betrayal-150E)
Monster Ally—Skeleton Dragonkin, Nightbane (1), 10 [Fire] / 10 Health
When Nightbane enters play, he deals 10 fire damage divided as you choose to any number of target opposing heroes and allies.

Nightfall, X, Warlock (Ancients-61R)
Basic Ability—Affliction
Affliction Talent (You can't put Demonology Talents or Destruction Talents in your deck.) <p> Your hero deals X shadow damage to target opposing hero or ally and heals X damage from itself.

Nightfire, 3, Hunter (Alliance Hunter-8R, Outland-32R)
Ally—Dragonhawk, Pet (1), 3 [Fire] / 4 Health (2) >>> This ally has +1 ATK this turn.

Nightstalker Austen, 6, Alliance (Alliance Hunter-7C, Worldbreaker-154C)
Ally—Human Hunter, 6 [Ranged] / 5 Health
Opposing allies lose and can't have **Elusive**.

Nimanda, 5, Warlock (Ancients-62R)
Monster Ally—Succubus Demon, Pet (1), 3 [Shadow] / 3 Health
When this ally enters play, gain control of target opposing ally. You control that ally while this ally remains under your control, and that ally can attack only heroes while you control it.

Nocturnal Gaze, 4, DrRo (Timewalkers Justice-3E)
Equipment—Armor—Leather, Head (1), 1 DEF
While you have no cards in your hand, your hero has **Assault 2**.

No'Kaled, the Elements of Death, 3, Shaman (Aspects Treasure-71R)
Equipment—1H Weapon—Axe, Melee (1), 5 [Melee], 5 Strike
When you strike with this weapon, add a surge counter to it. <p> Allies you control have +2 ATK for each surge counter on this weapon.

No Mercy, 5, Rogue (Betrayal-39R)
Basic Ability—Assassination Finishing Move
As an additional cost to play, remove up to five [Rogue] abilities in your graveyard from the game. <p> Destroy all opposing allies and equipment with cost less than or equal to the number of abilities removed this way.

Nordrassil, the World Tree (Crown-198R)
Location
[Activate] >>> Add a life counter to this location. <p> On your turn: [Activate], Remove a life counter from this location >>> Your hero heals 2 damage from target hero or ally. <p> On your turn: [Activate], Remove three life counters from this location >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Northshire Cleric, 3, Alliance (Ancients-103C)
Ally—Human Priest, 4 [Holy] / 2 Health
Unity: While you control three or more Human allies, damage that would be dealt by heroes and allies you control is unpreventable.

Northshire Crusader, 2, Alliance (Alliance Priest-16C, Ancients-104C)
Ally—Human Paladin, 2 [Holy] / 3 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.)

Northshire Guardian, 1, Alliance (Caverns Treasure-43C)
Ally—Human Paladin, 0 [Holy] / 3 Health
Protector <p> When an attacker deals combat damage to this ally, that attacking character can't ready during its controller's next ready step.

Nox the Lifedrain, 7, Horde (Crown-116R)
Ally—Goblin Warlock, 0 [Shadow] / 0 Health
This ally has +1 / +1 for each damage on opposing heroes.

Nyala Shadefury, 3, Alliance (Ancients-105U)
Ally—Night Elf Warrior, 2 [Melee] / 2 Health
Elusive <p> Other Night Elf allies you control have **Assault 2**.

Obliterating Trap, 3, Hunter (Tomb-23U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card's cost.) <p> Destroy target attacking ally. If its cost is 4 or more, **Delve**.

Obsidian Colossus, 6 (Tomb-155R)
Monster Ally—Colossus, 7 [Melee] / 4 Health
Protector <p> If this ally would be destroyed, remove all damage from it, exhaust it, and add three stone counters to it instead. <p> At the start of your turn, remove a stone counter from this ally. If none remain, ready this ally. <p> While this ally has a stone counter on it, it can't ready and has **Invincible**. (It can't leave play, be targeted, or be dealt damage.)

Obsidium Cleaver, 2, DkPaRoShWa (Tomb-190C)
Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 3 Strike
You pay (3) less to strike with this weapon while you control an ally with an ability attached to it.

Odo's Ley Staff, 3, DrMaPrLo (Dungeon Treasure-53C)
Equipment—2H Weapon—Staff, Melee (1), 1 [Melee] / 3 Strike
When you draw a card, your hero heals 1 damage from target hero or ally.

Okumet, Herald of the Light, 5 (Tomb-134U)
Monster Ally—Tol'vir Paladin Priest, 4 [Holy] / 5 Health
Empower Paladin: When this ally enters play, if you control another Paladin hero or ally, prevent the next 3 damage that would be dealt to target hero or ally this turn.

Old Bones, 4, Hunter (Alliance Hunter-9U, Azeroth-42U, Class-41U)
Ally—Bear, Pet (1), 4 [Melee] / 4 Health
This ally can protect your hero.

The Opening of the Dark Portal (Betrayal-199C)
Quest
Pay (2) to complete this quest. <p> Reward: Choose a [Horde] or [Alliance] race, then reveal the top four cards of your deck. Put a revealed ally of the chosen race into your hand and the rest on the bottom of your deck.

Opportunity, 3, Rogue (Ancients-48R)
Basic Ability—Subtlety
Subtlety Talent (You can't put Assassination Talents or Combat Talents in your deck.) <p> Target an opposing hero or ally for each different cost among cards you control with cost 5, 4, 3, 2, and/or 1, starting with the highest. (You can't target the same card twice.) Your hero deals melee damage equal to that cost to that hero or ally, respectively.

Orc Blackblade, 5, Horde (Betrayal-100C)
Ally—Orc Rogue, 5 [Melee] / 4 Health
Bloodrush: When this ally enters play, if an opposing hero has more damage on it than your hero, target opponent chooses and discards a card.

Orc Flamecaller, 6, Horde (Betrayal-101C)
Ally—Orc Mage, 6 [Fire] / 5 Health

Orc Grunt, 2, Horde (Betrayal-102C)
Ally—Orc Warrior, 2 [Melee] / 2 Health
Bloodrush: While an opposing hero has more damage on it than your hero, this ally has **Ferocity**. (It can attack immediately.)

Orc Necrolyte, 4, Horde (Betrayal-103C)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally enters play, it deals 2 shadow damage to target opposing hero and heals 2 damage from your hero.

Orc Peon, 1, Horde (Betrayal-104C)
Ally—Orc Peon, 1 [Melee] / 1 Health
When this ally enters play, you may turn a face up resource you control face down. If you do, target ally has +2 ATK this turn.

Orgrim Doomhammer, 8, Horde (Betrayal-105E)
Ally—Orc Warrior, Orgrim (1), 8 [Melee] / 7 Health
When Orgrim deals combat damage to a hero, that hero's controller chooses and destroys a card he controls for each damage dealt.

Orgrimmar Heartstriker, 3, Horde (Ancients-138C)
Ally—Orc Rogue, 2 [Melee] / 2 Health
Bloodrush: When this ally enters play, if an opposing hero has more damage on it than your hero, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and "This ally can attack only heroes."

Orgrimmar Killblade, 2, Horde (Ancients-139C)
Ally—Orc Rogue, 3 [Melee] / 2 Health
Stealth (This ally can't be protected against.)

Orgrimmar Marksman, 5, Horde (Ancients-140C)
Ally—Orc Hunter, 3 [Fire] / 3 Health
Ferocity (*This ally can attack immediately.*) <p> When this ally enters play, put a 2 [Melee] / 2 [Health] [Horde] Orc Warrior ally token into play with **Ferocity** and "This ally can attack only heroes."

Orgrimmar Tabard, 4, Horde,
DkDrHuMaPaPrRoShLoWa (Ancients-216U)
Equipment—Item, Tabard (1)
[Basic] (3), [Activate] >>> Your hero deals 4 melee damage to target opposing hero. You pay (1) less to use this power for each Orc ally you control.

Orox Darkhorn, 2, Horde (Ancients-141U)
Ally—Tauren Priest, 1 [Shadow] / 4 Health
Tribe: When this or another Tauren ally enters play under your control, you may remove the top card of target player's deck from the game.

Overload, 2, Mage (Crown-24U)
Instant Ability—Arcane
Interrupt target ally.

Overpowered Chicken Splitter, 4, HuRo (Tomb-191C)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged], 4 Strike
When this weapon enters play, you pay (4) less to strike with it this turn.

Overwhelm, 2, Death Knight, Druid (Crown-60U)
Ability—Unholy Balance
Ongoing: On your turn: (2), [Activate] >>> Put a token copy of target token ally you control into play. <p> On your turn: (2), [Activate] >>> Token allies you control have +1 ATK this turn.


Ozumat, 8 (Throne-215E)
Monster Ally—Leviathan, Ozumat (1), 8 [Shadow] / 7 Health
Ferocity, Eternal (*When this enters your graveyard from anywhere, you may shuffle it into your deck.*) <p> When Ozumat becomes targeted by an opposing card or effect, he deals 10 shadow damage to that opponent's hero.



Pacify, 4, Priest (Caverns Treasure-21R)
Basic Ability—Discipline Attachment
Attach to target ally. <p> Ongoing: You control attached ally. <p> Attached ally can't attack.

Packleader Ivar Bloodfang, 6, Alliance (Dungeon Treasure-14U)
Ally—Worgen Warrior, Ivar (1), 3 [Melee] / 6 Health
Aberration <p> Once per turn: Growl >>> Allies you control have **Assault 2** this turn.

Paralyzing Strike, 1, Rogue, Warrior (Crown-61U)
Ability—Combat Arms
Exhaust target hero, ally, or equipment. It can't ready during its controller's next ready step.

Parexia, Herald of the Shadows, 5, Horde (Throne-165U)
Ally—Goblin Priest, 3 [Shadow] / 5 Health
Empower Priest: When this ally enters play, if you control another Priest hero or ally, target opponent discards two random cards.

Parvink, 3, Alliance (Alliance Priest-20C, 
Alliance Warlock-19C, Azeroth-212C)
Ally—Gnome Warrior, 2 [Melee] / 2 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*) <p> When this ally enters play, draw a card.


The Path to the Dragon Soul ( Alliance
Rogue-25C, Ancients-237C,  Horde DK-24C)
Quest
Pay (1) to complete this quest. <p> Reward: Draw a card, then choose and discard a card.

Pauldrons of Roaring Flame, 3, DkPaWa (Tomb-172C)
Equipment—Armor—Plate, Shoulder (1), 2 DEF (2) >>> Your hero has **Protector** this turn. (*It may exhaust to become the defender when an opposing hero or ally attacks.*)

Peroth'arn, 5 (Ancients-193R)
Monster Ally—Satyr Demon Warlock, Peroth'arn (1), 4 [Shadow] / 6 Health
At the start of your turn, an opponent chooses one: He removes the top ten cards of his deck from the game; or he chooses a hero or ally he controls, and Peroth'arn deals 10 shadow damage to it.

Peroth'arn's Belt, 3, DrRo (Caverns Treasure-58U)
Equipment—Armor—Leather, Waist (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> Target hero or ally has **Stealth** this turn.


Persuasive Resurrection, 7, Priest (Aspects Treasure-18R)
Ability—Holy
Ongoing: At the start of your turn, you may put target ally from an opponent's graveyard into play under your control.

Petreus Roffe, 3, Alliance (Alliance DK-19C, Alliance Priest-22C,  Alliance Priest-17C, Citadel Raid-64C, Class-150C, Scourgewar-151C)
Ally—Human Paladin, 3 [Holy] / 3 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Phantom Armor, 3, DkPaWa (Dungeon Treasure-40C)
Equipment—Armor—Plate, Chest (1), 6 DEF
This armor can prevent only melee ([Melee]) damage.

Philosopher Kirilenko, 7, Alliance (Tomb-90U)
Ally—Human Paladin, 4 [Holy] / 7 Health
Protector <p> When this ally enters play, if your hero has 15 or more damage on it, this ally heals 7 damage from your hero.

Piercing Shots, 2, Hunter (Betrayal-17R)
Basic Ability—Marksmanship
Marksmanship Talent (*You can't put Beast Matsery Talents or Survival Talents in your deck.*) <p> Ongoing: Damage that heroes and allies you control would deal is unpreventable. <p> At the end of your turn, if an opposing hero was dealt 5 or more damage this turn, you may draw a card.

Pierson Vale, Keeper of Secrets, Alliance (
Alliance Warlock-1U)
Hero—Worgern Warlock, 28 Health
[Basic] (3), Flip Pierson >>> Pierson deals 2 shadow damage to target ally and heals 2 damage from himself.

Pit Lord's Destroyer, 4, DkPaWa, (Ancients-227C)
Equipment—2H Weapon—Mace, Melee (1), 2 [Melee], 3 Strike
When your hero deals combat damage with this weapon, if you control a Monster hero or ally, you may add a +1 ATK counter to this weapon.

Plagued Mind, 3, Death Knight (Throne-31U)
Ability—Unholy Disease
Attach to target hero. <p> Ongoing: When attached hero's controller draws a card, your hero deals 1 shadow damage to attached hero.

Platinum Shield of the Valorous, 3, PaShWa (Legion-266U, Murkdeep-19U)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
This armor has +1 [DEF] for each face-down resource you control.

Poison Bomb, 5, Rogue (Throne-67R)
Ability—Assassination
Your hero deals 3 nature damage to each opposing hero and ally. <p> Ongoing: This ability enters play with three gas counters on it. <p> At the start of your turn, remove a gas counter from this ability. If you do, your hero deals 1 nature damage to each opposing hero and ally. Then, if no gas counters remain, destroy this ability.

Poison Fang Bracers, 3, DrRo (Tomb-173U)
Equipment—Armor—Leather, Wrist (1), 1 DEF
When this armor enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> (2), [Activate] >>> Your hero deals 1 nature damage to target opposing hero for each token ally you control.

Poison Tipped, 2 (Dungeon Treasure-9C)
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.

Poison the Well, 2, Rogue (Crown-39U)
Instant Ability—Assassination
Destroy all allies with cost 2 or less. (*Token allies have a cost of 0.*)

Polymorph: Pig, 3, Mage (Tomb-27U)
Ability—Arcane
Attach to target opposing ally. <p> Ongoing:
Attached ally becomes 1 / 1 and is also a Pig.
<p> When attached ally is destroyed, your hero
heals 3 damage from itself.

Potentate's Letter Opener, 3, DrMaPrShLo
(Throne-251U)
Equipment—1H Weapon—Dagger, Melee (1), 1
[Fire], 4 Strike
On your turn: (3), [Activate], Exhaust your hero
>>> Your hero deals 2 fire damage to target
hero or ally.

Power, 1 (Tomb-71C)
Ability
Attach to target ally. <p> Ongoing: Attached ally
has +2 ATK.

Power Generator Hood, 2, MaPrLo (Crown-
173C)
Equipment—Armor—Cloth, Head (1), 1 DEF
When this armor enters play, **Delve**. (*Look at
the top two cards of your deck. Put any number of
them on top of your deck in any order, and the
rest on the bottom.*)

Power Word: Purity, 1, Priest (Throne-61C)
Instant Ability—Holy
Attach to target ally, and your hero heals all
damage from it. <p> Ongoing: Attached ally has
+2 [Health] and **Mend 2**. (*At the start of your
turn, it may heal 2 damage from target hero or
ally.*)

Power Word: Resurrection, 6, Priest (Tomb-
39R)
Ability—Discipline
Attach to target ally. <p> Ongoing: When
attached ally attacks, you may put target ally
with cost less than attached ally's cost from
your graveyard into play.

Power Word: Spirit, 2, Priest (Betrayal-34R)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing:
When attached ally deals combat damage to a
hero, put a 2 [Holy] / 2 [Health] Spirit ally token
into play with **Absorb**.

Power Word: Tenacity, 3, Priest (Alliance
Priest-4R, Ancients-39R)
Instant Ability—Discipline Attachment
Attach to target ally. <p> Ongoing: Attached ally
has +10 [Health].

Power Word: Vitality, 0, Priest (Alliance
Priest-5C, Throne-62U)
Basic Ability—Discipline Attachment
Attach to target ally you control. <p> Ongoing:
Attached ally has +3 [Health].

Prayer of the Ages, 7, Priest (Betrayal-35R)
Basic Ability—Holy
Rift (*Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ability for each ally you
control of the chosen race.*) <p> Put target ally
from your graveyard into play.

Prazo Whiptrick, 3, Horde (Throne-166C)
Ally—Goblin Rogue, 3 [Melee] / 2 Health
You pay (3) less to play this ally if you played an
equipment this turn.

Preserve and Protect, 1 (Crown-71R)
Instant Ability
Empower Paladin: If you control a Paladin
hero or ally, allies you control have **Protector**
this turn. <p> **Empower Priest**: If you control a
Priest hero or ally, prevent all combat damage
that would be dealt to defending allies you
control this turn.

Prey on the Weak, 2, Rogue (Alliance Rogue-
9C, Class-87C, Dark Portal-85C, Horde Rogue-
11C)
Instant Ability—Assassination
Destroy target ally with cost 4 or less.

Primal Madness, 5, Druid (Tomb-17R)
Instant Ability—Feral, Form (1)
Feral Talent (*You can't put Balance Talents or
Restoration Talents in your deck.*) <p> Ongoing:
Your hero has **Assault 3**, **Mend 3**, **Protector**
and **Stealth**. <p> At the end of your turn, you
may ready your hero.

Primal Strike, 1, Shaman (Alliance Shaman-10C,
Alliance Shaman-7C, Twilight-83C)
Instant Ability—Enhancement
Target ally or weapon has +3 ATK this turn.

Prince Malchezaar, 6 (Betrayal-151E)
Monster Ally—Eredar Demon Warlock,
Malchezaar (1), 4 [Melee] / 7 Health
At the start of your turn, reveal the top card of
your deck. If its cost is odd, you may play it
without paying its cost. Otherwise, put a 6 [Fire]
/ 6 [Health] Infernal Demon Monster Ally token
into play.

Prince Xavalis, 3 (Crown-147E)
Monster Ally—Satyr Demon Rogue, Xavalis (1),
4 [Shadow] / 3 Health
At the end of your turn, if an opposing hero has
15 or more damage on it, put a 1 [Shadow] / 1
[Health] Terror Fiend Demon Monster ally
token into play with "When this ally deals
combat damage to a hero, destroy that hero."

Prototype Reaper, 3 (Dungeon Treasure-36C)
Monster Ally—Mechanical Reaper, 1 [Melee] / 1
Health
When this ally enters play, leaves play, exhausts,
or readies, it may deal 1 melee damage to target
ally.

Psychic Duress, 4, Priest (Caverns Treasure-
22U)
Basic Ability—Shadow Attachment
Attach to target hero, and put three coercion
counters on this ability. <p> Ongoing: At the
start of your turn, attached hero's controller
may discard a card. If he does, remove a
coercion counter from this ability. Otherwise,
your hero deals 1 shadow damage to attached
hero for each coercion counter on this ability.

Psychic Horror, 3, Priest (Betrayal-36R)
Basic Ability—Shadow
Shadow Talent (*You can't put Discipline Talents
or Holy Talents in your deck.*) <p> Target up to
one each of an opposing ability, ally, and
equipment, and put those cards into their
owner's hands.

Psychic Screech, 2, Priest (Throne-63U)
Instant Ability—Shadow
Put target ally into its owner's hand. <p> **Delve**
(*Look at the top two cards of your deck. Put any
number of them on top of your deck in any order,
and the rest on the bottom.*)

Punishing Shot, 3, Hunter (Aspects Treasure-9C)
Ability—Marksmanship
Your hero deals 3 ranged damage to target ally.
If that ally is dealt fatal damage this way, your
hero deals ranged damage equal to that ally's
cost to its controller's hero.

Puzzle Box of Yogg-Saron, 7,
DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-
4E)
Equipment—Item
Players play with the top card of their decks
revealed. <p> At the start of each player's turn,
if the top card of his deck is a master hero,
ability, ally, or equipment, he may play it
without paying its cost. <p> [Activate] >>>
Shuffle target player's deck.

Pygmy Firebreather, 3 (Tomb-156C)
Monster Ally—Pygmy Mage, 3 [Fire] / 3 Health
Empower Monster: When this ally enters play,
if you control another Monster hero or ally,
draw a card.

Pygmy Pyramid, 4 (Tomb-157E)
Monster Ally—Pygmy, 3 [Melee] / 3 Health
Monster Hero Required <p> **Elusive**, **Mend 2**,
Protector <p> When this ally is destroyed, put
three 1 [Melee] / 1 [Health] Pygmy Monster ally
tokens into play, the first with **Elusive**, the
second with **Mend 2**, and the third with
Protector.

Pyroclastic Consumption, 5, Mage (Drums-39R,
Horde Mage-9R)
Basic Ability—Fire Attachment
Attach to target hero. <p> Ongoing: When
attached hero is dealt fire or [Fire] damage, add
an inferno counter. <p> At the start of your turn,
your hero deals 1 fire damage to attached hero
for each inferno counter.

Pythiss, Herald of Frost, 5 (Tomb-150U)
Monster Ally—Naga Mage, 3 [Frost] / 5 Health
Empower Mage: When this ally enters play, if
you control another Mage hero or ally, you may
draw two cards.

Queen Azshara (Timewalkers-27)
Monster Hero—Night Elf Mage, 25
[Front]: **Whims of Azshara** <p> [Basic] (3),
Exhaust an ally you control, flip Azshara >>>
Draw a card.
[Back]: **Azshara's Vanity** <p> Once per game:
[Basic] (5) >>> Azshara deals 1 arcane damage
to target ally for each card in your hand.

Quel'Serrar, 3, Warrior (Betrayal-184C)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 2 Strike
Your hero has +5 [Health].

Quick Trap, 2, Hunter (Crown-18U)
Instant Ability—Survival
Trap (You may exhaust your defending hero rather than pay this card's cost.) <p> Your hero deals 3 melee damage to target attacking ally.

Raezi, 4, Horde (Crown-117C)
Ally—Troll Shaman, 3 [Melee] / 5 [Health]
Harmonize (You pay (1) less to play allies with printed cost 4 or more.)

Rage of the Elements, 1, Shaman (Crown-43U)
Ability—Enhancement
Attach to target ally. <p> Ongoing: Attached ally has **Assault 2** and **Smash**. (If it would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.) <p> When attached ally is destroyed, if it was a Monster, put this ability from the graveyard into it's owner's hand.

Ragespike, 1 (Tomb-145C)
Monster Ally—Murloc Shaman, 0 [Natur] / 1 Health
This an other Murloc allies you control have **Assault 1**. (They have +1 ATK on your turn.)

Raging Blow, 9, Warrior (Ancients-68R)
Basic Ability—Fury
Fury Talent (You can't put Arms Talents or Protection Talents in your deck.) <p> Your hero deals 15 melee damage to target opposing hero.

Raging Earth Elemental Totem, 4, Shaman (Caverns Treasure-29U)
Ability Ally—Elemental, Earth Totem (1), 0 [Melee] / 2 Health
Ongoing: When this Totem enters play, put two 2 [Melee] / 1 [Health] Earth Elemental ally tokens into play. <p> Other [Melee] allies you control have **Protector**.

Raging Stance, 3, Warrior (Aspects Treasure-30R)
Ability—Fury, Stance (1)
Ongoing: Your hero has **Two-Handed Dual Wield**. (Your hero has **Dual Wield**. One or both weapons you control can be Two-Handed. You can control a Two-Handed weapon and an Off-Hand equipment.) <p> You can't complete quests or play abilities, allies, armor, or items. <p> You pay (2) less to strike with weapons. <p> (4), [Activate] >>> Ready your hero and all weapons you control.

Raise the Dead, 2, Death Knight (Horde DK-8C, Tomb-13C)
Basic Ability—Unholy
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Raja'sul the Relentless, Horde (Horde Warrior-1U)
Hero—Troll Warrior, 30 Health
[Basic] (4), Flip Raja'sul >>> Heroes and allies you control have +1 ATK this turn.

Rajh, Construct of the Sun, 3, DkDrHuMaPaPrRoShLoWa (Tomb-177R)
Equipment—Item
Your hero has **Protector**. <p> At the start of your turn and when you play an ally, add a power counter to this item. <p> At the end of your turn, if this item has five or more power counters on it, destroy it. If you do, put a 6 [Fire] / 6 [Health] Construct ally token into play with **Protector**.

Rallying Cry of the Dragonslayer, 1 (Throne-93C)
Ability
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1.

Rallying Swarm, 1, Warrior (Throne-87R)
Ability—Arms
Ongoing: If an equipment entered play under your control this turn: [Activate] >>> Search your deck for an Unlimited Murloc and put it into play.

Rampaging Furbolg, 1 (Ancients-194C)
Monster Ally—Furbolg Warrior, 1 [Melee] / 3 Health
When this ally enters play, put the top two cards of target player's deck into his graveyard.

Raso'jin, 3, Horde (Horde Warrior-14U, Tomb-109U)
Ally—Troll Druid, 0 [Melee] / 2 Health
Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> This ally has +1 ATK for each token ally you control.

Ravenous Bite, 2, Hunter (Alliance Hunter-10C, Azeroth-44C)
Instant Ability—Beast Mastery
Target ally has +3 ATK this turn. <p> Target ally has -3 ATK this turn.

Ravenous Furbolg, 2 (Betrayal-152C)
Monster Ally—Furbolg Hunter, 3 [Melee] / 2 Health
When this ally attacks, target player puts the top card of his deck into his graveyard.

Rawrbgrle (Throne-24)
Monster Hero—Murloc Warrior, 30 Health
[Front]: (8) >>> Flip Rawrbgrle face down. <p> You pay (8) less to flip Rawrbgrle if you control five or more Murloc allies.
[Back]: Monster allies you control have +1 / +1.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Razo'jun, 3, Horde (Horde Mage-18U, Elements-143U)
Ally—Troll Shaman, 1 [Fire] / 2 Health
Ferocity <p> When this ally enters play, put a 2 [Fire] / 1 [Health] Fire Elemental ally token into play.

Razor Hill Assassin, 4, Horde (Ancients-142C)
Ally—Orc Rogue, 4 [Melee] / 2 Health
When this ally enters play, target ally you control has **Assault 2** and **Stealth** this turn.

Razor Hill Lout, 6, Horde (Caverns Treasure-49C)
Ally—Orc Rogue, 6 [Melee] / 3 Health
[1] >>> Remove this ally from combat.

Razor Hill Spiritseer, 2, Horde (Ancients-143C)
Ally—Orc Shaman, 2 [Frost] / 2 Health
Bloodrush: While an opposing hero has more damage on it than your hero, this ally has **Assault 2**. (She has +2 ATK on your turn.)

Reanimator's Hacker, 4, DkHuShWa (Horde DK-26U, Horde Shaman-24U, Horde Warrior-21U, Scourgewar-241U)
Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike
(2), Destroy this weapon >>> Put target ally from your graveyard into your hand.

Reckless Fireball, 2, Mage (Ancients-28U)
Basic Ability—Fire
Your hero deals 4 fire damage to target opposing hero or ally. That character's controller may discard a card from his hand. If he does, his hero deals 4 fire damage to target hero or ally of his choice.

Reclaimed Ashkandi, 3, DkPaWa (Crown-188R)
Equipment—2H Weapon—Sword, Melee (1), 4 [Melee] / 0 Strike
Play only if you control three or more equipment. <p> Your hero has **Smash**.

Redeeming Dispel, 2, Priest (Alliance Priest-6C, Ancients-40C)
Instant Ability—Discipline
Choose one: Destroy target ability; or put target ally from your graveyard into your hand.

Remulos, Son of Cenarius, 4 (Crown-157R)
Monster Ally—Keeper of the Grove Druid, Remulos (1), 4 [Nature] / 4 Health
Harmonize <p> When Remulos or another ally with cost 4 or more enters play under your control, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

Renshol, Herald of Nature, 6 (Tomb-158U)
Monster Ally—Keeper of the Grove Druid, 4 [Nature] / 4 Health
Empower Druid: When this ally enters play, if you control another Druid hero or ally, this ally heals 3 damage from target friendly hero or ally. Then put a 1 [Melee] / 1 [Health] Treant ally token into play for each damage healed this way.

Renzo Soulfang, 3, Alliance (Tomb-91R)
Ally—Worgen Warlock, 1 [Shadow] / 6 Health
At the start of your turn, if you control fewer resources than each opponent, this ally deals 3 shadow damage to each opposing hero and heals 1 damage from your hero for each damage dealt this way.

Reoccupation (Throne-256U)
Quest
On your turn: Pay (2) to complete this quest. <p> Reward: Shuffle your graveyard into your deck, then remove all cards in each opponent's graveyard from the game.

Rescue the Earthspeaker! (Throne-257C)
Quest
If you have no cards in hand: Pay (2) to complete this quest. <p> Reward: Draw a card.

Restless Blades, 2, Rogue (Tomb-45R)
Ability—Combat
Combat Talent (*You can't put Assassination Talents or Subtlety Talents in your deck.*) <p> Ongoing: Weapons you control have +1 ATK. <p> Your hero has **Infinite Wield**. (*You can control any number of one-handed Melee weapons and strike with any number of one-handed Melee weapons during the same combat.*)

Revenant of Neptulon, 4 (Throne-216U)
Monster Ally—Water Elemental, 2 [Frost] / 6 Health
When you play a Frost or [Frost] card, this ally may deal 2 frost damage to target hero or ally.

Reverse Polarity, 1, Mage (Caverns Treasure-14C)
Instant Ability—Arcane
Interrupt target [Instant] ability.

Rhonin, 3 (Champ Promo-10E, Icecrown-168E)
Ally—Human Mage, Unique, 4 [Frost] / 3 Health (2), Discard a Mage with cost X >>> Interrupt target card with cost X.

Rhonin the Time-Lost, 5, Alliance (Ancients-106E)
Ally—Human Mage, Rhonin (1), 4 [Arcane] / 6 Health
At the start of your turn, Rhonin may deal 1 arcane damage to target opposing hero. <p> If a hero or ally you control would deal non-combat damage, it deals that much +1 for each ally you control instead.

Riftmaker, 5, Rogue (Betrayal-185R)
Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee] / 0 Strike
Rift (*Choose a [Horde] or [Alliance] race. You pay (1) less to play this weapon for each ally you control of the chosen race.*) <p> **Dual Wield** <p> Allies you control have **Assault 1**.

Righteous Cleanse, 2, Paladin (Throne-58U)
Instant Ability—Holy
Destroy target ability. <p> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Rime and Freezin', 2 (Crown-72R)
Instant Ability
Empower Mage: If you control a Mage hero or ally, your hero deals 4 frost damage to target opposing ally. <p> **Empower Shaman**: If you control a Shaman hero or ally, your hero deals 4 frost damage to target opposing hero.

Ring of the Boy Emperor, 3, DrMaPrShLo (Aftermath Crafted-9E)
Equipment—Item, Ring (2)
When this item enters play, name another ability, ally or equipment. <p> At the start of your turn, if you control the named card, put a destiny counter on this item. <p> [Activate], Remove five destiny counters from this item >>> Destroy target hero.

Ring of the Great Whale, 1, DrPaPrSh (Throne-241U)
Equipment—Item, Ring (2)
If damage would be healed from a hero or ally you control, that much +2 is healed instead.

Rioriel Whitefeather, 4, Alliance (Caverns Treasure-45U)
Ally—Night Elf Priest, 2 [Holy] / 2 Health
Haste 2 <p> When this ally enters play, he heals 2 damage from target hero or ally. <p> When this ally deals damage to a hero, you may return him to his owner's hand.

Ritual of the Ages, 4, Warlock (Betrayal-51R)
Basic Ability—Demonology
Rift (*Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.*) <p> Search your deck for an ally, reveal it, and put it into your hand.

Roar of the Ages, 8, Druid (Betrayal-11R)
Basic Ability—Feral
Rift (*Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.*) <p> Ongoing: Allies you control have +3 / +3.

Roar of the Beast, 1, Hunter (Throne-44U)
Instant Ability—Survival
Target Monster ally has +3 ATK this turn. Target non-Monster ally has -3 ATK this turn.

Robes of Arugal, 3, MaPrLo (Dungeon Treasure-41U)
Equipment—Armor—Cloth, Chest (1), 1 DEF
When an ally enters play under your control or a friendly player's control, it may deal 1 arcane damage to target hero.

Robes of Rhonin, 4, MaPrLo (Caverns Treasure-59U)
Equipment—Armor—Cloth, Chest (1), 0 DEF
This armor enters play with two +1 [DEF] counters on it. <p> [Basic] Remove a +1 [DEF] counter from this armor >>> The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

Rock Furrow Boots, 3, DkPaWa (Aftermath Justice-3E)
Equipment—Armor—Plate, Feet (1), 3 DEF
When an armor you control prevents damage, you may add a +1 ATK counter to target weapon.

Rodrigo, 5, Alliance (Alliance Hunter-20C, Class-154C, Outland-140C)
Ally—Human Paladin, 4 [Melee] / 5 Health

Rohashu, Zealot of the Sun, Horde (Throne-18)
Hero—Tauren Paladin, 30 Health (4), Flip Rohashu >>> Rohashu deals 3 unpreventable holy damage to target hero or ally.

Roke the Ice Baron, 2, Alliance (Betrayal-153R, Jaina-18R)
Ally—Gnome Mage, 2 [Frost] / 1 Health
Elusive <p> [Frost] allies you control have "[Activate] >>> Target ally can't attack this turn."

Ror Tramplehoof, 7, Horde (Ancients-144U)
Ally—Tauren Druid, 7 [Melee] / 7 Health
Smash (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Royal Crest of Lordaeron, 6, PaWa (Betrayal-172R)
Equipment—Armor—Shield, Off-Hand (1), 0 DEF
Your hero has **Protector**. <p> At the start of your turn, add a +1 [DEF] counter to this armor for each ally you control. <p> Your hero has **Assault 10** while this armor has 10 or more [DEF].

Ruination, 5, Warrior (Horde Warrior-6C, Scourgewar-111C)
Basic Ability—Arms
Choose one or both: Destroy target ally; or destroy target weapon.

Rune of Zeth, 2, MaPrLo (Tomb-180C)
Equipment—Item, Trinket (2)
When this item enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*) <p> (4), [Activate], Destroy this item >>> Draw two cards.

Runzik Shrapnelwhiz, 1, Horde (Throne-167C)
Ally—Goblin Hunter, 1 [Melee] / 1 Health
When this ally enters play, he deals 1 ranged damage to target opposing ally.

Ruthless Execution, 2, Warrior (Ancients-69U, Horde Warrior-7U)
Basic Ability—Fury
Destroy target damaged ally. Draw a card.

Ruthless Gladiator's Decapitator, 7, DkPaWa (Tomb-192R)
Equipment—2H Weapon—Axe, Melee (1), 0 [Melee], 1 Strike
When you strike with this weapon, you may remove target ally in a graveyard from the game. If you do, this weapon has +ATK this turn equal to the ATK of that removed ally.

RwlRwlRwlRwl, 1 (Murkdeep-6U, Throne-90U)
Ability
Murloc allies you control have +1 ATK and **Ferocity** this turn. (*They can attack immediately.*)

Sacred Purification, 1, Paladin (🐉 Horde
Paladin-7C, Legion-64C)
Basic Ability—Holy
Destroy target ability. If it was attached to a
friendly hero or ally, draw a card.

Salvo, 6, Hunter (Cavers Treasure-11R)
Basic Ability—Marksmanship
Your hero deals 4 ranged damage to each of up
to three target heroes and/or allies.

Samaku, Hand of the Tempest, Horde (Throne-
19)
Hero—Tauren Shaman, 29 Health
(1), Flip Samaku >>> **Delve** (*Look at the top two
cards of your deck. Put any number of them on
top of your deck in any order, and the rest on the
bottom.*)

Samantha Galvington, 3, Horde (Sylvanas-18C,
Throne-168C)
Ally—Undead Mage, 5 [Arcane] / 1 Health

Sana the Black Blade, Alliance (Throne-6)
Hero—Worgen Rogue, 27 Health
On your turn: (3), Flip Sana >>> Sana deals 3
melee damage to target exhausted hero or ally.

Sand Scarab, 1 (Tomb-160U, Tomb Loot-1L)
Monster Ally—Scarab, 1 [Melee] / 1 Health
If an opposing ally would be destroyed, you may
remove it from the game instead.

Scalding Totem, 3, Shaman (Ancients-54U)
Ability Ally—Elemental, Fire Totem (1), 0 [Fire]
/ 1 Health
Ongoing: At the end of your turn, add a flame
counter to this Totem. <p> When this Totem is
destroyed, put a 2 [Fire] / 1 [Health] Fire
Elemental ally token into play for each flame
counter that was on this Totem. <p> [Basic] (6)
>>> Destroy this Totem. <p> (*Totems can't
attack.*)

Scalp of the Bandit Prince, 1, HuSh (Tomb-
174R)
Equipment—Armor—Mail, Head (1), 1 DEF
When you play a card with cost 6 or more, add a
scalp counter to this armor. <p> At the start of
your turn, if this armor has three or more scalp
counters on it, your hero deals 6 melee damage
to target opposing hero.

Scarlet Commander Renault Mograine, 5
(Dungeon Treasure-32E)
Ally—Human Paladin, Renault (1), 5 [Holy] / 5
Health
Protector <p> If Renault would be dealt
damage while defending, you may have any
amount of it dealt to your hero instead.

Scarlet Kris, 2, HuRoShWa (Alliance Rogue-23U,
🐉 Alliance Rogue-19U Azeroth-333U, Class-
221U, Horde Rogue-25U)
Equipment—1H Weapon—Dagger, Melee (1), 1
[Melee], 0 Strike

Scarlet Monastery (Dungeon Treasure-59R)
Location
(1), [Activate] >>> Target hero or ally that was
healed this turn has **Assault 2** this turn.

Scarlet Renegade, 1, Alliance (Dungeon
Treasure-15C)
Ally—Human Warrior, 1 [Melee] / 2 Health
This ally has **Assault 1** for each Scarlet
Renegade you and other friendly players control
(*including himself*).

Scepter of Azshara, 7, DrPaPrSh (Ancients-
228R)
Equipment—1H Weapon—Mace, Melee (1), 1
[Melee], 7 Strike
At the start of your turn, you may choose a
[Horde] or [Alliance] race and destroy this
weapon. If you do, destroy all allies not of that
race.

Scepter of Power, 2, DrPaPrSh (Tomb-193U)
Equipment—1H Weapon—Mace, Melee (1), 1
[Melee], 2 Strike
Exhaust an ally you control >>> Add a tone
counter to this weapon. <p> While this weapon
has four or more tone counters on it, it has
Harmonize. (*You pay (1) less to play allies with
cost 4 or more.*)

Scheming Dreadlord, 2 (Ancients-195C)
Monster Ally—Dreadlord Demon, 1 [Shadow] /
2 Health
Elusive (*This ally can't be attacked.*) <p> This
ally has **Assault 3** while an opposing hero has
15 or more damage on it.

Scorch, 0, Mage (Alliance Mage-11U, Citadel
Raid-48U, Class-56U, Dark Portal-53U, 🐉
Horde Mage-10U)
Basic Ability—Fire
Your hero deals 1 fire damage to target hero or
ally.

Scorching Totem, 3, Shaman (Aspects Treasure-
24C)
Instant Ability Ally—Elemental, Fire Totem (1),
0 [Fire] / 5 Health
Ongoing: At the start of your turn, your hero
deals 1 fire damage to target opposing hero for
each ally you control. <p> (*Totems can't attack.*)

Sea Legs (Elements-215U, Jaina-28U)
Quest
On your turn: Pay (3) to complete this quest.
<p> Reward: Put a 2 [Frost] / 1 [Health] Water
Elemental ally token into play.

Sebastian Malak, 2, Alliance (Throne-125C)
Ally—Worgen Rogue, 2 [Nature] / 2 Health
This ally has +2 ATK while in combat with a
Monster.

Secrets of the Ages, 4, Mage (Betrayal-24R)
Basic Ability—Arcane
Rift (*Choose a [Horde] or [Alliance] race. You pay
(1) less to play this ability for each ally you
control of the chosen race.*) <p> Put a token copy
of target ally you control into play.

Seeds of Their Demise (Jaina-29C, Sylvanas-29C,
Throne-258C)
Quest
Pay (0) to complete this quest. <p> Reward:
Delve (*Look at the top two cards of your deck.
Put any number of them on top of your deck in
any order, and the rest on the bottom.*)

Seeping Poison, 1, Rogue (Throne-68U)
Instant Ability—Assassination Poison
Attach to target hero or ally that was dealt
combat damage by your hero this turn. <p>
Ongoing: At the start of your turn, your hero
deals 1 nature damage to attached character.
Then, look at the top card of its controller's
deck.

Sen'jin, Horde (Timewalkers-18)
Hero—Troll Priest, 26 Health
[Front]: **Sen'jin's Ward** <p> [Basic] (3), Flip
Sen'jin >>> Prevent the next 2 damage that
would be dealt to target ally you control this
turn.
[Back]: **Sen'jin's Mojo** <p> Once per game:
[Basic] (5) >>> Sen'jin heals 6 damage from
each friendly hero and ally.

Seraxa Brightmix, 2, Horde (🐉 Horde Druid-
16R, Tomb-110R)
Ally—Goblin Priest, 2 [Holy] / 2 Health
Elusive <p> Each ally you control with an
ability attached to it has +2 / +2.

Sergeant Corsetti, 3, Alliance (Tomb-92C)
Ally—Human Rogue, 2 [Melee] / 3 Health
When this ally enters play, she deals 2 melee
damage to target exhausted opposing hero or
ally.

Servant of Neptulon, 1 (Throne-217C)
Monster Ally—Water Elemental, 0 [Frost] / 1
Health
Elusive (*This ally can't be attacked.*) <p>
[Activate] >>> You pay (1) less to play your next
Frost or [Frost] card this turn. (*A [Frost] card is
one with [Frost] in its lower left corner.*)

Servant of Terestian, 6 (Betrayal-153C)
Monster Ally—Imp Demon, 7 [Fire] / 2 Health
Elusive (*This ally can't be attacked.*)

Setesh, Construct of Destruction, 3,
DkDrHuMaPaPrRoShLoWa (Tomb-178R)
Equipment—Item
Your hero has **Assault 1**. <p> At the start of
your turn and when your hero deals combat
damage to an opposing hero, add a power
counter to this item. <p> At the end of your turn,
if this item has five or more power counters on
it, destroy it. If you do, put two 0 [Shadow] / 4
[Health] Void Wurm ally tokens into play with
Assault 4.

Setting an Example (Throne-259U)
Quest
On your turn, if there are three or more allies in
your graveyard: Pay (2) to complete this quest.
<p> Reward: Draw a card.

Seva Shadowdancer, 3, Alliance (🐉 Alliance
Priest-18R, Azeroth-216R)
Ally—Night Elf Priest, 2 [Holy] / 1 Health
Elusive <p> (X), [Activate] >>> This ally heals X
damage from target hero or ally.

Severed Visionary Tentacle, 5, MaPrLo (Throne-242R)

Equipment—Item, Trinket (2)

When this item enters play, remove the top three cards of target opponent's deck from the game face down. <p> You may look at the cards removed this way at any time. <p> When an opponent plays a card or places a resource face up into his resource row, you may reveal a card removed this way. If they share a name, destroy this item. If you do, your hero deals 10 shadow damage to that opponent's hero.

Shaafun, 4, Warlock (Crown-50C)

Monster Ally—Felhunter Demon, Pet (1), 4 [Shadow] / 4 Health

When this ally enters play, he deals 1 shadow damage to target opposing ally for each Demon and/or Monster hero and ally you control.

Shade of Aran, 5 (Betrayal-154R)

Monster Ally—Spirit Mage, Aran (1), 5 [Arcane] / 5 Health

Monster Hero Required <p>As Aran enters play and as your turn starts, you may choose another ally. If you do, Aran has all powers of the chosen ally until the start of your next turn.

Shadow, 6, Hunter (Class-45C, Illidan-39C, Sylvanas-4C)

Ally—Panther, Pet (1), 7 [Melee] / 7 Health

Elusive (*This ally can't be attacked.*)

Shadow Strikes, 4, Rogue (Caverns Treasure-26R)

Basic Ability—Combat

Add a +1 ATK counter to each weapon you control. <p> Your hero deals shadow damage to target hero or ally equal to the combined ATK of Melee weapons you control.

Shadow Word: Corruption, 2, Priest (Tomb-40U)

Ability—Shadow

Attach to target friendly Monster ally. <p> Ongoing: Attached ally has +1 / +1. <p> When attached ally deals combat damage to a hero, remove the top three cards of that hero's controller's deck from the game.

Shadow Word: Despair, 1, Priest (Crown-33U)

Instant Ability—Shadow

Your hero deals 2 shadow damage to target ally. Remove the top two cards of that ally's controller's deck from the game.

Shadow Word: Devour, 4, Priest (Ancients-41R)

Basic Ability—Shadow Attachment

Attach to target opposing hero. <p> Ongoing: At the start of your turn, add a death counter to this ability. Then, your hero deals 1 shadow damage to attached hero for each death counter on this ability and heals 1 damage from itself for each death counter on this ability.

Shadowfang Keep (Dungeon Treasure-60R)
Location

[Activate], Destroy an ally you control >>> You pay (2) less to play your next ally this turn.

Shadowglen Stalker, 6, Alliance (Ancients-107C)

Ally—Night Elf Rogue, 5 [Melee] / 4 Health

Haste 2 (*You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.*)

Shadowmoon Mage, 5 (Betrayal-155C)

Monster Ally—Ogre Mage, 9 [Arcane] / 1 Health

Shadowmistress Jezebel Hawke, 3, Alliance (

Alliance Hunter-21U, Outland-143U)

Ally—Human Warlock, 2 [Shadow] / 3 Health

Friendly Pets have +2 [Health].

Shadowseer Thranner, 6, Alliance (Tomb-93U)

Ally—Dwarf Priest, 4 [Shadow] / 6 Health

When this ally enters play, reveal the top card of your deck. If it's an ability, ally, or equipment, target opponent removes cards from the top of his deck from the game equal to that revealed card's cost.

Shadowy Apparition, 2, Priest (Tomb-41R)

Ally—Apparition, 1 [Shadow] / 1 Health

Shadow Talent (*You can't put Discipline Talents or Holy Talents in your deck.*) <p> **Ferocity** <p>

This ally has +1 ATK while attacking heroes for each opposing card removed from the game. <p> If this ally would deal damage to a hero, remove that many cards from the top of that hero's controller's deck from the game instead. <p> At the end of your turn, put this ally into its owner's hand.

Shaka Deadmark, 4, Horde (Ancients-145U)

Ally—Orc Hunter, 3 [Ranged] / 3 Health

When this ally enters play, target an opposing hero. Orc allies you control have +3 ATK while in combat with that hero this turn.

Shala'zum, 3, Horde (Throne-169C)

Ally—Troll Warrior, 4 [Melee] / 2 Health

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

Shalyssa Groveshaper, 3, Alliance (Crown-92C)

Ally—Night Elf Druid, 1 [Nature] / 4 Health

Harmonize (*You pay (1) less to play allies with printed cost 4 or more.*) <p> **Mend 2** (*At the start of your turn, this ally may heal 2 damage from target hero or ally.*)

Shandris Feathermoon, 8, Alliance (Ancients-108R)

Ally—Night Elf Hunter, Shandris (1), 8 [Ranged] / 1 Health

Haste 4 <p> **Ferocity** <p> At the end of your turn, put Shandris into her owner's hand from play. <p> Discard another card named Shandris Feathermoon >>> Shandris has **Long-Range** and can attack two opposing heroes and/or allies at the same time this turn.

Shanla, Herald of Faith, 3, Alliance (Throne-126U)

Ally—Night Elf Priest, 2 [Melee] / 4 Health

Empower Priest: When this ally enters play, if you control another Priest hero or ally, destroy target opposing ability, and all other opposing abilities with the same name as it.

Shard of the Virtuous, 5, DrPaPrSh (Betrayal-186U)

Equipment—1H Weapon—Mace, Melee (1), 1 [Holy] / 3 Strike

At the start of your turn, your hero heals 1 damage from itself for each ally you control. <p> This weapon has +3 ATK while your hero is undamaged.

Shattered Hand Assassin, 3, Horde (Dungeon Treasure-22C)

Ally—Orc Rogue, 3 [Melee] / 2 Health

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

Shattering Blow, 4 (Ancients-80C, Azeroth-168C)

Basic Ability

Destroy target equipment.

Shattering Strike, 1, Warrior (Caverns Treasure-37C)

Instant Ability—Arms

Destroy target armor or item.

Shaylith Swiftblade, 1, Alliance (Throne-127C)

Ally—Night Elf Rogue, 1 [Melee] / 2 Health

Elusive (*This ally can't be attacked.*)

Shield of Light, 1, Paladin (Ancients-35C,

Horde Paladin-8C)

Instant Ability — Protection

Prevent the next 4 damage that would be dealt to target defending ally this turn.

Shivarra Deathspeaker, 5 (Betrayal-156C)

Monster Ally—Shivarra Demon, 6 [Fire] / 3 Health

When this ally enters play, she may deal 3 fire damage to target hero with 15 or more damage on it.

Shiverspine, 4 (Tomb-146U)

Monster Ally—Murloc Priest, 3 [Holy] / 4 Health

When this or another Murloc ally you control deals damage to an opposing hero, this ally heals that much damage from your hero.

Shock of the Elements, 2, Shaman (Throne-73U)

Instant Ability—Elemental

As an additional cost to play this ability, you may exhaust two allies you control. <p> Your hero deals 2 nature damage to target hero or ally, or 6 if you paid the additional cost.

Shockburst, 1, Warrior (Aspects Treasure-31C)

Instant Ability—Protection

Opposing allies enter play exhausted this turn.

Shoulde the Earthshaker, 3, Horde (Crown-118R)

Ally—Tauren Warrior, 3 [Melee] / 3 Health

Allies you control with cost 4 or more have +2 / +2 and **Protector**.

Shroud of Cooperation, 3,

DkDrHuMaPaPrRoShLoWa (Throne-224U)

Equipment—Armor—Cloth, Back (1), 1 DEF

As this armor enters play, choose a class. <p> On your turn: (2), [Activate] >>> Put a 1 [Melee] / 1 [Health] ally token of the chosen class into play.

Shroud of the Archmage, 6, Mage (Crown-25R)
Ability—Arcane Fire Frost
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> Draw a card. <p>[Activate] >>> Your hero deals 4 fire damage to target hero. <p> [Activate] >>> Target ally can't attack or protect this turn.

Shroud of the High Priest, 6, Priest (Crown-34R)
Ability—Discipline Holy Shadow
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> You pay (2) less to play your next card this turn. <p> [Activate] >>> Your hero heals 3 damage from each friendly hero and ally. <p> [Activate] >>> Remove the top five cards of target player's deck from the game.

Shroud of the Nethermancer, 6, Warlock (Crown-51R)
Ability—Affliction Demonology Destruction
Attach to your hero. <p> Ongoing: Attached hero has: <p>[Activate] >>> Your hero deals 2 shadow damage to target hero and heals 2 damage from itself. <p> [Activate] >>> Search your deck for a Demon, reveal it, and put it into your hand. <p> [Activate] >>> Your hero deals 1 fire damage to each ally.

Shumu'zun, 3, Horde (Aspects Treasure-43C)
Ally—Troll Mage, 3 [Arcane] / 1 Health
Elusive <p> (4) >>> Draw a card.

SI:7 Assassin, 2, Alliance (Alliance Priest-19C, Alliance Shaman-16C, Ancients-109C)
Ally—Human Rogue, 4 [Melee] / 1 Health

Siamat, Lord of the South Wind, 9 (Tomb-159E)
Monster Ally—Djinni Air Elemental, Siamat (1), 2 [Nature] / 10 Health
Monster Hero Required <p> When Siamat enters play, exhaust all [Horde] and [Alliance] allies. <p> [Horde] and [Alliance] allies can't ready. <p> At the start of your turn, put a 2 [Nature] / 1 [Health] Air Elemental ally token into play for each exhausted [Horde] and [Alliance] ally.

Sigil of the Legion, 2 (Betrayal-61C)
Basic Ability—Attachment
Attach to target ally. <p> Ongoing: Attached ally has +1 / +1, or +2 / +2 if it's a Demon.

Signed in Blood (Crown-197C)
Quest
Pay (1) to complete this quest. <p> Reward: Turn target resource face down.

Signet of the Timewalker, 1, DrMaPrShLo (Ancients-217U)
Equipment—Item, Ring (2)
At the start of your turn, add a time counter to this item. Then, if it has four or more time counters on it, destroy it. If you do, draw two cards.

Sinister Squashling, 2 (Holiday -6R)
Monster Ally—Squashling, 0 [Nature] / 2 Health
At the start of your turn, reveal the top card of your deck. If you revealed an ability, ally, or equipment this turn, this ally has +ATK this turn equal to the cost of that revealed card.

Sinister Strike, 2, Rogue (Alliance Rogue-5C, Azeroth-102C, Class-89C, Horde Rogue-12C)
Instant Ability—Combat Combo
Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of a Melee weapon you control.

Sinister Watcher, 2 (Ancients-196C)
Monster Ally—Floating Eye Demon, 3 [Shadow] / 1 Health
When this ally enters play, look at the top three cards of your deck and put them back in any order.

Siphon Life, 5, Warlock (Alliance Warlock-5R, Horde Warlock-12R, Legion-110R)
Instant Ability—Affliction Attachment
Affliction Talent (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 2 shadow damage to attached character and heals 1 damage from itself for each damage dealt this way.

Siphon of Undeath, 4, Death Knight (Horde DK-9U, Tomb-14U)
Basic Ability—Unholy
Destroy target ally. If you control a Ghoul, your hero heals 5 damage from itself.

Sira'kess Tide Priestess, 3 (Throne-210C)
Monster Ally—Naga Priest, 2 [Shadow] / 2 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, you may put target ally from your graveyard into your hand.

"Six-Shot" Salli Wolfstone, Alliance (Alliance Hunter-1U)
Hero—Dwarf Hunter, 28 Health
[Basic] (2), Flip Salli >>> Pets you control have +2 ATK this turn.

Skitter, 3, Hunter (Ancients-21R)
Monster Ally—Scorpid Beast, Pet (1), 1 [Nature] / 2 Health
Elusive <p> When this ally deals combat damage to a hero, add a venom counter to that hero. <p> At the start of your turn, destroy each opposing hero with three or more venom counters on it.

Skodis the Nethertwister, Alliance (Throne-7)
Hero—Dwarf Warlock, 28 Health
(5), Flip Skodis >>> Skodis deals 3 shadow damage to target hero or ally and heals 1 damage from himself for each damage dealt this way.

Skullchewer, 5, Death Knight (Throne-32R)
Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost] / 6 Health
As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card's printed powers.

Skullstealer Greataxe, 4, DkPaShWa (Crown-189C)
Equipment—2H Weapon—Axe, Melee (1), 2 [Melee] / 2 Strike
This weapon has +1 ATK for each Monster hero and ally you control.

Sky Captain Swayze, 2 (Aspects Treasure-51R)
Ally—Human Sky Captain, Swayze (1), 1 [Ranged] / 1 Health
Elusive <p> [Activate] >>> Ready another target card. <p> (5) >>> Swayze deals 5 ranged damage to target opposing hero.

Skyler Faye, Daughter of the Light, Alliance (Alliance Priest-1U)
Hero—Human Priest, 26 Health
[Basic] (1), Flip Skyler >>> Skyler heals 3 damage from target ally you control.

Slaughter, 4, Rogue (Tomb-46R)
Ability—Assassination
Destroy target ally or weapon with cost 4 or less. If you do, add +1 ATK counters to a weapon you control equal to the ATK of the card destroyed this way.

Slimefin, 4 (Tomb-147U)
Monster Ally—Murloc Rogue, 3 [Melee] / 3 Health
This and other Murloc allies you control can't be targeted by opponents.

Slippyfist, 1 (Throne-190U)
Monster Ally—Murloc Rogue, 1 [Frost] / 1 Health
This and other Murloc allies you control have **Elusive** while ready. (*They can't be attacked.*)

Sludgelauncher Krillzix, 8, Horde (Tomb-111R)
Ally—Goblin Hunter, 8 [Nature] / 8 Health
When this ally enters play, you may reveal the top card of your deck. If you reveal an ability, ally, or equipment this way, this ally deals nature damage equal to that revealed card's cost to each other hero and ally.

Smite's Reaver, 4, DkPaRoShWa (Dungeon Treasure-54R)
Equipment—1H Weapon—Axe, Melee (1), 4 [Melee] / 2 Strike
When you strike with this weapon, you may exhaust target hero or ally. <p> When you strike with this weapon for the first time each turn, at the end of this combat, you may ready it and your hero.

Snappyfin, 5 (Betrayal-157R)
Instant Monster Ally—Murloc Mage, 4 [Frost] / 4 Health
Murloc allies in your hand are instant.

Sniper Training, 5, Hunter (Crown-19R)
Ability—Survival

Survival Talent (*You can't put Beast Mastery Talents or Marksmanship Talents in your deck.*)
<p> Attach to target hero. <p> Ongoing: (1) >>> The next time attached hero would be dealt exactly 1 damage this turn, it's dealt 5 damage instead.

Snurky, 2 (Throne-191C)
Monster Ally—Murloc Rogue, 2 [Melee] / 2 Health
This and other Murloc allies you control have **Stealth**. (*They can't be protected against.*)

Soothing Brimstone Circle, 4, DrPaPrSh (Aftermath Justice-11E)
Equipment—Item, Ring (2)
[Activate], Exhaust an ally you control >>> You pay (X) less to complete target quest this turn, where X is the cost of that exhausted ally.

Sorrow's End, 4, DkPaWa (Throne-252R)
Equipment—2H Weapon—Mace, Melee (1), 3 [Melee], 3 Strike
Play with the top card of your deck revealed.
<p> While a card with cost 3 or more is revealed this way, this weapon has +3 ATK. <p> While a card with cost 3 or less is revealed this way, you pay (3) less to strike with this weapon.

Soul Binding, 4, Warlock (Caverns Treasure-33U)
Basic Ability—Affliction Attachment
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2. <p> If attached ally would deal shadow damage, it deals double that much instead.

Soul Cleave, 3, Warlock (Throne-80U)
Ability—Destruction
As an additional cost to play this ability, destroy an ally you control. <p> Destroy up to two target allies.

Soul Pox, 2, Death Knight (Betrayal-6U)
Basic Ability—Unholy Disease Attachment
Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. <p> When an opposing ally is destroyed, your hero heals 1 damage from itself.

Soul Swap, 6, Warlock (Throne-81R)
Ability—Affliction
Affliction Talent (*You can't put Demonology Talents or Destruction Talents in your deck.*) <p> Your hero deals shadow damage to target hero equal to half its remaining health, rounded up, and heals 1 damage from itself for each damage dealt this way.

Soul Trap, 2, Warlock (Alliance Warlock-6U, Ancients-63U)
Basic Ability—Destruction
As an additional cost to play, put 5 damage on your hero. <p> Remove target ally from the game.

Souldrinker, 3, DkPaRoWa (Aspects Treasure-72R)
Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 3 Strike
When a Monster hero deals combat damage with this weapon, it also heals that much damage from itself, and then add a +1 ATK counter to this weapon.

Soulrender Keldah, 1, Horde (Ancients-146U)
Ally—Orc Warlock, 3 [Shadow] / 3 Health
When this ally attacks, choose and destroy a resource you control.

Soulstealer Adams, 5, Horde (Tomb-112U)
Ally—Undead Warlock, 2 [Shadow] / 7 Health
When this ally deals fatal combat damage while attacking, draw a card.

Spark of Brilliance, 1, Mage (Tomb-28C)
Ability—Arcane
Draw two cards, then put a card from your hand on top of your deck.

Spark of Life, 5, Shaman (Throne-74R)
Ability—Restoration
Restoration Talent (*You can't put Elemental Talents or Enhancement Talents in your deck.*)
<p> Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control. If you do, attach this ability to it. <p> Ongoing: Attached ally has "When this ally attacks for the first time each turn, ready it." <p> When this ability leaves play, destroy attached ally.

Spark of Rage, 2, Shaman (Ancients-55R)
Basic Ability—Enhancement
Ongoing: At the start of your turn, destroy this ability. If you do, allies you control have +3 ATK and **Smash** this turn. (*This also affects allies that enter play later this turn.*)

Spaulders of Eternity, 2, DrRo (Ancients-212C)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When this armor enters play, your hero has +1 ATK this turn for each ally you control.

Spaulders of the Scarred Lady, 2, HuSh (Crown-174U)
Equipment—Armor—Mail, Shoulder (1), 1 DEF
Your hero has **Assault 2** for each ally you control with 6 or more ATK.

Spawn of Hyakiss, 3 (Betrayal-158U)
Monster Ally—Spider Beast, 3 [Nature] / 3 Health
Spellshield <p> This ally has +1 / +1 for each other Beast ally you control.

Spawn of Rokad, 6 (Betrayal-159U)
Monster Ally—Hound Beast, 2 [Melee] / 6 Health
When this ally enters play, if an opponent controls an ally with cost 6 or more, this ally has +4 ATK and **Ferocity** this turn.

Spawn of Shadikith, 4 (Betrayal-160U)
Monster Ally—Bat Beast, 2 [Nature] / 5 Health [Basic] (4) >>> Exhaust all opposing heroes and allies.

Spire of Scarlet Pain, 6, DrMaPrLo (Tomb-194U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Fire], 5 Strike
On your turn: (2), [Activate] >>> Your hero deals 1 fire damage to target hero or ally for each ally you control. <p> When an ally you control exhausts, you may ready this weapon.

Spirit Link Totem, 2, Shaman (Ancients-56R)
Ability Ally—Restoration, Air Totem (1), 0 [Nature] / 3 Health
Restoration Talent (*You can't put Elemental Talents or Enhancement Talents in your deck.*)
<p> Ongoing: When an ally you control deals damage to an opposing hero, this Totem heals that much damage from your hero. <p> (*Totems can't attack.*)

Spirit of Winter Veil, 7 (Winter Veil-1R)
Basic Ability
Ongoing: At the start of each player's turn, he may draw two cards. <p> Each player may place up to two additional resources each turn.

Spirit Shield, 2, Priest (Alliance Priest-7U, Ancients-42U)
Instant Ability—Discipline
The next time damage would be dealt to target hero or ally this turn, prevent it. For each damage prevented this way, your hero heals 1 damage from that character.

Spiritual Imbalance, 3, Priest (Crown-35C)
Instant Ability—Shadow
Target ally has -3 / -3 this turn.

Splashtooth, 3 (Crown-153C)
Monster Ally—Murloc Warlock, 2 [Shadow] / 4 Health
When this or another Murloc ally enters play under your control, you may **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Splintered Brimstone Seal, 6, DrHuSh (Aftermath Justice-12E)
Equipment—Item, Ring (2)
(4), [Activate] >>> Play target non-Ongoing ability in your graveyard immediately without paying its cost. The next time it would enter a graveyard from anywhere this turn, remove it from the game instead.

Spring Rabbit, 1 (Holiday -3R)
Ally—Rabbit, 2 [Nature] / 1 Health (1), Exhaust this and another Rabbit ally you control >>> Put a 1 [Melee] / 1 [Health] Bunny Egg ally token into play.

Spurious Sarcophagus, 2, DkDrHuMaPaPrRoShLoWa (Tomb-181R, Tomb Loot-2L)
Equipment—Item
[Activate] >>> Remove target card in your graveyard from the game. If you do, add a revive counter to this item. <p> [Activate], Remove five revive counters from this item >>> Put target card that was removed from the game this way into your hand.

Spy of Kilrogg, 2, Warlock (Caverns Treasure-34C)
Basic Ability—Demonology
Name a card, then target opponent reveals his hand. If the named card is in that player's hand, your hero deals 5 shadow damage to that player's hero, and you draw a card.

Stable Master, 1, Hunter (Alliance Hunter-11U, Illidan-40U)
Basic Ability—Beast Mastery
Ongoing: You can control an additional Pet.

Stafa'jul, 6, Horde (Ancients-147U)
Ally—Troll Priest, 3 [Shadow] / 3 Health
When this ally enters play, you may put each of up to two target opposing allies with cost 3 or less into its owner's hand.

Staff of Infinite Mysteries, 5, DrMaPrShLo (Betrayal-187R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane] / 8 Strike
(4), [Activate], Destroy this weapon >>> Search target opponent's deck for a card, then that opponent names a card. If you searched for the named card, that opponent puts it into his hand. Otherwise, remove that card from the game, and you may play that card without paying its cost.

Stalk of Corruption, 2, DrMaPrShLo (Ancients-229U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
[Basic] (6), [Activate] >>> Your hero deals 2 shadow damage divided as you choose to any number of target heroes and/or allies.

Stalwart Bear Form, 4, Druid (Elderlimb-9U, Throne-36U)
Instant Ability—Feral Bear Form, Form (1)
Target up to two opposing allies. Your hero deals 2 melee damage to each of them. <p>
Ongoing: Your hero has **Protector** and +5 [Health].

Starfire, 6, Druid (Azeroth-31R, Class-34R, Horde Druid-10R, Horde Druid-8R)
Basic Ability—Balance
Your hero deals 5 arcane damage to target hero or ally. <p> Draw a card.

Stargaze, 4 (Dungeon Treasure-10C)
Ability
Ongoing: When a Druid ally enters play under your control or a friendly player's control, target player draws a card.

Static Shock, 1, Shaman (Betrayal-45R)
Basic Ability—Enhancement Attachment
Enhancement Talent (You can't put Elemental Talents or Restoration Talents in your deck.) <p> Attach to target ally or weapon you control. <p>
Ongoing: When attached card exhausts, add a static counter to this ability. <p> Attached card has +1 ATK for each static counter on this ability. <p> When attached card is destroyed, your hero deals 1 nature damage to target opposing hero for each static counter on this ability.

Steady Shot, 3, Hunter (Citadel Raid-41U, Horde Hunter-12U, Sylvanas-5U, Worldbreaker-48U)
Ability—Marksmanship
Ongoing: At the start of your turn, your hero may deal 1 ranged damage to target hero or ally.

Steal Essence, 2, Warlock (Alliance Warlock-12U, Alliance Warlock-7U, Azeroth-134U, Class-114U)
Instant Ability—Affliction
Your hero deals 2 shadow damage to target hero or ally and heals 1 damage from itself for each damage dealt this way.

Steelguard Adamson, Alliance (Throne-8)
Hero—Worgen Warrior, 30 Health
(3), Flip Adamson >>> Choose one: Add a +1 ATK counter to target weapon; or add a +1 [DEF] counter to target armor.

Stella Bellamy, 6, Alliance (Ancients-110U)
Ally—Human Warrior, 3 [Melee] / 4 Health
Unity: When this ally enters play, if you control three or more Human allies, allies you control have +2 ATK this turn.

Stonebranch, Ancient of War, 4 (Crown-159U, Elderlimb-22U)
Monster Ally—Ancient Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Ferocity**. (They can attack immediately.)

Storm of the Ages, 2+X, Shaman (Betrayal-46R)
Basic Ability—Elemental
Rift (Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.) <p> Your hero deals X nature damage divided as you choose to any number of target heroes and/or allies.

Stormwind Summoner, 1, Alliance (Ancients-111C)
Ally—Human Warlock, 0 [Shadow] / 1 Health
Assault 1 (This ally has +1 ATK on your turn.) <p> When this ally is destroyed, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Stormwind Tabard, 5, Alliance, DkDrHuMaPaPrRoShLoWa (Ancients-218U)
Equipment—Item, Tabard (1)
[Basic] (3), [Activate] >>> Put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**. You pay (1) less to use this power for each Human ally you control.

Strength of Will, 3 (Sylvanas-9C, Throne-94C)
Ability
Attach to target ally. <p> Ongoing: Attached ally has +2 / +2.

Strife, 3, Warrior (Ancients-70R)
Basic Ability—Fury
Ongoing: Heroes have **Assault 3**. <p> Damage is unpreventable. <p> Damage can't be healed.

Strike, 1 (Ancients-81C)
Basic Ability
Your hero deals 1 melee damage to target hero or ally.

Strongroot, Ancient of War, 5 (Ancients-197U)
Monster Ally—Ancient Druid, 1 [Nature] / 9 Health
This ally can protect Monster heroes and allies you control. <p> When an opposing ally attacks, ready this ally.

Subdue, 2, Priest (Aspects Treasure-19C)
Ability—Discipline
Attach to target opposing ally. Draw a card. <p>
Ongoing: Attached ally can attack only heroes.

Sulfuras, the Extinguished Hand, 5, DkPaShWa (Crown-190R, Hogger-23R)
Equipment—2H Weapon—Mace, Melee (1), 0 [Fire] / 5 Strike
When an ally you control deals damage on your turn, you may add a +1 ATK counter to this weapon for each damage dealt.

Sunhoof Consecrator, 4, Horde (Caverns Treasure-50C)
Ally—Tauren Paladin
Ready allies you control have +2 ATK and **Spellshield**.

Sunstalker Maelan, 6, Horde (Tomb-113C)
Ally—Blood Elf Rogue, 6 [Melee] / 5 Health

Surge of Power, 3 (Throne-95R)
Ability
Ongoing: Token allies you control have +1 / +1.

Swarmtooth, 2 (Murkdeep-17U, Throne-192U)
Monster Ally—Murloc Mage, 1 [Frost] / 1 Health
When this or another Murloc ally enters play under your control, you may reveal the top card of your deck. If it's a Murloc, put it into your hand.


Swifteye, 6 (Tomb-148R)
Monster Ally—Murloc Mage, 0 [Frost] / 0 Health
This ally has +3 / +3 for this and each other Murloc hero and ally you control.

Swirling Flames, 3, Mage (Caverns Treasure-15U)
Basic Ability—Fire
This turn, your hero has "(1) >>> Your hero deals 1 fire damage to target hero or ally."

Sylvanas, Queen of the Forsaken, 5, Horde (Crown-119E)
Ally—Undead Hunter, Sylvanas (1), 4 [Melee] / 4 Health
When Sylvanas enters play, you may remove any number of [Horde] allies in your graveyard from the game. If you do, put a 1 [Melee] / 1 [Health] Skeleton ally token into play for each ally removed this way. <p> Sylvanas has **Assault 1** for each Skeleton ally you control.

Sylvanas Windrunner, Alliance (Timewalkers-8)
 Hero—High Elf Hunter, 28 Health
 [Front]: **Sight of Sylvanas** <p> [Basic] (2), Flip Sylvanas >>> Look at the top three cards of target opponent's deck. Put one on top of his deck and the rest on the bottom.
 [Back]: **Aim of Sylvanas** <p> Once per game: [Basic] (8) >>> Sylvanas deals 13 ranged damage to target ally.

Tabard of the Legion, 1,
 DkDrHuMaPaPrRoShLoWa (Ancients-219U)
 Equipment—Item, Tabard (1)
 (3), [Activate] >>> Look at the top card of your deck. You may put that card on the bottom of your deck. You pay (1) less to use this power for each Demon ally you control.

Taerinari, Fang of Goldrinn, Alliance ()
 Alliance Rogue-1U)
 Hero—Night Elf Rogue, 27
 [Basic] (3), Flip Taerinari >>> Weapons you control have +2 ATK this turn.

Tailgunner! (Tomb-199C)
 Quest
 If you control an ally with an ability attached to it: Pay (2) to complete this quest. <p> Reward: Draw a card.

Takara, Timewalker Warlord, 2, Horde (Ancients-148R)
 Ally—Orc Warrior, 3 [Melee] / 4 Health
Ferocity <p> This ally can attack only heroes. <p> When this ally attacks, the defending player reveals the top card of his deck. If it's an ally, he puts it into his hand.


Talix the Ironjaw, 2, Alliance (Tomb-94R)
 Ally—Gnome Warrior, 2 [Melee] / 2 Health
Protector <p> While you control a weapon, double this ally's ATK. <p> While you control an armor, double this ally's [Health].

Tallie Sprinklelight, 2, Alliance (Throne-128C)
 Ally—Gnome Priest, 1 [Holy] / 4 Health
Mend 1 (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*)

Taluret, Herald of Faith, 4 (Tomb-135U)
 Monster Ally—Tol'vir Paladin Priest, 3 [Holy] / 5 Health
Empower Priest: When this ally enters play, if you control another Priest hero or ally, you may have target player shuffle all allies from his graveyard into his deck.

Taretha's Diversion (Betrayal-200C)
 Quest
 [Basic] Pay (2) to complete this quest. <p> Reward: Turn target opposing face-up resource face down. If it was a location, you may draw a card.

Tar'gak the Felcrazed, 9 (Hogger-18U, Throne-196U)
 Monster Ally—Ogre Warlock, 10 [Shadow] / 8 Health
 You pay (1) less to play this ally for each Monster hero and ally you control.

Targus Roughblade, 4, Alliance ()
 Alliance Shaman-7C, Crown-93C)
 Ally—Dwarf Rogue, 6 [Melee] / 1 Health
Stealth (*This ally can't be protected against.*)

Tarwila Gladespring, 2, Alliance (Ancients-112C, Legion-167C)
 Ally—Night Elf Druid, 1 [Nature] / 1 Health
Elusive (*This ally can't be attacked.*) <p> [Activate] >>> You pay (1) less to play your next card this turn.

Tauren Deathwalker, 5, Horde (Betrayal-106C)
 Ally—Tauren Death Knight, 3 [Frost] / 7 Health

Tauren Lightcaller, 4, Horde (Betrayal-107C)
 Ally—Tauren Paladin, 2 [Holy] / 5 Health
Absorb (*When this ally deals combat damage to a hero, he heals that much damage from your hero.*)

Tauren Mystic, 2, Horde (Betrayal-108C)
 Ally—Tauren Shaman, 2 [Nature] / 3 Health
Tribe: When this or another Tauren ally enters play under your control, this ally deals 1 nature damage to target hero and heals 1 damage from your hero.

Tauren Plainsrider, 3, Horde (Betrayal-109C)
 Ally—Tauren Hunter, 1 [Ranged] / 5 Health
Long-Range (*Defenders deal no combat damage to this ally.*)


Tauren Sunhoof, 6, Horde (Betrayal-110C)
 Ally—Tauren Paladin, 5 [Holy] / Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Tauren Tracker, 1, Horde (Betrayal-111C)
 Ally—Tauren Hunter, 1 [Ranged] / 3 Health
 When this ally attacks, he deals 1 ranged damage to target hero.

Tauren Wildmender, 3, Horde (Betrayal-112C)
 Ally—Tauren Druid, 3 [Nature] / 3 Health
 When this ally enters play, she heals 3 damage from your hero.

Teldrassil Tracker, 1, Alliance (Ancients-113C)
 Ally—Night Elf Hunter, 1 [Ranged] / 2 Health
Elusive (*This ally can't be attacked.*)

Teldrassil Wildguard, 3, Alliance (Ancients-114C)
 Ally—Night Elf Druid, 2 [Nature] / 4 Health

Tempest, Son-of-Storms, 7, Horde ()
 Horde Paladin-19R, Outland-188R)
 Instant Ally—Tauren Shaman, 5 [Melee] / 5 Health
 When this ally enters play, ready a hero or ally you control.

Tendrils of Darkness, 5, Priest (Throne-64U)
 Ability—Shadow
 Your hero deals 5 shadow damage to target ally. When that ally is destroyed this turn, its controller discards a card.

Terestian Illhoof, 5 (Betrayal-161R)
 Monster Ally—Satyr Demon Warlock, Terestian (1), 2 [Shadow] / 6 Health
 When this ally enters play, **Portal** (*Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this ally's cost into play. Put the remaining cards on the bottom of your deck.*) <p> At the end of your turn, you may destroy another Demon ally you control. If you do, Terestian deals shadow damage to target opposing hero or ally equal to the cost of that destroyed Demon.

Teron Gorefiend, Horde (Timewalkers-19)
 Hero—Orc Death Knight, 29 Health
 [Front]: **Grip of Gorefiend** <p> [Basic] (3), Flip Gorefiend >>> Gorefiend deals 1 shadow damage to target ally and heals 1 damage from himself.
 [Back]: **Gorefiend's Decay** <p> Once per game: [Basic] (7) >>> This turn, when a non-token ally you control is destroyed, put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Terrifying Shout, 3, Warrior (Tomb-62C)
 Ability—Fury Shout
 Put target ally or equipment on top of its owner's deck.

Tessa Black, 6, Alliance (Ancients-115E)
 Ally—Human Warlock, 0 [Shadow] / 0 Health
 This ally has +ATK and +[Health] equal to the remaining health of your hero.


Thadrus, Shield of Teldrassil, 3, Alliance (Crown-94R)
 Ally—Night Elf Warrior, 1 [Melee] / 7 Health
Protector <p> This ally can't attack. <p> When this ally deals damage to an ally, destroy that ally.

Thane Kurdran Wildhammer, 6, Alliance (Betrayal-86R)
 Ally—Dwarf Warrior, Kurdran (1), 3 [Nature] / 7 Health
Protector <p> When Kurdran enters play, put a 0 [Nature] / 1 [Health] Egg ally token into play. <p> At the start of your turn, target Egg ally you control becomes a 6 [Melee] / 6 [Health] Gryphon Beast Monster ally named Sky'ree with Sky'ree (1).

Thanu Sunhorn, 4, Horde (Tomb-114U)
 Ally—Tauren Paladin, 2 [Holy] / 5 Health
Protector <p> When damage is healed from your hero, your hero may heal that much damage from target ally.

Tharal Wildbreeze, 2, Alliance (Crown-95C)
 Ally—Night Elf Druid, 2 [Nature] / 1 Health
Elisuve (*This ally can't be attacked.*) <p> **Harmonize** (*You pay (1) less to play allies with printed cost 4 or more.*)

The Forgotten (Tomb-2)
Monster Hero—Tol'vir Paladin, 29 Health
[Front]: (8) >>> Flip The Forgotten face down.
<p> You pay (8) less to flip The Forgotten if you control an ability, an ally, and an equipment.
[Back]: When The Forgotten deals combat damage to an opposing hero, he heals that much damage from himself.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Thespius Bloodblaze, 2, Horde (Crown-120C,  Horde Mage-19C)
Ally—Blood Elf Mage, 3 [Fire] / 1 Health
Elusive (*This ally can't be attacked.*)

Thieving Little Pluckers (Tomb-200C)
Quest
If you control two or more equipment: Pay (2) to complete this quest. <p> Reward: Draw a card.

Thoglos, 2, Warlock (Betrayal-52U)
Monster Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health
This ally can protect your hero. <p>When this ally is dealt fatal damage, he heals 5 damage from your hero.

Thorns of Nordrassil, 1, Druid (Betrayal-12U)
Basic Ability—Balance Attachment
Attach to target hero or ally. <p> <Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character, or 2 if you control another Ongoing ability.

Thornwood Staff, 3, DrHu (Caverns Treasure-68R)
Equipment—2H Weapon—Staff, Melee (1), 1 [Nature], 3 Strike
[Basic] [Activate] >>> Exhaust target card. <p>
On an opponent's turn: [Activate] >>> Ready another target card.

Thrall, Horde (Timewalkers-20)
Hero—Orc Shaman, 28 Health
[Front]: **Thrall's Blessing** <p> [Basic] (4), Flip Thrall >>> Target up to three heroes and/or allies. Thrall heals 3, 2, and 1 damage from them, respectively.
[Back]: **Thrall's Lightning** <p> Once per game: [Basic] (8) >>> Target up to three heroes and/or allies. Thrall deals 3, 2, and 1 nature damage to them, respectively.

Thrall the Earth-Warder, 10 (Tomb-9E, Tomb-9 EA)
Master Hero—Orc Shaman, 0 [Nature] / 40 Health
Assault 5, **Mend 5** <p> When Thrall deals damage to an opposing hero, put a 5 [Melee] / 5 [Health] Earth Elemental ally token into play with **Protector**.


Thrall the World-Shaman, 3 [Aspects Treasure-52E]
Ally—Orc Shaman, Thrall (1), 3 [Nature] / 4 Health
Protector <p> When Thrall readies, choose one: Thrall heals 3 damage from your hero; or Thrall deals 3 nature damage to target opposing hero. <p> (3) >>> Ready Thrall.

Thrall's Desire, 3 (Tomb-63R)
Ability—Aspect of Thrall, Desire (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero heals 1 damage from target hero or ally.

Thrall's Doubt, 4 (Tomb-64R)
Ability—Aspect of Thrall, Doubt (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Draw a card, then discard a card.

Thrall's Fury, 2 (Tomb-65R)
Ability—Aspect of Thrall, Fury (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Your hero deals 1 fire damage to target opposing hero.

Thrall's Patience, 5 (Tomb-66R)
Ability—Aspect of Thrall, Patience (1)
Ongoing: On your turn: Exhaust an Aspect of Thrall ability you control >>> Put a 2 [Melee] / 1 [Health]Earth Elemental ally token into play.
<p> When your hero attacks, if you control four exhausted Aspect of Thrall abilities, destroy all four of them. If you do, search your deck and/or hand for a master hero named Thrall the Earth-Warder and put it into play.

Throat Slasher, 1, Rogue ( Alliance Rogue-20C, Throne-253C)
Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike
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.*) <p>
This weapon has +1 ATK while your hero is attacking an exhausted hero or ally.

Throk the Conqueror, 5 (Crown-138C, Hogger-19C)
Monster Ally—Ogre Lord Warrior, 6 [Melee] / 6 Health
This ally can't attack unless you control another ally with 6 or more ATK.

Throne of the Tides (Throne-263R)
Location
(1), [Activate] >>> **Delve** (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Throwing Starfish, 1, DkDrHuMaPaPrRoShLoWa (Throne-243R, Throne Loot-2L)
Equipment—Item
At the start of your turn, you may add a starfish counter to this item. <p> (2), Remove a starfish counter from this item >>> Your hero deals 1 melee damage to target hero or ally.

Thrug the Hurler, 6 (Throne-197U)
Monster Ally—Ogre Warrior, 4 [Melee] / 4 Health
Empower Monster: When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.

Thunder Bluff Spiritwalker, 6, Horde (Ancients-149C)
Ally—Tauren Shaman, 3 [Nature] / 6 Health
Tribes: When this or another Tauren ally enters play under your control, your hero has **Assault 2** this turn. (*Your hero has +2 ATK on your turn.*)

Thunder Bluff Steelsnout, 4, Horde (Ancients-150C)
Ally—Tauren Warrior, 5 [Melee] / 3 Health
Tribes: When this or another Tauren ally enters play under your control, you may exhaust target hero or ally.

Thunder Bluff Sunwalker, 3, Horde (Ancients-151C)
Ally—Tauren Paladin, 1 [Holy] / 5 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Thunder Bluff Tabard, 2, Horde, DkDrHuMaPaPrRoShLoWa (Ancients-220U)
Equipment—Item, Tabard (1)
[Basic] (3), [Activate] >>> Your hero heals 3 damage from itself. You pay (1) less to use this power for each Tauren ally you control.

Thunder Bluff Wildheart, 3, Horde (Ancients-152C)
Ally—Tauren Druid, 2 [Nature] / 4 Health
Tribes: When this or another Tauren ally enters play under your control, this ally heals 2 damage from target hero or ally.

Thunderpetal, 3, Horde (Crown-121U)
Ally—Tauren Shaman, 2 [Nature] / 4 Health
Mend 1 (*At the start of your turn, this ally may heal 1 damage from target hero or ally.*) <p>
When 1 or more damage is healed from a hero or ally you control, this ally deals 1 nature damage to target opposing hero.

Tidal Totem, 2, Shaman (Crown-44U)
Instant Ability Ally—Restoration, Water Totem (1), 0 [Frost] / 3 Health
Ongoing: When this totem enters play, it heals 3 damage from target hero or ally. <p> **Mend 3** (*At the start of your turn, this Totem may heal 3 damage from target hero or ally.*) (*Totems can't attack.*)

Tilu Plainstalker, 4, Horde (Ancients-153U)
Ally—Tauren Hunter, 2 [Ranged] / 4 Health
When an opposing ally with cost 4 or more attacks, this ally deals 1 ranged damage to it.

Time-Bending Gem, 1, DkDrHuPaRoShWa (Betrayal-175C)
Equipment—Item, Ring (2)
When you place a resource face up into your resource row, your hero has **Assault 1** this turn.

Timeless Agony, 2, Priest (Betrayal-37U)
Basic Ability—Shadow
Echo (*When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.*) <p> Target opponent removes the top three cards of his deck from the game.

Timeless Aim, 2, Hunter (Betrayal-18U)

Instant Ability—Marksmanship

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Your hero deals 2 ranged damage to target hero or ally.

Timeless Arcana, 2, Mage (Betrayal-25U)

Instant Ability—Arcane

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Draw a card.

Timeless Bounty, 3, Druid (Betrayal-13U)

Instant Ability—Balance

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Timeless Deception, 3, Rogue (Betrayal-40U)

Basic Ability—Subtlety

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target opponent chooses and discards a card.

Timeless Light, 1, Paladin (Betrayal-31U)

Instant Ability—Holy

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Your hero heals 3 damage from target hero or ally.

Timeless Resilience, 2, Warrior (Betrayal-58U)

Instant Ability—Protection

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Prevent the next 2 damage that would be dealt to target hero or ally.

Timeless Shadow, 3, Warlock (Betrayal-53U)

Instant Ability—Affliction

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target opponent chooses an ally he controls and puts it into its owner's hand.

Timeless Undeath, 4, Shaman (Betrayal-7U)

Basic Ability—Unholy

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability.) <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Timeless Winds, 2, Shaman (Betrayal-47U)

Instant Ability—Enhancement

Echo (When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability. You may choose new targets for the copy.) <p> Target ally or weapon has +2 ATK this turn.

Timepiece of the Bronze Flight, 5, Paladin

(Aspects Treasure-65C)

Equipment—Armor—Shield, Off-Hand (1), 3 DEF

When this armor enters play, your hero deals unpreventable holy damage to target ally equal to the combined [DEF] of this and other armor you control.

Time-Shifted Dagger, 4, DrMaPrShLo (Betrayal-188C)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee] / 2 Strike

When this weapon enters play, switch the ATK and [Health] of target ally this turn.

Timewalker Grunt, 1, Horde (Ancients-154C)

Ally—Orc Warrior, Unlimited, 1 [Melee] / 1 Health

Assault 1 (This ally has +1 ATK on your turn.) <p> At the start of your turn, this ally may deal 1 melee damage to target hero for each Orc ally you control.

Timewalker Guard, 3, Alliance (Ancients-116C)

Ally—Human Warrior, Unlimited, 2 [Melee] / 2 Health

When this ally enters play, put a 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally token into play with **Protector**.

Timewalker Juggernaut, 3, Alliance, Horde (Betrayal-122C)

Ally—Tauren Warrior, 2 [Melee] / 4 Health

When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, you may destroy target damaged ally.

Timewalker Lightsworn, 2, Alliance (Ancients-117C)

Ally—Human Paladin, 1 [Holy] / 4 Health

Unity: While you control three or more Human allies, this ally has **Assault 3**. (She has +3 ATK on your turn.)

Timewalker Sentinel, 2, Alliance (Ancients-118C)

Ally—Night Elf Hunter, Unlimited, 2 [Melee] / 1 Health

Elusive (This ally can't be attacked.) <p> This ally has **Assault 1** for each other Night Elf ally you control. (She has +1 ATK on your turn for each.)

Timewalker Shadowseer, 6, Alliance, Horde (Betrayal-123C)

Ally—Human Priest, 6 [Shadow] / 4 Health

When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, allies you control have **Absorb** this turn. (When they deal combat damage to a hero, they heal that much damage from your hero)

Timewalker Smasher, 5, Alliance, Horde (Betrayal-124C)

Ally—Orc Warrior, 4 [Melee] / 4 Health

When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, target ally you control has +4 ATK and **Smash** this turn.

Timewalker Sunguard, 1, Horde (Ancients-155C)

Ally—Tauren Paladin, Unlimited, 1 [Holy] / 2 Health

Protector (This ally may exhaust to become the defender when an opposing hero or ally attacks.) <p> This ally has +1 [Health] for each other Tauren ally you control.

Timewalker Vanguard, 2, Alliance, Horde (Betrayal-125C)

Ally—Night Elf Warrior, 3 [Melee] / 2 Health

When this ally enters play, if you control two or more allies that share a [Horde] or [Alliance] race, this ally deals 3 melee damage to target hero.

Tinker Priest Cassie, Alliance (Throne-9)

Hero—Gnome Priest, 26 Health

On your turn: (5), Flip Cassie >>> Target opponent chooses an ability, ally, and equipment he controls. Put each of them into its owner's hand.

Ti'tahk, the Steps of Time, 5, Mage (Aspects Treasure-73C)

Equipment—2H Weapon—Staff, Melee (1), 1 [Melee], 3 Strike

The first time your hero would deal damage with an ability each turn, it deals that much +3 instead.

Toho Bloomhorn, 4, Horde (Ancients-156U)

Ally—Tauren Druid, 1 [Nature] / 5 Health

Protector <p> When this ally is destroyed, you may put him from the graveyard into his owner's resource row face down and exhausted.

Tomadae the Magnificent, 6, Alliance (Alliance Warlock-20U, Outland-145U)

Ally—Draenei Mage, 5 [Arcane] / 5 Health

If your hero would deal damage with an ability, it deals that much +1 instead.

Tommi Spazzratchet, 1, Alliance (Alliance Rogue-16C, Crown-96C)

Ally—Gnome Rogue, 2 [Melee] / 1 Health

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

Tor Earthwalker, 4, Horde (Crown-122C)

Ally—Tauren Druid, 2 [Nature] / 4 Health

When you attach an ability to a hero or ally, you may put two 1 [Melee] / 1 [Health] Treant ally tokens into play.

Toraan, Eye of O'ros, 2, Alliance (Ancients-119R)

Ally—Draenei Hunter, 1 [Ranged] / 1 Health

When this ally deals combat damage to an opposing hero, you pay (1) less to play your next card this turn for each damage dealt.

Torkar the Bloodsworn, 3, Horde (Caverns Treasure-51R)

Ally—Orc Death Knight, 4 [Frost] / 5 Health

Protector <p> When your hero is dealt combat damage, destroy this ally.

Torr'nag, 7 (Crown-139U)

Monster Ally—Ogre Shaman, 6 [Frost] / 6 Health

Enrage (*As this ally enters play, you may reveal the top card of your deck.*) <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn. <p> **Smash** (*If this ally would deal more than fatal combat damage to a defending ally, it deals the rest to that ally's controller's hero.*)

Tortolla, 6 (Ancients-198R)

Monster Ally—Turtle Beast Demigod, Tortolla (1), 1 [Melee] / 13 Health

Monster Hero Required <p> **Protector** <p> Other Monster heroes and allies you control have **Spellshield**. (*They can't be targeted by opponents.*)

Torzuk Soulfang, 2, Horde (Ancients-157E)

Ally—Orc Warlock, 2 [Fire] / 1 Health

Spellshield <p> When this ally deals combat damage to a hero, you may pay (3). If you do, put a 5 [Fire] / 5 [Health] Infernal Demon Monster ally token named Infernius into play with Infernius (1) and **Smash**.

Toshe Chaosrender, 4 (Throne-222R)

Ally—Taunka Shaman, Toshe (1), 0 [Nature] / 0 Health

Opponents can't complete quests. <p> You can complete opposing quests. (*You get the rewards.*) <p> Toshe has +1 / +1 for each opposing face-down resource.

Totemic Cleanse, 1, Shaman (Aspects Treasure-25C)

Instant Ability—Restoration

Play only if you control a Totem. <p> Destroy target ability.

Totemic Infusion, 4, Shaman (Caverns Treasure-30R)

Basic Ability—Restoration

Ongoing: While you control an Air Totem, your hero has **Spellshield**. <p> While you control an Earth Totem, your hero has **Mend 4**. <p> While you control a Fire Totem, your hero has **Assault 4**. <p> While you control a Water Totem, your hero has **Elusive**.

Touch of Brilliance, 1, Mage (Throne-51U)

Ability—Arcane

Attach to target ally you control. <p> Ongoing: When attached ally deals combat damage to an opposing hero, draw a card.

Tower of Radiance, 4, Paladin (Tomb-35R)

Ability—Holy

Holy Talent (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> This ability enters play with four radiance counters on it. <p> Ongoing: At the start of your turn, remove a radiance counter from this ability. If none remain, destroy this ability. <p> Your hero has Assault 1 and Mend 1 for each radiance counter on this ability.

Track Enemy, 1, Hunter (Throne-45U)

Ability—Survival

Attach to target hero or ally you control, then **Delve**. <p> Ongoing: When attached character deals damage to an opposing hero, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Tracker's Blade, 2, Rogue (Caverns Treasure-69C)

Equipment—1H Weapon—Dagger, Melee (1), 1 [Melee], 1 Strike

Dual Wield <p> **Stealth** (*When you strike with this weapon, your hero can't be protected against this combat.*)

Tracker's Mark, 2, Hunter (Aspects Treasure-10U)

Ability—Marksmanship

Attach to target opposing hero. <p> Ongoing: At the start of your turn, your hero deals 1 ranged damage to attached hero. <p> At the end of your turn, if 5 or more damage was dealt to attached hero this turn, look at the top card of that hero's controller's deck. You may put that card on the bottom of that deck.

Trag'ush, 4 (Crown-140C)

Monster Ally—Ogre Warlock, 6 [Fire] / 4 Health **Conspicuous** (*Opposing heroes and allies can protect against this ally.*)

Traitors! (Tomb-201C)

Quest

Pay (1) to complete this quest. <p> Reward: An opponent chooses one: You draw a card; or your hero heals 3 damage from itself.

Treads of Fleeting Joy, 2, DrRo (Aftermath

Justice-4E)

Equipment—Armor—Leather, Feet (1), 1 DEF

If your hero would deal 5 or more combat damage while attacking, it deals that much +5 instead.

Treespeaker Onaha, 5, Horde (Throne-170R)

Ally—Tauren Druid, 3 [Nature] / 7 Health

When damage is healed from this ally, put that many 1 [Melee] / 1 [Health] Treant ally tokens into play.

Tribulation, 2, Death Knight (Caverns Treasure-4C)

Basic Ability—Unholy

Ongoing: At the start of your turn, each opponent puts a card from the top of his deck into his graveyard for each hero and ally he controls.

Trickster Tesslah, 2, Horde (Tomb-115C)

Ally—Goblin Rogue, 1 [Melee] / 3 Health

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

Trickster's Edge, 5, RoSh (Ancients-230R)

Equipment—1H Weapon—Axe, Melee (1), 0 [Melee], 0 Strike

Dual Wield <p> This weapon enters play with a +1 ATK counter on it. <p> When your hero deals combat damage to an opposing hero with this weapon, double the number of +1 ATK counters on this weapon.

Trickster's Reflex, 1, Rogue (Tomb-47U)

Instant Ability—Subtlety

Monster heroes and allies you control have **Stealth** this turn and can't be targeted by opponents this turn.

Trista, Herald of the Fel, 4, Alliance (Throne-129U)

Ally—Worgen Warlock, 5 [Fire] / 2 Health

Empower Warlock: When this ally enters play, if you control another Warlock hero or ally, search your deck for a Pet or Demon ally, reveal it, and put it into your hand.

Tristani the Sunblade, 4, Horde (Crown-123R)

Ally—Blood Elf Rogue, 5 [Melee] / 4 Health

Stealth <p> When this ally deals combat damage to an opposing hero, that hero's controller reveals a random card from their hand. This ally deals melee damage to that hero equal to that revealed card's cost unless its controller discards that card.

Triton Legplates, 2, DkPaWa (Throne-225R)

Equipment—Armor—Plate, Legs (1), 2 DEF

At the end of each opponent's turn, if your hero was not dealt damage this turn, you may add a triton counter to this armor. <p> On your turn: [Activate], Remove five triton counters from this armor >>> Your hero has **Assault 10**, and combat damage that it would deal is unpreventable this turn.

Trogg Earthrager, 5 (Ancients-199C)

Monster Ally—Trogg Shaman, 4 [Melee] / 4 Health

When this ally enters play, target Monster hero or ally has **Assault 1** this turn for this and each other Monster hero and ally you control.

Troll Axethrower, 4, Horde (Betrayal-113U)

Ally—Troll Hunter, 1 [Ranged] / 6 Health

Ferocity <p> This ally has +1 ATK for each damage on it.

Turn the Blade, 1, Hunter (Alliance Hunter-12C, Citadel Raid-42C, Drums-33C, Horde

Hunter-13C, Sylvanas-6C)

Basic Ability—Survival Attachment

Attach to target ally or weapon. <p> Ongoing: Attached card has -3 ATK.

Twilight Assassin, 3 (Aspects Treasure-53C)

Ally—Blood Elf Rogue, 2 [Melee] / 2 Health

When this ally enters play, draw a card for each other player, unless that player chooses and discards a card.

Twilight Frost Evoker, 5 (Aspects Treasure-54C)

Ally—Human Mage, 5 [Frost] / 3 Health

When this ally enters play, she deals 1 frost damage to target opposing hero or ally for this and each other [Frost] card you control.

Tyrande, High Priestess of Elune, 4, Alliance (Crown-97E)
Ally—Night Elf Priest, Tyrande (1), 3 [Arcane] / 5 Health

Elusive <p> When Tyrande enters play, you may shuffle any number of [Alliance] allies from your graveyard into your deck. If you do, put a 0 [Nature] / 1 [Health] Wisp ally token into play for each ally shuffled back into the deck this way. <p> At the end of your turn, for each Wisp you control, Tyrande deals 1 nature damage to target opposing hero and heals 1 damage from each hero and ally you control.

Tyrande Whisperwind, Alliance (Timewalkers-9)
Hero—Night Elf Priest, 26 Health
[Front]: **Tyrande's Light** <p> [Basic] (3), Flip Tyrande >>> Tyrande heals all damage from target ally you control.
[Back]: **Tyrande's Pet** <p> Once per game: [Basic] (7) >>> Put a 4 [Melee] / 4 [Health] Frostsaber Beast ally token named Ash'alah into play with **Ferocity**.

Tyrande's Favorite Doll, 1, DrMaPaPrShLo (Timewalkers Crafted-3E)
Equipment—Item, Trinket (2)
When this item enters play, name a card. <p> Friendly players pay (1) less to play cards with that name, to a minimum of (1).

Tyrus Blackhorn (Crown-3)
Monster Hero—Satyr Demon Warlock, 28 Health
[Front]: (8) >>> Flip Tyrus face down. <p> You pay (8) less to flip Tyrus if an opposing hero has 15 or more damage.
[Back]: When an attacking Demon hero or ally you control deals combat damage to a hero, that hero's controller chooses and discards a card.
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.

Tyrygosa the Blue, 7 (Aspects Treasure-55R)
Ally—Blue Dragonkin Consort, Tyrygosa (1), 4 [Arcane] / 10 Health
When Tyrygosa enters play, you may remove a non-Ongoing ability in your hand from the game. <p> At the start of your turn, you may copy that ability. If you do, you may play the copy without paying its cost.

Uberserc, 5, Hunter (Tomb-24R)
Monster Ally—Core Hound, Pet (1), 4 [Fire] / 7 Health
Beast Mastery Talent (*You can't put Marksmanship Talents or Survival Talents in your deck.*) <p> This ally can attack two opposing heroes and/or allies at the same time. (*This ally deals combat damage to both defenders, and both defenders deal combat damage back to this ally.*)

Uldum (Tomb-202R)
Location
(2), [Activate] >>> Choose one: Target weapon has +3 ATK this turn; or target armor has +3 [DEF] this turn.

Ultramarine Qiraji Battle Tank, 4 (Aftermath Crafted-7E)
Monster Ally—Qiraji, Mount (1), 0 [Melee] / 5 Health
On your turn: [Activate], Remove an ally in your graveyard from the game >>> Put a 2 [Melee] / 2 [Health] Qiraji Monster ally token into play. (*Mounts can't attack or be attacked.*)

Umbral Assault, 2, Priest (Caverns Treasure-23C)
Basic Ability—Shadow
Ongoing: If one or more cards from the top of an opponent's deck would be removed from the game, remove that many +1 instead.

The Unbreakable Will, 4, DkPaRoWa (Caverns Treasure-70R)
Equipment—1H Weapon—Sword, Melee (1), 0 [Melee], 0 Strike
This weapon enters play with a +1 ATK counter for each face-up resource you control.

Unleash Inferno, 3, Shaman (Alliance Shaman-8R, Crown-45R)
Basic Ability—Enhancement Attachment
Attach to target ally or weapon you control. <p> Ongoing: (1) >>> Attached card has +2 ATK this turn.

Unleash the Swarm!, 4 (Murkdeep-7U, Throne-91U)
Ability
Reveal the top seven cards of your deck. Put all revealed Murloc allies with cost 1 or less into play and the rest on the bottom of your deck.

Unleashed Rage, 2, Shaman (Tomb-52R)
Ability—Enhancement
Enhancement Talent (*You can't put Elemental Talents or Restoration Talents in your deck.*) <p> Attach to target ally you control. <p> Ongoing: Your hero has **Assault X**, where X is attached ally's attack.

Unstable Corruption, 3 (Throne-218R)
Monster Ally—Water Elemental, 1 [Nature] / 5 Health
When this ally deals combat damage to an opposing hero, you may put a token copy of this ally into play exhausted.

Unstoppable Abyssal, 4 (Ancients-200C)
Monster Ally—Abyssal Demon, 4 [Fire] / 4 Health
When this ally enters play, target opposing ally can't protect this turn.

Unyielding Faith, 2, Paladin (Horde Paladin-9R, Wrathgate-57R)
Instant Ability—Holy
Holy Talent (*You can't put Protection Talents or Retribution Talents in your deck.*) <p> Prevent all damage that would be dealt this turn.

Ursoc the Mighty, 4 (Ancients-201R)
Monster Ally—Bear Beast Demigod, Ursoc (1), 5 [Melee] / 4 Health
Ursoc can protect allies you control named Ursol the Wise. <p> While you control Ursoc the Mighty and Ursol the Wise, if they would deal combat damage while attacking, they deal double that much instead.

Ursol the Wise, 5 (Ancients-202R)
Monster Ally—Bear Beast Demigod, Ursol (1), 4 [Nature] / 7 Health
Ursol can protect allies you control named Ursoc the Mighty. <p> At the end of your turn, if you control Ursol the Wise and Ursoc the Mighty, Ursol heals all damage from both of them.

Uther the Lightbringer, Alliance (Timewalkers-10)
Hero—Human Paladin, 29 Health
[Front]: **Uther's Faith** <p> [Basic] (3), Flip Uther >>> Uther heals 5 damage from himself.
[Back]: **Uther's Redemption** <p> Once per game: [Basic] (4) >>> Put target ally from your graveyard into your hand.

Vaakia, 1, Alliance (Alliance Shaman-18C, Throne-130C)
Ally—Draenei Shaman, 2 [Fire] / 1 Health
When this ally attacks, she deals 1 fire damage to target hero.

Vaaros the Venerable, Alliance (Alliance Shaman-1U)
Hero—Draenei Shaman, 28 Health
[Basic] (3), Flip Vaaros >>> Target ally has +3 ATK this turn.

Vaerik Proudhoof, 4, Horde (Azeroth-262C, Class-197C, Horde Warrior-19C, Horde DK-18C)
Ally—Tauren Warrior, 5 [Melee] / 3 Health

Vagaries of Time, 4, DrPaPrSh (Betrayal-189C)
Equipment—1H Weapon—Mace, Melee (1), 1 [Melee] / 3 Health
[Basic] (3), [Activate] >>> Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

The Vainglorious (Alliance Warlock-25C, Ancients-238C)
Quest
[Basic] Pay (2) to complete this quest. <p> Reward: Your hero heals 3 damage from itself.

Valak the Vortex, 1, Alliance (Throne-131R)
Ally—Worgen Mage, 2 [Arcane] / 1 Health
When this ally attacks, you may discard an ability. If you do, he deals arcane damage to target ally equal to the cost of that ability.

Valathar Blackstorm, 6, Alliance (Aspects Treasure-37C)
Ally—Night Elf Death Knight, 0 [Shadow] / 1 Health
Elusive <p> This ally has +1 ATK for each ally in all graveyards.

Valeera, 4 (Aspects Treasure-56R)
Ally—Green Dragonkin, Valeera (1), 4 [Nature] / 4 Health
When Valeera enters play, reveal the top three cards of your deck. Place all revealed quests and locations into your resource row exhausted as additional resources, and put the rest on the bottom of your deck.


Vampiric Siphon, 6, Death Knight (Crown-10R)
Ability—Blood
Destroy up to two target allies. Your hero heals damage from itself equal to the combined remaining health of allies destroyed this way.

VanCleave's Boots, 4, DrRo (Betrayal-173R)
Equipment—Armor—Leather, Feet (1), 1 DEF
When this armor enters play, choose "Demon," a [Horde] race, or an [Alliance] race. <p>[Activate] >>> Reveal the top three cards of your deck. Put a revealed ally of the chosen race into your hand and the rest on the bottom of your deck.

Vandos, Herald of War, 4, Alliance (Throne-132U)
Ally—Human Warrior, 3 [Melee] / 4 Health
Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, reveal the top five cards of your deck. Put all revealed equipment into your hand and the rest on the bottom of the deck.

Vanessa VanCleave, 5 (Dungeon Treasure-33R)
Ally—Human Rogue, Vanessa VanCleave (1), 4 [Nature] / 5 Health
Stealth, Untargetable <p> When Vanessa enters play, she may deal 4 nature damage to target exhausted hero or ally.

Variable Pulse Lightning Capacitor, 4, DrMaPrShLo (Tomb-182R)
Equipment—Item, Trinket (2)
When you play an ability, you may add an overload counter to this item. <p> On your turn: (2), [Activate], Destroy this item >>> Destroy all abilities, allies, and equipment with cost less than or equal to the number of overload counters on this item.

Vazu'jin, 5, Horde (Crown-124C,  Horde
Druid-17C, Sylvanas-19C)
Ally—Troll Rogue, 4 [Melee] / 4 Health
Elusive (*This ally can't be attacked.*)

Velen, Prophet of the Naaru, 7, Alliance (Tomb-95E)
Ally—Draenei Priest, Velen (1), 5 [Holy] / 7 Health
At the end of your turn, Velen deals 5 unpreventable holy damage to target opposing [Horde] or Monster hero or ally. If that character is dealt fatal damage this way, draw a card.

Veliana Felblood, 4, Horde (Tomb-116U)
Ally—Blood Elf Warlock, 2 [Fire] / 3 Health
At the end of your turn, you may destroy another ally you control. If you do, this ally deals 5 fire damage to target opposing hero.

Velkin Gray, 4, Alliance (Crown-98U)
Ally—Human Death Knight, 1 [Shadow] / 5 Health
Protector <p> When this ally enters play, if an ally you controlled was destroyed this turn, you may put a 3 [Melee] / 3 [Health] Ghoul ally token into play.

Vendetta, 2, Rogue (Throne-69R)
Ability—Assassination
Assassination Talent (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p> Destroy target exhausted ally, or gain control of it if you have no cards in your hand.

Venomous Wounds, 2, Rogue (Betrayal-41R)
Basic Ability—Assassination
Assassination Talent (*You can't put Combat Talents or Subtlety Talents in your deck.*) <p> Ongoing: At the end of your turn, if your hero dealt combat damage to a hero this turn, trigger each Poison you control.

Verdant Boon, 2, Druid (Elderlimb-10U, Throne-37U)
Ability—Balance
Put a 1 [Melee] / 1 [Health] Treant ally token into play, or three if you control an ally token.

Verdant Vengeance, 1, Druid (Aspects Treasure-6R)
Ability—Balance
Ongoing: When a Treant you control is destroyed, add a seed counter to this ability. <p> At the start of your turn, if there are 10 or more seed counters on this ability, you may destroy it. If you do, put ten 1 [Melee] / 1 [Health] Treant ally tokens into play.

Veteran's Tactics, 2, Warrior (Caverns Treasure-38R)
Basic Ability—Arms Attachment
Attach to target armor or weapon. <p> Ongoing: Attached card has +3 ATK if it's a weapon. <p> Attached card has +3 DEF if it's an armor. <p> [Basic] (2) >>> Reattach this ability to another target armor or weapon.

Vial of Stolen Memories, 6, DkDrPaWa (Crown-177R)
Equipment—Item, Trinket (2)
When this item enters play, search your deck for three cards with different names, reveal them, and remove them from the game face down. <p> [Activate], Name a card >>> Look at a random card removed this way. If that card has that name, you may reveal it and put it into your hand.

Vicious Grell, 1 (Crown-165U, Crown Loot-1L)
Monster Ally—Grell, Pet (1), 1 [Fire] / 1 Health
If this ally would be destroyed on an opponent's turn, you may pay (1). If you do, return him to his owner's hand instead.

Viewless Wings, 5, DrHuRoSh (Aftermath Justice-8E)
Equipment—Armor—Cloth, Back (1), 1 DEF
Allies you control have **Assault 1** for each ally you control.

Vigilant Guard, 1, DkPaWa (Ancients-75C)
Instant Ability
Target opposing ally must attack your hero this turn if able. Draw a card.

Vile Strike, X, Death Knight (Aspects Treasure-4U)
Ability—Unholy
Target hero has -X [Health] this turn.

Vile Watcher, 5 (Betrayal-162C)
Monster Ally—Floating Eye Demon
When this ally enters play, you may look at the top card of each opponent's deck.

Vindicator Saaris, 6, Alliance (Throne-133R)
Ally—Draenei Warrior, 6 [Melee] / 4 Health
When this ally enters play, each opponent destroys an equipment he controls until he controls only one.

Vindicator's Shock, 1, Paladin (Crown-30U)
Ability—Holy
Your hero deals 1 unpreventable holy damage to each opposing hero and ally.

Violet Signet of the Archmage, 3, DrMaPaPrShLo (Timewalkers Justice-5E)
Equipment—Item, Ring (2)
(2), [Activate], Turn a face-up resource you control face down >>> Add a charge counter to this item. <p> [Basic] [Activate] >>> You pay (1) less to play your next ability this turn for each charge counter on this item.

Violet Signet of the Grand Restorer, 6, DrPaPrSh (Timewalkers Justice-6E)
Equipment—Item, Ring (2)
[Activate] >>> Put target card from your graveyard on the bottom of your deck. Then, your hero heals damage from itself equal to that card's cost.

Violet Signet of the Great Protector, 3, DkDrPaWa (Timewalkers Justice-7E)
Equipment—Item, Ring (2)
Your hero has **Protector**. <p> While you control five or more allies, your hero has +12 [Health].

Violet Signet of the Master Assassin, 6, DrHuRoSh (Timewalkers Justice-8E)
Equipment—Item, Ring (2)
[Basic] (X), [Activate], Destroy this item >>> Destroy all abilities, allies, and equipment with cost X.

Virendra Moonglow, 7, Alliance (Betrayal-87U)
Ally—Night Elf Priest, 5 [Holy] / 5 Health
Haste 2 (*You pay (2) less to play this ally if an ally you control dealt damage to an opposing hero this turn.*) <p> When this ally enters play, if you control another Night Elf ally, you may destroy target ability.

Virgil, Timewalker Marshal, 5, Alliance (Ancients-120R)
Ally—Human Warrior, 3 [Melee] / 5 Health
Protector <p> At the start of each opponent's turn, ready all Human allies you control.

Visage of the Destroyer, 7, DrMaPrLo (Aspects Treasure-74U)
Equipment—2H Weapon—Staff, Melee (1), 1 [Shadow], 5 Strike
When this weapon enters play, you may remove target from the game. If you do, your hero heals damage from itself equal to that ally's ATK. <p> When this weapon leaves play, put that removed ally into play under its owner's control.

Vishanka, Jaws of the Earth, 7, Hunter (Aspects Treasure-75R)
Equipment—Weapon—Bow, Ranged (1), 0 [Ranged], 0 Strike
Long-Range <p> This weapon enters play with five +1 ATK counters. <p> At the start of your turn, remove a +1 ATK counter from this weapon. If none remain, destroy it.

Vitality, 4, Warrior (Hogger-8R, Illidan-114R)
Ability—Protection
Protection Talent (*You can't put Arms Talents or Fury Talents in your deck.*) <p> Ongoing: At the start of your turn, add a might counter. <p> For each might counter, your hero has +1 ATK while attacking and +1 [Health].

Vizo Arctwister, 3, Horde (Crown-125C)
Ally—Goblin Mage, 4 [Arcane] / 3 Health

Void Terror, 5 (Ancients-203C)
Monster Ally—Void Terror Demon, 5 [Shadow] / 5 Health

Voidbringer Jindal'an, Horde (Throne-20)
Hero—Troll Warlock, 28 Health
(X), Flip Jindal'an >>> Reveal the top X cards of your deck. Put a revealed Demon into your hand and the rest on the bottom of your deck.

Voidshrieker, 1 (Betrayal-163C)
Monster Ally—Voidwalker Demon, 1 [Shadow] / 2 Health
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Volatile Poison, 3, Rogue (Ancients-49U)
Basic Ability—Assassination Poison Attachment
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of your turn, your hero deals 4 nature damage to attached hero.

Volatile Terrorfiend, 4 (Ancients-204U)
Monster Ally—Terrorguard Demon, 3 [Fire] / 4 Health
When an ally you control is destroyed for the first time on each of your turns, this ally has +3 ATK and **Smash** this turn.

Vol'jin, Darkspear Chieftain, 7, Horde (Throne-171E)
Ally—Troll Shadow Hunter, Vol'jin (1), 7 [Melee] / 7 Health
At the end of your turn, target opposing [Alliance] or Monster ally becomes 1 / 1, loses and can't have powers, and is also a Frog until it leaves play (*even if Vol'jin leaves play*).


Voodoo Figurine, 3, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-8E)
Equipment Ally—Golem, 0 [Melee] / 0 Health
This ally has +ATK equal to the combined ATK of weapons you control. <p> This ally has +[Health] equal to the combined [DEF] of armor you control.


Vorgo, Timewalker Stormlord, X, Horde (Ancients-158R)
Ally—Orc Shaman, 0 [Nature] / 0 Health
This ally enters play with X +1 / +1 counters on him. <p> If this ally would be dealt damage, remove that many +1 / +1 counters from him instead. Then, if none remain, destroy this ally. <p> **Bloodrush:** At the start of your turn, if an opposing hero has more damage on it than your hero, double the number of +1 / +1 counters on this ally.

Vorn, Hand of Baine, 7, Horde (Caverns Treasure-52E)
Ally—Tauren Warrior, 6 [Melee] / 8 Health
Opposing allies must attack this ally if able. <p> Prevent all damage that this ally would be dealt with abilities.

Vortex, 0, Mage (Throne-52U)
Instant Ability—Arcane
Monster allies in your hand are instant this turn until you play a Monster ally.

Vor'zun, 4, Horde (Crown-126C)
Ally—Troll Hunter, 3 [Melee] / 2 Health
When this ally enters play, target ally has **Long-Range** this turn. (*Defenders deal no combat damage to it.*)

Voss Treebender, 1, Horde (Azeroth-266C, Horde Druid-24C,  Horde Warrior-15C)
Ally—Tauren Druid, 2 [Nature] / 1 Health
When this ally attacks, you may exhaust target hero or ally.

Vuza'jin, 2, Horde ( Horde DK-19C, Throne-172C)
Ally—Troll Death Knight, 2 [Frost] / 3 Health
(2) >>> Token allies you control have +1 ATK this turn.


Vyloxx, 6 (Crown-148R)
Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health
When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <p> Other Demon and Monster allies you control have +2 / +2.

Wake of Destruction (Hogger-28U, Throne-260U)
Quest
If you control two or more Monster heroes and/or allies: Pay (2) to complete this quest. <p> Reward: Draw a card.

Waking the Beast (Hogger-29C, Throne-261C)
Quest
Pay (1) to complete this quest. <p> Reward: Reveal the top card of your deck. If it's a Monster ally, put it into your hand. Otherwise, leave it on top of your deck.

Wand of Ruby Claret, 3, MaPrLo (Jaina-23C, Worldbreaker-249C)
Equipment—Weapon—Wand, Ranged (1), 1 [Frost], 1 Strike
When this equipment enters play, you may put target ability from your graveyard on top of your deck.

Wand of the Demonsoul, 3, MaPrLo (Ancients-231C)
Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When your hero deals combat damage with this weapon, it also heals 1 damage from itself.


Warden Tonarin, 1, Alliance ( Alliance Warlock-13C, Azeroth-222C)
Ally—Night Elf Warrior, 1 [Melee] / 1 Health
Elusive, Protector

Warglaive of Azzinoth, 4 DkRoWa (Betrayal-190E)
Equipment—1H Weapon—Sword, Melee (1), 2 [Melee] / 1 Strike
Dual Wield <p> When your hero deals combat damage with this weapon to a hero, put a 3 [Fire] / 3 [Health] Demon Monster ally token into play named Flame of Azzinoth. <p> At the start of your turn, if you control two or more allies named Flame of Azzinoth, this weapon has +10 ATK this turn.

Warlord Grog'thol (Crown-4)
Monster Hero—Ogre Shaman, 31 Health
[Front]: (8) >>> Flip Grog'thol face down. <p> You pay (8) less to flip Grog'thol if you control at least two allies each with 6 or more ATK. [Back]: **Assault 3, Smash** (*If Grog'thol would deal more than fatal combat damage to a defending ally, he deals the rest to that ally's controller's hero.*)
Deckbuilding: You can't put [Horde] or [Alliance] cards in your deck.


Warmaul Ogre, 6 (Ancients-205C)
Monster Ally—Ogre Warrior, 6 [Melee] / 5 Health

Wasteland Tallstrider, 5 (Throne-219E, Throne Loot-3L)
Monster Ally—Tallstrider, 4 [Melee] / 4 Health
Ferocity <p> When this ally attacks, you may reveal the top card of your deck. If you revealed a quest or location this way, this and other allies you control have +2 ATK and **Ferocity** this turn.

Wastewalker Shoulder pads, 3, DrRo ( Alliance Rogue-14U, Illidan-217U)
Equipment—Armor—Leather, Shoulder (1), 1 DEF
When your hero attacks, you may exhaust target hero or ally.

Waters of Elune (Throne-262C)
Quest
On your turn: Pay (4) to complete this quest. <p> Reward: Draw a card.

Watsun, Timewalker Lightshield, 3, Alliance, Horde (Betrayal-126R)
Ally—Dwarf Paladin, 2 [Holy] / 5 Health
Protector <p> At the start of your turn, choose one: this ally heals damage from your hero equal to this ally's ATK; or this ally deals unpreventable holy damage to target hero equal to this ally's ATK. <p> If you control two or more allies that share a [Horde] or [Alliance] race, you may choose both.

Waz'luk, 1, Horde (Citadel Raid-74C, Class-200C, Dark Portal-242C, Horde Priest-21C, Horde Warlock-21C,  Horde Mage-20C, Sylvanas-20C)
Ally—Troll Mage, 2 [Fire] / 1 Health
When this ally enters play, he deals 1 fire damage to target hero.

The Well of Eternity (Ancients-239C)
Quest
If you control two or more allies that share a [Horde] or [Alliance] race: Pay (2) to complete this quest. <p> Reward: Draw a card.

Wendy Anne, 2, Alliance (Crown-99C, Jaina-19C)
Ally—Human Mage, 2 [Frost] / 3 Health
When this ally enters play, **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*)

Wentletrap Vest, 2, HuSh (Throne-226C)
Equipment—Armor—Mail, Chest (1), 2 DEF

White Camel, 3 (Tomb-163E, Tomb Loot-3L)
Ally—Camel, 0 [Melee] / 3 Health
When you place a resource face up into your resource row, this ally has +3 ATK and **Sentinel** this turn.

Whiteout, 6, Mage (Citadel Raid-50U, Icecrown-45U, Jaina-8U)
Ability—Frost
Your hero deals 3 frost damage to each opposing hero and ally. <p> Ongoing: Opposing heroes and allies can't attack unless their controller pays (1) for each attacker.

Wild Attunement, 5, Druid (Ancients-14R)
Basic Ability—Balance
Ongoing: If one or more token allies with the same type would be put into play under your control, put that many +1 into play instead.

Wild Cascade, 6, Druid (Crown-16R)
Ability—Balance
Ongoing: At the start of your turn, put a token copy of each token ally you control into play.

Wild Rejuvenation, 2, Druid (Tomb-18U)
Instant Ability—Restoration
Attach to your hero. <p> Ongoing: At the start of your turn, put a 1 [Melee] / 1 [Health] Treant ally token into play if your hero is undamaged. Otherwise, your hero heals 1 damage from itself.

Wild Roots, 3, Druid (Throne-38U)
Ability—Balance
Attach to target ally and exhaust it, then **Delve**. (*Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.*) <p> Ongoing: Attached ally can't ready.

Wild Seeds, 3, Druid (Ancients-15U)
Basic Ability—Balance
Your hero deals 1 nature damage to each of up to three target allies. Put a 1 [Melee] / 1 [Health] Treant ally token into play for each ally that was dealt fatal damage this way.

Wild Swipes, 2, Druid (Caverns Treasure-8C)
Basic Ability—Feral
Ongoing: Your hero has **Assault 2** while you control a Form.

Wild Wrath, 2, Druid (Tomb-19C)
Instant Ability—Balance
Your hero deals 2 nature damage to target ally. Put a 1 [Melee] / 1 [Health] Treant ally token into play.

Wildfire, 5, Mage (Tomb-29U)
Instant Ability—Fire
Choose one: Your hero deals 5 fire damage to target hero or ally; or your hero deals 1 fire damage to each opposing hero and ally.

Wildhammer Gryphon, 4 (Betrayal-164U)
Monster Ally—Gryphon Beast, 3 [Melee] / 3 Health
While an opponent controls a [Horde] hero, this ally has +2 ATK and **Elusive**.


Wildseer Varel, Alliance (Throne-10)
Hero—Worgen Druid, 27 Health
On your turn: (4), Flip Varel >>> Search your deck for an attachment, reveal it, and put it into your hand.


Will of Cenarius, 2, Druid (Aspects Treasure-7C)
Ability—Restoration
Each player puts the top card of his deck into his resource row face down and exhausted.

Windguard Totem, 2, Shaman (Throne-75U)
Ability Ally—Elemental, Air Totem (1), 0 [Nature] / 4 Health
Ongoing: At the start of each opponent's turn, you may ready all allies you control. <p> (*Totems can't attack.*)

Windrunner's Bow, 4, Hunter (Betrayal-191R)
Equipment—Weapon—Bow, Ranged (1), 3 [Ranged] / 0 Strike
While your hero has 5 or less remaining health, double the ATK of this weapon, and it has **Long-Range**.

Windrunner's Heartseeker, 5, Hunter (Citadel-27R, Sylvanas-24R)
Equipment—Weapon—Crossbow, Ranged (1), 0 [Ranged], 0 Strike
Long-Range <p> When this weapon enters play, put two 1 [Melee] / 1 [Health] Undead ally tokens into play. <p> This weapon has +1 ATK for each Undead you control.


Winter Garb, 7, DkDrHuMaPaPrRoShLoWa (Holiday -1R)
Equipment—Armor—Cloth, Head (1), Chest (1), Feet (1), 3 DEF
(2), [Activate] >>> Put a 0 [Melee] / 1 [Health] Present ally token into play with "This ally can't attack." <p> When a Present you control is destroyed, reveal the top card of your deck and put it into your hand.


Winter Veil Disguise Kit, 2, DkDrHuMaPaPrRoShLoWa (Holiday -1R)
Equipment—Item
[Activate] >>> Target ally you control is also a Snowman this turn. <p> When a Snowman you control defends against a non-[Fire] hero or ally, remove it from combat.

Wisdom, 4 (Tomb-72C)
Ability
Draw two cards.

Wisp Amulet, 4, DkDrHuMaPaPrRoShLoWa (Aftermath Crafted-5E)
Equipment—Item
When a non-token ally in your party is destroyed, put a 0 [Nature] / 1 [Health] Wisp ally token into play. <p> Wisps you control have **Harmonize**.

Witch Doctor Ka'booma, 2, Horde (Crown-127R)
Ally—Troll Warlock, 4 [Shadow] / 1 Health
When this ally deals combat damage to a defending hero, reveal the top card of your deck. This ally deals shadow damage to your hero equal to that revealed card's cost, then put that card into your hand.

Wolpertinger, 8 (Holiday -5R)
Monster Ally—Wolpertinger, 10 [Melee] / 10 Health
Elusive, Stealth, Untargetable <p> When this ally is destroyed, destroy your hero.

Wrath, 2, Druid (Alliance Druid-10C, Class-36C, Dark Portal-30C, Horde Druid-12C,  Horde Druid-9C, Worldbreaker-42C)
Basic Ability—Balance
Your hero deals 3 nature damage to target hero or ally.

Wrath of the Ages, 5, Hunter (Betrayal-19R)
Basic Ability—Beast Mastery
Rift (*Choose a [Horde] or [Alliance] race. You pay (1) less to play this ability for each ally you control of the chosen race.*) <p> This turn, double the ATK of target ally, and it has **Smash**.

Wrathguard Defender, 3 (Betrayal-165C)
Monster Ally—Wrathguard Demon
Protector (*This ally may exhaust to become the defender when an opposing hero or ally attacks.*)

Wrathion, 6 (Aspects Treasure-57R)
Ally—Black Dragonkin, Wrathion (1), 4 [Shadow] / 4 Health
At the start of each player's turn, that player chooses and destroys a card he controls.

Wrex, 2, Horde (🐉 Horde Druid-18C, 🐉 Horde Paladin-20C, Tomb-117C)
Ally—Goblin Death Knight, 1 [Frost] / 4 Health
Protector *(This ally may exhaust to become the defender when an opposing hero or ally attacks.)*

Wuzlo Grindergear, 3, Alliance (🐉 Alliance Rogue-217C, Throne-134C)
Ally—Gnome Warrior, 1 [Melee] / 5 Health
Weapons you control have **Assault 2**. *(They have +2 ATK on your turn.)*

Wyrmmrest Captain, 5 (Aspects Treasure-58U)
Ally—Tauren Warrior, 0 [Melee] / 4 Health
At the start of your turn, reveal the top card of your deck. This ally has +ATK this turn equal to the cost of that revealed card.

Wyrmmrest Protector, 6 (Aspects Treasure-59U)
Ally—Red Dragonkin, 5 [Fire] / 5 Health
Allies you control have “When this ally deals damage to an opposing hero, this ally also heals that much damage from your hero.”

Xander Blackcrow, 5, Alliance (Betrayal-88U)
Ally—Human Hunter, 1 [Ranged] / 1 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] [Alliance] Human Warrior ally tokens into play with **Protector**. <p> This ally has +1/+1 for each other Human ally you control.

Xarantaur, 5, Horde (Ancients-159R)
Ally—Tauren Druid, Xarantaur (1), 0 [Melee] / 0 Health
Xarantaur has +1 / +1 for each card in all players' hands. <p> At the start of each player's turn, that player draws a card.

Xavius (Timewalkers-29)
Monster Hero—Satyr Demon Druid, 27 Health
[Front]: **Xavius's Power** <p> [Basic] (4), Flip Xavius >>> You may place an additional resource this turn.
[Back]: **Xavius's Corruption** <p> Once per game: [Basic] (8) >>> Put a 1 [Melee] / 1 [Health] Satyr Demon Monster ally token into play for each two resources you control.

Xuurvis, 4, Alliance (Throne-135C)
Ally—Draenei Priest, 2 [Holy] / 6 Health
When 1 or more damage is healed from this ally, you may draw a card.

Yana'mi, 3, Horde (🐉 Horde Druid-19C, Throne-173C)
Ally—Troll Druid, 1 [Nature] / 5 Health
When you attach an ability to a hero or ally, draw a card.

Yertle, 4, Hunter (Crown-20R)
Monster Ally—Turtle, Pet (1), 4 [Melee] / 0 Health
Protector, Eternal *(When this enters your graveyard from anywhere, you may shuffle it into your deck.)* <p> This ally has +1 [Health] for each resource you control. <p> When this ally is destroyed, put a Shell armor token into play with [DEF] equal to the number of resources you controlled as this ally was destroyed.

Yunzo the Hexer, 1, Horde (Tomb-118U)
Ally—Troll Priest, 1 [Shadow] / 2 Health (X), [Activate] >>> This ally deals X shadow damage to target opposing hero, then heals that much damage from your hero.

Zafira Ragebolt, 3, Horde (Betrayal-114U)
Ally—Orc Hunter, 3 [Ranged] / 1 Health
When this ally enters play, you may ready a resource you control for this and each other Orc ally you control.

Zalabar the Dark Tinkerer, 8, Alliance (Tomb-96R)
Ally—Gnome Priest, 6 [Shadow] / 9 Health
Elusive <p> At the end of your turn, this ally deals 1 shadow damage to target hero for each ally in that hero's controller's graveyard, then heals that much damage from your hero.

Zanrix Steelboot, 6, Horde (Tomb-119C)
Ally—Goblin Warrior, 6 [Melee] / 4 Health (3), Exhaust an equipment you control >>> Exhaust target ally.

Zarim Redskull, 4, Horde (Ancients-160U)
Ally—Orc Rogue, 5 [Melee] / 3 Health
Bloodrush: When this ally enters play, if an opposing hero has more damage than your hero, exhaust target opposing ally. It can't ready during its controller's next ready step.

Zarixx, Herald of Death, 7, Horde (Throne-174U)
Ally—Goblin Death Knight, 4 [Melee] / 4 Health
Empower Death Knight: When this ally enters play, if you control another Death Knight hero or ally, put a 3 [Melee] / 3 [Health] Ghoul ally token into play, and token allies you control have +1 ATK and **Ferocity** this turn.

Zaza'jun, 4, Horde (Crown-128U, 🐉 Horde Warrior-16U)
Ally—Troll Druid, 2 [Nature] / 2 Health
When this ally enters play, put two 1 [Melee] / 1 [Health] Treant ally tokens into play. <p> Token allies you control have **Assault 1**. *(They have +1 ATK on your turn.)*

Zazzo Dizzleflame, 4, Alliance (Crown-100R)
Ally—Gnome Warlock, 1 [Fire] / 5 Health
On your turn: [Activate] >>> Destroy another target ally. If you do, that ally's controller reveals cards from the top of his deck until he reveals an ally. He puts that revealed ally into play and shuffles the rest into his deck.

Zeherah's Dragonskull Crown, 2, HuSh (Timewalkers Justice-4E)
Equipment—Armor—Mail, Head (1), 1 DEF (2) >>> Target ally has **Ferocity** this turn. <p> (2) >>> Target ally has **Assault 1** this turn.

Zin-Azshari (Ancients-240R)
Location
If an opposing hero has 15 or more damage on it: [Basic] [Activate] >>> Your hero deals 1 arcane damage to target hero or ally.

Zindalan, 6, Horde (Tomb-120R)
Ally—Troll Shaman, 1 [Nature] / 6 Health
Harmonize <p> When this ally enters play, put a 0 [Nature] / 3 [Health] Earth Totem token into play with “Ongoing: **Harmonize**.”

Zintix the Frostbringer, 3, Alliance (Throne-136R)
Ally—Gnome Death Knight, 3 [Frost] / 3 Health
When this ally deals damage to an opposing hero, you may search your deck for an attachment that could target that hero. Play it immediately, targeting that hero, without paying its cost.

Zip, 2, Hunter (🐉 Alliance Hunter-14U, Drums-34U, Horde Hunter-14U, Sylvanas-7U)
Ally—Tallstrider, Pet (1), 2 [Melee] / 3 Health
Ferocity *(This ally can attack immediately.)*

Zizzlix Drizzledrill, 2, Horde (Throne-175C)
Ally—Goblin Priest, 1 [Shadow] / 5 Health
Opponents can't target this ally.

Zog, Herald of Death, 5 (Tomb-140U)
Monster Ally—Ogre Death Knight, 6 [Shadow] / 3 Health
Empower Death Knight: When this ally enters play, if you control another Death Knight hero or ally, target opponent puts the top three cards of his deck into his graveyard.

Zoid's Firelit Greatsword, 1, DkPaWa (Tomb-195U)
Equipment—2H Weapon—Sword, Melee (1), 0 [Fire], 3 Strike
Exhaust an ally you control >>> Add a charge counter to this weapon. <p> While this weapon has six or more charge counters on it, it has +6 ATK.

Zor'chal the Shadowseer, 6 (Throne-198U)
Monster Ally—Ogre Warlock, 6 [Shadow] / 4 Health
Enrage *(As this ally enters play, you may reveal the top card of your deck.)* <p> When you reveal an ally this way, this ally has +2 ATK and **Ferocity** this turn.

Zores, Herald of War, 4 (Tomb-141U)
Monster Ally—Ogre Warrior, 5 [Melee] / 3 Health
Empower Warrior: When this ally enters play, if you control another Warrior hero or ally, this turn, target weapon you control has +2 ATK and you pay (2) less to strike with it.

Zor'ka, Timewalker Shaman, 3, Alliance, Horde (Betrayal-127U)
Ally—Orc Shaman, 1 [Nature] / 3 Health
While you control two or more allies that share a [Horde] or [Alliance] race: [Basic] [Activate] >>> This ally deals 2 nature damage divided as you choose to any number of target heroes and/or allies.

Zovaar the Fallen (Timewalkers-30)
Monster Hero—Draenei Paladin, 29 Health
[Front]: **Zovaar's Blessing** <p> [Basic] (3), Flip
Zovaar >>> Zovaar heals 1 damage from target
hero or ally for each ally you control.
[Back]: **Zovaar's Vengeance** <p> Once per
game: [Basic] (6) >>> Zovaar has +ATK this turn
equal to the remaining health of target ally you
control.

Zudzo, Herald of the Elements, 5, Horde
(Throne-176U)
Ally—Goblin Shaman, 5 [Nature] / 5 Health
Empower Shaman: When this ally enters play,
if you control another Shaman hero or ally, this
ally deals 3 nature damage to target hero or ally
and heals 3 damage from a second target hero
or ally.

Zuglisch, 4 (Tomb-142C)
Monster Ally—Ogre Warrior, 6 [Melee] / 2
Health

Zul'jin, 3, Horde (Betrayal-115R)
Ally—Troll Rogue, Zul'jin (1), 1 [Melee] / 5
Health
Stealth <p> Zul'jin has +1 ATK for each damage
on him. <p> Once per turn: [Basic] Put 1 damage
on Zul'jin >>> Ready Zul'jin.