

World of Warcraft TCG Specific Card FAQ Archive

Including: *Heroes of Azeroth, Through the Dark Portal, Fires of Outland, March of the Legion, Servants of the Betrayer, The Hunt for Illidan, Onyxia's Lair, Molten Core, Magtheridon's Lair, Black Temple, Feast of Winter Veil, Darkmoon Faire, BC Promo, Crafted 1-14, Badge 1-4*

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A *Alchemist Norrin'thal, 3, Horde, Ally—Blood Elf Mage, 3 [Frost] ATK / 3 Health (Betrayer-158C)*
Once per turn: (0) >>> Norrin'thal becomes an [Arcane] ally this turn.
Once per turn: (0) >>> Norrin'thal becomes a [Fire] ally this turn.

As Norrin'thal becomes an [arcane] or [fire] ally, he loses all other damage types this turn.

Akama's Sash, 4, Armor—Cloth, Waist (1), 0 DEF (Illidan-204R)
Loyal Hero Required <p> If your hero would deal damage with an ability, it deals that much unpreventable damage +1 instead. <p> When an ally is destroyed by fatal damage dealt with an ability you control, remove that ally from the game.

That ally card leaves that graveyard only if it has remained there continuously since its destruction. Players have the chance to respond before it leaves that graveyard.

Anchorite Ceyla, 7, Ally—Draenei Priest, Unique, 6 [Holy] ATK / 7 Health (Illidan-173R)
Aldor Reputation <p> When another ally in your party is destroyed, its owner may put it from his graveyard into hand at the start of the next turn.

See *Akama's Sash*.

Anchorite Fareena, 3, Ally—Draenei Priest, 3 [Holy] ATK / 3 Health (Betrayer-184U)
Aldor Reputation <p> Once per turn: (0) >>> Attach target attachment to Fareena.

The target detaches from its current host and attaches to Fareena only if she matches its attach description.

Anchorite Jaliah, 5, Ally—Draenei Priest, 2 [Holy] ATK / 7 Health (Legion-214U)
Aldor Reputation <p> When an ally in your party is destroyed, Jaliah heals 2 damage from each hero and ally in your party.

Jaliah's destruction triggers her own power.

Anchorite Kilandra, 1, Ally—Draenei Priest, 1 [Holy] ATK / 2 Health (Illidan-174C)
Aldor Reputation <p> When Kilandra enters play, name a card in play you control. <p> Inspire: Card with that name

You may inspire any card you control with that name, not just the one that was in play when Kilandra entered play. If a token has no name specified, its tag is its name. Face-down resources have no name.

Anchorite Onkoth, 5, Ally—Draenei Priest, 5 [Holy] ATK / 4 Health (Betrayer-186U)
Aldor Reputation <p> Inspire: Ability, ally, equipment, hero, or resource

Onkoth may inspire only one card each turn. Contrast with *Exarch Orelis*.

Ancient Cornerstone Grimoire, 4, DrMaPrLo, Item, Off-Hand (1) (Onyxia-20R)
*(2), [Activate] >>> Put a Skeleton ally token into play with 1 [Melee] ATK / 1 health, ferocity, protector, and **“At end of turn, destroy this ally.”***

Anders Blankheart, 2, Alliance, Ally—Human Warlock, 2 [Fire] ATK / 1 Health (Legion-134U)
*Elusive <p> If damage would be dealt with an ability you control to a hero or ally **it's attached to**, that much +1 is dealt instead.*

These cards have received errata. The bold text above updates the printed text.

Arcane Torrent, 3, Horde, Instant Ability (Dark Portal-133U)

Blood Elf Hero Required <p> Interrupt all other ability cards. Opponents can't play abilities this turn.

Opponents can play abilities in response to Arcane Torrent, and they will resolve before it does. Ability is a card type. Using a power is not playing an ability.

Arcanist Alathana, 1, Ally—Blood Elf Mage, 2 [Fire] ATK / 1 Health (Betrayal-196U)

Scryer Reputation <p> Sabotage: Ability <p> When Alathana sabotages an ability, put a depletion counter on it.

Abilities with depletion counters lose and can't have powers.

Depletion counters don't leave play as Alathana leaves play, but they don't do anything unless an Alathana is in play (not necessarily the same Alathana that added the counters). An ability can have more than one depletion counter, but the additional counters don't do anything additional.

Arcanist Bartis, 2, Ally—Blood Elf Mage, 1 [Fire] ATK / 1 Health (Illidan-184C)

Scryer Reputation <p> Sabotage: Player <p> When Bartis sabotages a player, that player discards a card or destroys an ally in his party.

That player chooses. He can't choose to discard from an empty hand, or destroy an ally that can't be destroyed (or that doesn't exist).

Arcanist Dayvana, 2, Ally—Blood Elf Mage, 3 [Fire] ATK / 1 Health (Betrayal-198U)

Scryer Reputation <p> Sabotage: Quest <p> When Dayvana sabotages a quest, you may complete it this turn.

Completing an opposing quest is otherwise the same as completing a quest you control. For example, any costs must still be paid and any restrictions must still be observed. That quest's text is read from the perspective of the player completing the quest.

Example: *You control Dayvana and a Horde hero. Dayvana sabotages an opponent's The Defias Brotherhood. Any time there are four or more allies in your party this turn, you may pay (1) to complete that quest (regardless of how many allies are in that opponent's party). You may do so even though your hero isn't Alliance. As you do, turn that quest face down in that resource row.*

The Defias Brotherhood, Alliance, Quest (Azeroth-340C)

If there are four or more allies in your party, pay (1) to complete this quest. <p> Reward: Draw two cards.

Arcanist Thelis, 6, Ally—Blood Elf Mage, Unique, 5 [Arcane] ATK / 4 Health (Illidan-186R)

Scryer Reputation <p> Sabotage: Deck <p> When Thelis sabotages a deck, switch that deck with yours.

Each player who receives a new deck becomes the owner of the remaining cards in that deck for the rest of the game. If you become the owner of another player's card, it will enter your deck, hand, graveyard, or RFG zone (rather than that other player's) while you own it. If such a card is sleeved differently from other cards you own, that fact is public knowledge at all times, even while it's in a non-public zone. For example, any player who shuffles or cuts your deck can legally cut to it. You may not resleeve your new deck.

Ardent Defender, 6, Paladin, Ability—Protection Talent (Legion-55R)

Protection Hero Required <p> Ongoing: Prevent all damage that would be dealt to your hero while it has 25 or more damage.

If your hero has 24 or less damage and would be dealt damage, this power doesn't prevent any of it. Damage is prevented only if your hero *already* has 25 or more damage, in which case it's prevented completely.

Argent Defender, 3, Armor—Shield, Off-Hand (1), 2 DEF (Dark Portal-248U)

When Argent Defender becomes exhausted, you may remove target card in a graveyard from the game.

If this card becomes exhausted during the conclusion of a combat in which an ally is destroyed by combat damage, this effect can target that ally card.

Aspect of the Viper, 8, Hunter, Ability—Beast Mastery, Aspect (1) (Dark Portal-31R)
Ongoing: At the end of your turn, you may ready all of your resources.

This power triggers at the start of your end phase. If you choose to ready your resources, you can exhaust them to pay resource costs during your end phase.

Astral Grief, 1, Mage, Instant Ability—Arcane (Illidan-46C)
Interrupt target quest reward effect.

You can target any effect added to the chain by completing a quest. However, you can't interrupt a quest being placed.

Atani of the Watch, 1, Ally—Draenei Paladin, 0 [Melee] ATK / 4 Health (Betrayal-187C)
Aldor Reputation <p> If damage would be dealt to your hero, it's dealt to Atani instead.

This redirection is not optional. However, if you control more than one ally with this power, you choose which is dealt each packet that would be dealt to your hero. You may choose to redirect before or after a modifier would prevent damage. For example, you may exhaust an armor to prevent damage before redirecting. Prevention and redirection modifiers are applied to a packet only after all modifiers that would increase its size (or change its damage type or preventability) have been applied.

Avenger's Shield, 4, Paladin, Ability—Protection Talent (Outland-46R)
Protection Hero Required <p> Exhaust up to three target heroes and/or allies, and each of them can't ready during its controller's next ready step. Your hero deals 1 holy damage to each of those characters.

All targets are dealt damage and can't ready even if they were already exhausted as this card resolved. Each of them can't ready even if the 1 holy damage that would have been dealt to it was prevented.

Avenging Wrath, 4, Paladin, Instant Ability—Retribution (Betrayal-68U)
Your hero has +X ATK this turn, where X is its ATK.

This card has received errata. The bold text above updates the printed text, and clarifies that the size of the ATK buff is locked on resolution, and stays locked for the rest of the turn.

Azure-Shield of Coldarra, 3, Armor—Shield, Off-Hand (1), 0 DEF (Betrayal-219R)
If your hero would be dealt damage, prevent all but 3 of it.

This modifier works whether this armor is ready or exhausted. Preventing damage this way doesn't exhaust this armor. If your hero would be dealt 3 or less damage, this modifier does nothing.

Azuresong Mageblade, 4, Weapon—Sword, Melee (1), 1 ATK, 3 Strike (Molten Core-15R)
When you draw a card, put a verse counter on Azuresong Mageblade. <p> (1), Remove three verse counters >>> Draw a card.

To use the power of a particular Azuresong Mageblade, you must remove three counters from that particular card. Using the second power to draw a card will trigger the first power.

Barkskin, 1, Druid, Instant Ability—Balance (Legion-19R)
Ongoing: Your ability, ally, and equipment cards can't be interrupted.

A link is interrupted if all of its targets have become illegal as it tries to resolve, even if it “can't be interrupted.”

Barman Shanker, 2, Rogue, Weapon—Dagger, Melee (1), 2 ATK, 2 Strike (Azeroth-315U)
Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.

Barman Shanker has +2 ATK only after the protect point while your hero is attacking an exhausted hero or ally.

Barnathrum, Lord of Pain, 4, Alliance, Ally—Human Warlock, 3 [Shadow] ATK / 4 Health (Dark Portal-155C)
(1), [Activate] >>> Double the damage on each ally.

If a modifier (like Barnathrum's) adds damage to a character but doesn't specify that it deals that damage, that damage is put on that character, and so it can't be replaced or prevented. Damage can't be put on a character in excess of its health. For example, if Barnathrum has 3 damage, only 1 more damage is put on him.

Barov Peasant Caller, 3, Item, Trinket (2) (Azeroth-304R)
(2), [Activate], Destroy Barov Peasant Caller >>> Put three Peasant ally tokens into play with 1 [Melee] ATK / 1 health, ferocity, and “At end of turn, destroy this ally.”

This card has received errata. The bold text above updates the printed text.

Bearlady Brala, 1, Alliance, Ally—Dwarf Hunter, 1 [Ranged] ATK / 1 Health (Betrayal-132R)
When Brala enters play, make up a name.
At the start of your turn, put a unique Bear ally token into play with that name and 1 [Melee] ATK / 1 health.

To make up a name is to choose a name that doesn't exist in the *World of Warcraft*® TCG. Putting a Bear token into play causes a uniqueness violation if you still have a token with that name from a previous turn.

Benediction, 5, Priest, Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike (Molten Core-16R)
When your hero heals damage with an ability, draw a card. <p> Exhaust your hero >>> Put a card named Anathema from your graveyard into play.

Benediction triggers multiple times if your hero heals damage from multiple characters with a single ability, but it triggers only once for each character, regardless of how much damage is healed. Having both Anathema and Benediction in play usually causes a uniqueness violation.

Berserker Rage, 4, Warrior, Ability—Fury (Outland-91R)
You may destroy any number of abilities attached to your hero. <p> Ongoing: Your hero has +1 ATK while attacking for each 5 damage on it.

You can play this card even if your hero has no abilities attached. Your hero has +1 ATK while attacking if it has 5 to 9½ damage, +2 if it has 10 to 14½, and so on.

Berserking, 3, Horde, Ability (Dark Portal-134U)
Troll Hero Required <p> Ongoing: When your hero is dealt damage, put a berserk counter on Berserking.
When your hero attacks, remove all berserk counters from Berserking. Your hero has +1 ATK this combat for each counter removed this way.

You add one berserk counter for each packet dealt to your hero, regardless of the size of that packet.

Bimble Blackout, 3, Alliance, Ally—Gnome Warlock, 4 [Shadow] ATK / 2 Health (Illidan-119U)
When Bimble is removed from the game from anywhere, draw a card.

Bimble's power triggers when he is removed from any other zone, unless he is removed face down.

Blessed Medallion of Karabor, 8, Item, Neck (1) (Black Temple-3R)

On your turn: Remove Blessed Medallion of Karabor from the game >>> Move to the right of another friendly player.

Moving to the right of another player means that your position in turn order becomes immediately before that player's. You may physically move yourself and your cards to the immediate right of that player if this is agreeable to all players. Your turn continues as normal, and then that player takes the next turn. If there are only two players, nothing happens.

Blind, 3, Rogue, Instant Ability—Subtlety (Legion-80R)

Target player can't play cards this turn.

That player can still propose attacks, use powers, complete quests, and place resources as usual.

Blink, 2, Mage, Instant Ability—Arcane (Azeroth-48C)

Draw a card. <p> If your hero is defending, remove all attackers from combat.

Blink can be played outside of combat. Each combat can have no more than one attacker.

Blinky, 7, Hunter, Instant Ally—Warp Stalker, Pet (1), 7 [Melee] ATK / 5 Health (Legion-33R)

(3) >>> Remove Blinky from the game and put a warp counter on him.

If Blinky is removed from the game: (3), Remove a warp counter >>> Put Blinky into play.

Blinky enters play ready and undamaged. All counters and damage are removed from a card as it changes zones, and its attachments are destroyed.

Blood Knight Tarae, 6, Horde, Ally—Blood Elf Paladin, 3 [Holy] ATK / 7 Health (Legion-174U)

Protector <p> (1) >>> Remove target ability card in a graveyard from the game. If you do, Tarae heals 1 damage from target hero or ally.

This power requires two targets. You can't use it unless you target both an ability card in a graveyard and a hero or ally. If the hero or ally becomes illegal in response, the ability card is still removed. However, if the ability card becomes illegal in response, no damage is healed (because the "if you do" fails). This power can be used even if all characters in play have no damage or can't be healed.

Bloodstained Ravager Gauntlets, 7, HuSh, Armor—Mail, Hands (1), 2 DEF (Legion-256R)

[Activate] >>> Target weapon has +X ATK this turn, where X is its ATK.

See *Avenging Wrath*.

Boat to Booty Bay, 4, Ability, Unique (Dark Portal-138E)

Ongoing: On your turn: [Activate] >>> Remove an ally in your party from the game.

On your turn: [Activate], Destroy Boat to Booty Bay >>> Put all ally cards removed by Boat to Booty Bay into your party.

Ally cards return to play ready and undamaged. If you destroy this card to use its power, it returns all ally cards that were removed by the card you destroyed and only that card. If you remove an ally in your party with Boat to Booty Bay, and then that Boat leaves and reenters play, that ally card can't be returned because it was removed by a different card.

Boneshanks, 3, Horde, Ally—Undead Warrior, 3 [Melee] ATK / 2 Health (Dark Portal-201C)

When Boneshanks is destroyed, destroy target ally.

This effect is not optional. If no targetable opposing allies are in play, you must target a friendly ally.

Borak's Belt of Bravery, 2, Armor—Plate, Waist (1), 3 DEF (Illidan-206U)

When Borak's Belt of Bravery prevents damage, put 1 damage on your hero.

For example, your hero is undamaged and would be dealt 10 damage. You exhaust Borak's Belt of Bravery to prevent 3 of the 10, thereby triggering its power. Your hero ends up with $7+1 = 8$ damage.

Brace or Mace, 1, Druid, Instant Ability—Restoration (Illidan-25U)

Choose one: Your hero heals 4 damage from target hero; or attach to target ally. <p> Ongoing: Attached ally has +1 ATK / +1 health.

See *Smoke or Croak*.

Brain Lock, 4, Mage, Ability—Frost (Illidan-48C)

Ongoing: Brain Lock enters play with two frost counters.

If an opponent would draw a card, he skips drawing that card and you remove a frost counter instead. If none remain, destroy Brain Lock.

If an opponent would draw two cards while Brain Lock has two frost counters, he skips drawing both and Brain Lock is destroyed instead. If an opponent would draw three cards, he draws one and Brain Lock is destroyed instead, and so on. There's no priority window between removing the last counter and destroying Brain Lock.

Brainwash, 5, Priest, Instant Ability—Shadow (Dark Portal-67R)

Gain control of target attacking ally.

The target ally stops attacking as it changes control. You gain control of it until it leaves play.

Breanna Greenmother, 6, Alliance, Ally—Night Elf Druid, 4 [Nature] ATK / 5 Health (Outland-112R)

*Allies in your party can use activated powers **from** the turn they enter your party.*

This card has received errata. The bold text above updates the printed text, and clarifies that each ally in your party ignores the usual restriction of not being able to activate unless it's been in its current party continuously since the start of its controller's most recent turn. While you control Breanna, allies in your party can be activated regardless of how long they've been there.

Brodien, 4, Alliance, Ally—Gnome Mage, 4 [Fire] ATK / 4 Health (Illidan-120U)

As Brodien enters play, choose whether he is elusive or untargetable.

He is elusive or untargetable until he leaves play. If untargetable is chosen, he enters play untargetable; there is no opportunity to target him in response to him entering play.

Bulvai of the Watch, 4, Ally—Draenei Paladin, 3 ATK (Melee), 5 Health

Aldor Reputation <p> Protector <p> If damage would be dealt to your hero, it's dealt to Bulvai instead.

See *Atani of the Watch*.

C*Chain Heal, 2, Shaman, Ability—Restoration (Outland-74C)*

Target up to three heroes and/or allies. Your hero heals 3, 2, and 1 damage from them, respectively.

You can't target the same character twice. You can target fewer than three characters. Amounts are locked in as you target. For example, if you target two characters, your hero will heal 3 and 2 damage from them, respectively. If the character you targeted for 3 becomes illegal in response, your hero heals 2 damage from the remaining legal character.

Chain Lightning, 5, Shaman, Ability—Elemental (Azeroth-106R)

Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to a second hero or ally. Your hero may deal 1 nature damage to a third hero or ally.

This card has a single target. If that target is illegal as this card tries to resolve, the entire card is interrupted. You can target a Totem, but you can't choose to deal 2 or 1 damage to a Totem as this card resolves.

Cheat Death, 2, Rogue, Instant Ability—Subtlety Talent (Legion-81R)

Subtlety Hero Required

Remove your hero from the game. As your next turn starts, put it into play flipped the same way and with the same damage.

Your hero enters play ready at the same time you ready your cards. However, a hero can't enter a party from an RFG zone if there's already another hero in that party. Cards attached to your hero are destroyed as it leaves play, and they don't reattach as it returns to play. While your hero is removed from the game:

- It can't attack, exhaust, flip, be attacked, or be targeted. Damage can't be added to or removed from it.
- You can't play cards, but can still propose attacks with allies, complete quests, and place resources as usual. You can't use hero powers, but you can still use other powers, even if they refer to your hero.
- Anything looking for your hero's damage, orientation, or any other information (other than its current zone) uses its last known information from play.

Chief Apothecary Hildagard, 7, Horde, Ally—Undead Warlock, Unique, 0 [Shadow] ATK / 1 Health (Illidan-149E)
When Hildagard deals combat damage to a hero, destroy that hero.

Hildagard deals combat damage as a combat concludes only if her ATK is greater than 0.

Choker of Vile Intent, 3, Item, Neck (1) (Betrayal-229R)

At the start of your turn, you may destroy an ability, ally, or equipment you control. If you do, each opponent destroys a card of that kind he controls.

This power doesn't target anything. If you choose to destroy an equipment, each opponent must destroy an equipment, but each can choose an armor, item, or weapon.

Chromatic Cloak, 4, Armor—Cloth, Back (1), 0 DEF (Azeroth-282U)

If your hero would deal damage with an ability, it deals that much +1 instead.

Ability is a card type. Using a power that deals damage is not dealing damage with an ability.

The Cipher of Damnation, Quest (Illidan-239C)

Pay (3) to complete this quest.

Reward: Reveal the top two cards of your deck. If they have different card types, put both into hand. Otherwise, put both on the bottom of your deck.

The eight card types are ability, ally, armor, hero, item, location, quest, and weapon. Equipment isn't a card type.

Cloak of Shadows, 1, Rogue, Instant Ability—Subtlety (Betrayal-88C)

Destroy any number of target abilities attached to your hero. <p> Your hero is untargetable this turn.

“Any number” can be zero, so you can play this card even if your hero has no abilities attached. If you target one or more abilities and *all* of them are illegal as this card tries to resolve, it's interrupted.

Coif of the Wicked, 5, Armor—Mail, Head (1), 3 DEF (Illidan-207R)

[Hunter] Hero: When you place a quest, ready your hero and all of your Ranged weapons.

[Shaman] Hero: When you place a quest, ready your hero and all of your Melee weapons.

These powers trigger only when you place a quest face up.

Convalescence, 2, Priest, Instant Ability—Holy (Dark Portal-69C)

Your hero heals all damage from target ally. You may destroy an ability attached to that ally.

You can target an ally with no damage and/or no abilities attached to it.

Corki's Ransom, Alliance, Quest (Outland-227C)

*Put Corki's Ransom **from play** into its owner's hand and pay (2) to complete this quest. <p> Reward: Draw a card.*

This card has received errata. The bold text above updates the printed text, and clarifies that Corki's Ransom can be completed only from play. You pay costs in any order that allow all of them to be paid, so you can exhaust Corki's Ransom to help pay for its own completion cost before putting it into its owner's hand.

Crown of Destruction, 5, Armor—Mail, Head (1), 1 DEF (Dark Portal-252R)

At the end of each player's turn, that player destroys one of his abilities, allies, or equipment.

That player can't choose a card that can't be destroyed or a card type that he doesn't control.

Cursed Vision of Sargeras, 3, Armor—Leather, Head (1), 2 DEF (Black Temple-2R)

[Activate] >>> If you completed a quest this turn, turn target resource face down.

You can activate this card whether or not you've completed a quest this turn, because it checks only on resolution. You pass the check even if you completed a quest before Cursed Vision of Sargeras entered play. A quest has been completed as soon as its reward effect has been successfully added to the chain.

D *Dashel Stonefist, 1, Alliance, Ally—Dwarf Rogue, Unique, 1 [Melee] ATK / 1 Health (Illidan-121U)*
Dashel can attack friendly heroes and allies.

In addition to attacking normally, Dashel can be proposed as an attacker against any other friendly character if otherwise legal. Characters opposed to Dashel may protect as usual.

Deacon Markus Hallow, Alliance, Hero—Human Priest (Shadow), Herbalism/Alchemy, 26 Health (Outland-1)
On your turn: (6), Flip Markus >>> Gain control of target opposing ally if its controller has no cards in his hand.

Count cards in that opponent's hand only as this effect resolves. If you gain control of target ally, it stays under your control regardless of any subsequent changes in that opponent's hand size.

Death Coil, 1, Warlock, Ability—Affliction (Outland-83U)
Remove target ally in an opponent's party from the game. At the start of your next turn, that opponent puts that ally into play under his control, and your hero deals 2 shadow damage to it.

That ally enters play ready and undamaged, and then your hero deals 2 damage to it before any player gets priority. If a Totem is removed, it enters play and is dealt 2 shadow damage at the start of your next turn as usual.

Demon Hide Spaulders, 3, Armor—Leather, Shoulder (1), 1 DEF (Legion-257U)
[Activate] >>> Each of your weapons has +1 ATK this turn. <p> [Activate] >>> Each of your armor has +1 DEF this turn.

Each time you activate Demon Hide Spaulders, you must specify which power you're using. You can't use both powers with the same activation.

Distract, 3, Rogue, Ability—Subtlety (Dark Portal-81C)
Exhaust all allies in target player's party. They can't ready during that player's next ready step.

Allies in that player's party are flagged as Distract resolves. None of those allies can ready during that player's next ready step, even if they were already exhausted.

Double Barrel, 1, Hunter, Instant Ability—Marksmanship (Legion-36U)
Ongoing: Your hero has Ranged dual wield.

The controller of a hero with Ranged dual wield can have two Ranged weapons without violating uniqueness, and can strike with two Ranged weapons per combat. If a player strikes with multiple weapons in the same combat, the combat damage is associated with all of those weapons.

The controller of a hero with (normal) dual wield can strike with two Melee weapons per combat. The controller of a hero with both powers can strike with two Melee or Ranged weapons per combat, but can't strike with both a Melee weapon and a Ranged weapon during the same combat.

Dragon's Breath, 3, Mage, Instant Ability—Fire Talent (Outland-39R)
Fire Hero Required <p> Your hero deals 3 fire damage divided as you choose to any number of target heroes and/or allies. A character dealt damage this way loses all powers this turn.

You can't target a character unless you allocate at least 1 of the 3 fire damage to it as you do so. A card's powers are the text in its text box, as well as any keywords or quoted text added to it by modifiers. If a character loses all powers, it effectively has a blank text box.

Dramla Lifebender, 6, Horde, Ally—Undead Warlock, 4 [Fire] ATK / 5 Health (Dark Portal-207R)

Undead Hero Required

You can play ally cards from your graveyard. <p> If an ally would be put into your graveyard from play, remove it from the game instead.

Playing a card from your graveyard is otherwise the same as doing so from your hand. For example, any costs must still be paid and any restrictions must still be observed. The first power is active only while Dramla is in play. You can still play ally cards from your hand.

The second power stops you from paying destroy costs. Similarly, if a card says, “destroy [a card]. If you do,” and Dramla replaces the action of putting that [card] into your graveyard from play, the “if you do” is not satisfied. If Dramla herself would be put into your graveyard from play, her own modifier removes her from the game instead. Destruction “by the game” (such as uniqueness violations) can’t be replaced.

Dreamstate, 5, Druid, Ability—Balance Talent (Legion-20R)

Balance Hero Required <p> Ongoing: When you play a Balance ability, draw a card.

Playing Dreamstate doesn’t trigger its own power.

The Dying Balance, Quest (Dark Portal-315C)

Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. If they have different card types, put one into your hand and the other on the bottom of your deck. Otherwise, put both on the bottom of your deck.

The eight card types are ability, ally, armor, hero, item, location, quest, and weapon. Equipment isn’t a card type.

E*Earth Elemental Totem, 2, Shaman, Instant Ability—Enhancement, Earth Totem (1), 1 Health (Dark Portal-92R)*

*Ongoing: **When Earth Elemental Totem enters play**, put an Earth Elemental ally token into play with 2 [Melee] ATK / 2 health, and protector.*

This card has received errata. The bold text above updates the printed text. As a result, you put a token into play regardless of how Earth Elemental Totem enters play. Also see *Fire Elemental Totem*.

Eclipse, 5, Priest, Instant Ability—Traitor (Betrayal-79U)

Traitor Hero Required

Ongoing: When damage is healed from an opposing hero or ally, your hero deals double that much shadow damage to that character.

"That much" is the amount of damage actually healed from that character, regardless of the size of the healing packet.

Enfea Contha, 5, Alliance, Ally—Draenei Shaman, 4 [Nature] ATK / 4 Health (Outland-116R)

[Activate] >>> Enfea Contha heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

This power requires two targets. You can’t use it unless you target both an opposing ally and a friendly ally. If the opposing ally becomes illegal in response, the friendly ally is still healed. However, if the friendly ally becomes illegal in response, no damage is dealt to the opposing ally. Also see *Eclipse*.

Entry into the Black Temple, Quest (Black Temple-11R)

Pay (5) to complete this quest. <p> Reward: Draw a card for each different class among allies in your party.

This counts classes rather than allies. The ten classes are death knight, druid, hunter, mage, paladin, priest, rogue, shaman, warlock, and warrior.

Eredar Wand of Obliteration, 4, Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike (Magtheridon-19R)

When your hero deals shadow damage to an opponent’s hero, you may destroy an ability, ally, or equipment you control. If you do, that opponent destroys an ability, ally, or equipment he controls.

That opponent chooses the card he destroys. It need not be the same type of card you destroyed.

Escape Artist, 1, Alliance, Instant Ability (Dark Portal-129U)

Gnome Hero Required

Choose one: Interrupt target ability card that’s targeting your hero; or if your hero is defending, remove all attackers from combat.

Each combat can have no more than one attacker.

Eviscerate, 2, Rogue, Instant Ability—Assassination (Azeroth-97R)
Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)
Your hero deals 2+X melee damage to target hero or ally.

You can play this card even if you don't have a Combo card in your graveyard. You remove Combo cards as you play it. If you remove none at that time, your hero deals 2 melee damage as it resolves.

Exarch Orelis, 6, Ally—*Draenei Paladin*, Unique, 5 [Holy] ATK / 7 Health (Betrayal-189E)
Aldor Reputation <p> Inspire: Ability, ally, equipment, hero, and resource

Orelis allows you to inspire more than one card. If he's in your party during another player's ready step, you may inspire any, all, or none of those cards. Contrast with *Anchorite Onkoth*.

Example: You control Orelis, a hero, and six resources. All of them are exhausted as your turn ends. As the next player readies his cards, you may ready any, all, or none of Orelis, your hero, and one of your resources.

Exodar Peacekeepers, 2, Alliance, Ally—*Draenei Warrior*, Unlimited, 2 [Melee] ATK / 1 Health (Outland-117C)
When *Exodar Peacekeepers* enters play, it heals 1 damage from target hero or ally for each ally named *Exodar Peacekeepers* in your party.

You count *Exodar Peacekeepers* in your party as this effect resolves. Each one that enters play usually heals at least 1 damage because it counts itself.

"Eyeball" Jones, 1, Horde, Ally—*Undead Rogue*, 1 [Melee] ATK / 2 Health (Illidan-153U)
When *Eyeball* deals combat damage to a hero or ally, exhaust that character, and it can't ready during its controller's next ready step.

That character can't ready during its controller's next ready step even if it was already exhausted.

Eye of Kilrogg, 2, Warlock, Ability—*Demonology* (Dark Portal-105C)
Look at target opponent's hand and choose a card. Remove that card from the game.

You look at that player's hand and choose a card as this card resolves. Players can respond before you do so. Once a card is chosen, that player can't respond by playing or discarding it.

Faces from the Past, 7, Priest, Ability—Holy (Illidan-68R)
Put any number of target ally cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

The number of targets is locked in as you play this card. As it resolves, compare the combined cost of all targets that are still legal with the number of resources you control at that time. For example, if you control seven resources and target three cards with costs 5, 1, and 1, but then you lose a resource in response, the combined cost of your legal targets is too great on resolution, and so none enter play.

Faith Healer's Boots, 4, Armor—Cloth, Feet (1), 0 DEF (Outland-197E)
If your hero healed damage this turn: [Activate] >>> Put an ally card from your graveyard into hand.

You can use this power only if your hero actually healed damage this turn. Trying to heal characters with no damage or that can't be healed doesn't count.

Falling to Corruption, Quest (Legion-299C)
Destroy two of your resources and pay (1) to complete this quest. <p> Reward: Draw two cards.

You can pay costs in any order that allow all of them to be paid. So you can exhaust *Falling to Corruption* to pay (1), and then destroy it as one of the two resources you must destroy to pay its completion cost.

Famish the Binder, Horde, Hero—*Dreadlord Demon*, 28 Health (Illidan-20)
[Front]: (3), Destroy three [Horde] allies in your party >>> Flip *Famish* face down.
[Back]: [Horde] allies in your party have ferocity.

This card has a faction but no class. As a result, its deck can include cards with the applicable faction icon (and no class icon), but it can't include cards with any class icons. Cards with no trait icons can be included as usual.

The Fare of Lar'korwi, Quest (Outland-233R)

Pay (3) to complete this quest. <p> Reward: All cards in your hand are instant this turn until you play an ally.

As you add an ally card to the chain, any other ally cards in your hand stop being instant, so you can't play any of them in response to the first.

Feign Death, 3, Hunter, Instant Ability—Survival (Betrayal-50R)

Play only if your hero is defending or the target of an opposing card or effect. <p> Interrupt all cards and effects, then end the turn.

To end the turn, follow these steps in order. No player gets priority during these steps.

- All other links are interrupted by the game.
- Close the current priority window.
- Remove all attackers, defenders, proposed attackers, and proposed defenders from combat.
- End all modifiers with duration “this combat” or “this turn.”
- Skip to the start of the next turn. End-of-turn triggers are *not* triggered by this transition.

The wrap-up step of the current turn is always skipped, as is the conclusion of any combat step in progress.

Fel Geyser, 2, Druid, Ability—Traitor (Black Temple Raid-11U)

Traitor Hero Required <p> Ongoing: Opposing quests have “As an additional cost to complete, turn another one of your quests face down.”

Trying to complete two quests at the same time so that each pays the other's additional cost doesn't work. If you control two Fel Geysers, opponents must turn two other quests face down, and so on.

Felsteel Whisper Knives, 1, Rogue, Weapon—Knife, Ranged (1), 2 ATK, 1 Strike (Illidan-225R)

Thrown (When you strike with this weapon, your hero has long-range this combat. At the end of this turn, put this weapon into its owner's hand.)

A thrown weapon is put into its owner's hand only if it has remained in play continuously since striking.

Feral Energy, 2, Druid, Ability—Feral (Illidan-27R)

Ongoing: While in cat form, when your hero deals combat damage to a defending hero, you may pay (1). If you do, its controller discards a card.

This card checks whether your hero is in cat form as it triggers, but it doesn't recheck as that triggered effect resolves.

Fight or Blight, 1, Rogue, Instant Ability—Subtlety Poison (Illidan-78U)

Choose one: Target hero has stealth this turn; or attach to target hero or ally that your hero dealt combat damage to this turn.

Ongoing: At the start of your turn, your hero deals 1 nature damage to attached character.

See *Smoke or Croak*.

Filthy Tricks, 6, Rogue, Ability—Assassination Combo (Outland-67R)

Ongoing: Cards in your graveyard are Combo cards.

While you control this card, each card in your graveyard has the Combo tag in addition to any others, so you can remove it from the game to pay the additional cost of an applicable finishing move.

Find Weakness, 2, Rogue, Ability—Assassination Talent (Betrayal-92R)

Assassination Hero Required <p> Ongoing: When you remove one or more Combo cards from your graveyard to play a finishing move, your hero deals that much melee damage to target hero or ally.

This effect resolves before the finishing move. It deals a single packet of melee damage.

Fire Elemental Totem, 2, Shaman, Instant Ability—Elemental, Fire Totem (1), 1 Health (Outland-77C)

*Ongoing: When Fire Elemental Totem enters play, put a Fire Elemental ally token into play with 2 **[Fire]** ATK / 1 health, and ferocity.*

This card has received errata. The bold damage type above updates the printed text.

The Totem and the token are independent. Damaging or destroying one doesn't impact the other. The Totem stays in play for the rest of the game unless removed.

Flame Bender Ta'jin, 6, Horde, Ally—Troll Mage, 4 [Fire] ATK / 3 Health (Illidan-154U)
When Ta'jin enters play, gain control of target ability. If it's attached, you may reattach it.

You control that ability until it leaves play. To reattach an ability, detach it and then attach it to another card in play that matches its attach description. This doesn't add it to the chain, so its non-ongoing text isn't reprocessed. You may reattach it to an untargetable card even if its attach description is targeted.

Flickers from the Past, 7, Mage, Ability—Arcane (Illidan-49R)
Put any number of target ongoing ability cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Each attachment you target must enter play attached to a legal host. If no legal host exists on resolution, it stays in your graveyard. Cards from the *Smoke or Croak* cycle are always attachments while they're in your graveyard. Also see *Faces from the Past*.

Forbidden Knowledge, 8, Warlock, Ability—Demonology (Azeroth-124R)
Remove your deck from the game. <p> Ongoing: If you would draw a card, choose a card you removed this way and put it into your hand instead.

The ongoing power refers only to cards you removed with that copy of Forbidden Knowledge, and not to any other cards in your RFG zone. Any other copy of Forbidden Knowledge is a different card, and refers only to cards removed by itself. You don't lose the game if you run out of “cards you removed,” because the draw continues to be replaced. You do lose the game if Forbidden Knowledge leaves play and you are required to draw from your empty deck. If you control two or more copies of Forbidden Knowledge and one replaces a draw event, there is no draw event left for the others to replace, so you only get one “card you removed.”

The Formation of Felbane, Quest (Legion-303U)
Pay (7) to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ability, ally, equipment, and quest card into your hand and the rest on the bottom of your deck.

For example, if you reveal two ally cards, a weapon card, and an armor card, you put two cards into your hand—one of the allies, and either the weapon or the armor.

Form of the Serpent, 3, Druid, Instant Ability—Traitor, Form (1) (Betrayal-39R)
Traitor Hero Required <p> Ongoing: When your hero attacks, put a poison counter on Form of the Serpent. Your hero has +1 ATK this combat for each poison counter. <p> Remove all poison counters >>> Your hero deals 1 nature damage to target ally for each counter removed this way.

If a card refers to a counter, it's referring to a counter on itself unless otherwise specified. The ATK bonus is locked in as the triggered effect resolves. For example, if you attack with your hero, add a third counter, and then remove all counters to deal 3 damage to a protector before the protect point, your hero still has +3 ATK this combat.

Fortune Telling, 8, Ability (Dark Portal-143R)
Turn your deck over.

This modifier turns your deck over as it's created, and continues to reverse the orientation of your deck zone for the rest of the game. After your deck has been turned over, the top is still the side furthest from the table and the bottom is still the side closest to the table. You still draw cards from the top. All cards in your deck become face up and public. Any player can look at them, but not reorder them. Decks are always shuffled and cut face down. Turning your deck over a second time returns it to its original orientation.

Frostbite, 2, Mage, Ability—Frost Talent (Betrayer-60R)

Frost Hero Required <p> Ongoing: (1), Discard a Frost or [Frost] card >>> Opponents pay (2) more to play cards this turn.

Resources are placed, not played. Any cards already on the chain are unaffected. Opponents can play instant cards in response to this effect without penalty. If this effect resolves twice in the same turn, opponents pay (4) more to play cards that turn, and so on.

Frost Trap, 4, Hunter, Instant Ability—Survival (Dark Portal-33R)

Trap <p> Remove all attackers from combat, and opposing heroes and allies can't attack this turn.

Each combat can have no more than one attacker.

Full Circle, 7, Paladin, Ability—Holy (Illidan-60R)

You may discard an ally card. If you do, put a second target ally card from your graveyard into play, then put a third target ally from your party into its owner's hand.

If one target has become illegal by resolution, the remaining target is still affected. If both targets have become illegal, the whole card is interrupted.

G*ammon, 1, Horde, Ally—Tauren Warrior, Unique, 1 [Melee] ATK / 1 Health (Dark Portal-209U)*
Any hero or ally can attack Gamon. (Including characters in your party.)

His power allows any other friendly character to propose a combat against him if otherwise legal. Any protector opposed to the attacker may protect as usual.

Garrote, 1, Rogue, Instant Ability—Assassination (Outland-68U)

Play only if your hero has stealth. <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character. The controller of a character dealt damage this way can't play abilities this turn.

The attached character's controller can play instant abilities in response to this triggered effect. Ability is a card type. Using a power is not playing an ability.

Ghost Wolf, 2, Shaman, Ability—Enhancement (Azeroth-110U)

Ongoing: Exhaust your hero >>> If your hero is defending, remove all attacking allies from combat.

Each combat can have no more than one attacker.

Gift of Nature, 3, Druid, Ability—Restoration Talent (Betrayer-40R)

Restoration Hero Required

Ongoing: Allies in your party can't be destroyed by fatal damage. <p> At the end of each turn, destroy all allies in your party with fatal damage.

Allies in your party can still be destroyed by having their health reduced below 1.

Gifts from the Past, 7, Shaman, Ability—Enhancement (Illidan-88R)

Put any number of target equipment cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

See *Faces from the Past*.

Glaive of the Pit, 7, Two-Handed Weapon—Polearm, Melee (1), 5 ATK, 1 Strike (Magtheridon-20R)

Opposing heroes have -5 health.

If you play a second Glaive of the Pit, uniqueness destroys one before hero destruction is checked.

Gloves of the High Magus, 4, Armor—Cloth, Hands (1), 0 DEF (Illidan-209E)

[Activate], Remove the top card of your deck from the game >>> If it's an ability, ally, or equipment card, you may play it this turn if able. If it's a quest card, you may place it this turn if able.

Playing or placing a card from your RFG zone is otherwise the same as doing so from your hand. For example, any costs must still be paid and any restrictions must still be observed. You may place quest cards face up or down as usual.

Goldenmoon, 3, Alliance, Ally—Night Elf Rogue, 2 [Melee] ATK / 2 Health (Dark Portal-165U)
Elusive <p> You can have an additional Pet while your Pets have different names.

If Goldenmoon is in your party, you can have up to two Pets with different names in your party. If two Goldenmoons are in your party, you can have up to three, and so on. Having two Pets in your party with the same name causes a uniqueness violation, as does Goldenmoon leaving your party while you have the maximum number of Pets.

Gone Fishin', 3, Ability (Outland-106R)
Ongoing: On your turn: (2), [Activate] >>> Draw three cards and skip your next turn.

To skip a turn is to replace that turn with nothing. If two modifiers each tell a player to skip his next turn, that player skips his next two turns, and so on.

Greatsword of Forlorn Visions, 5, Two-Handed Weapon—Sword, Melee (1), 3 ATK, 1 Strike (Outland-213R)
When your hero deals combat damage with Greatsword of Forlorn Visions, put a +1 DEF counter on each of your armor.

You add one counter to each of your armor for each packet of combat damage your hero deals with this weapon, regardless of the size of that packet.

Greatsword of Horrid Dreams, 4, Weapon—Sword, Melee (1), 1 ATK, 3 Strike (Legion-283R)
As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

While you control Greatsword, an ally loses its powers as the first part of entering play under an opponent's control. As a result, it loses any powers that trigger off it entering play, or that would cause it to enter play exhausted or with damage or counters. If that ally has a power that triggers at the start of that opponent's next turn, it triggers then. An ally doesn't regain any lost powers as Greatsword leaves play.

Greefer, 3, Horde, Ally—Troll Rogue, 3 [Melee] ATK / 2 Health (Dark Portal-211C)
Opponents can't complete quests.

To complete a quest is to add its reward effect to the chain. This power has no impact on effects already on the chain.

Grunt Baranka, 2, Horde, Ally—Orc Warrior, 2 [Melee] ATK / 2 Health (Dark Portal-212C)
Protector <p> When Grunt Baranka defends against an ally, destroy her. If you do, destroy all attacking allies.

Each combat can have no more than one attacker.

HHaaroon, 5, Warlock, **Demonology Talent Ally**—Felguard Demon, Pet (1), 6 [Melee] ATK / 6 Health (Legion-107R)
Demonology Hero Required <p> Protector

This card has received errata. The bold tags above update the printed tags.

The Haunted Mills, Horde, Quest (Dark Portal-301R)

Undead Hero Required <p> Pay (3) to complete this quest. <p> Reward: Remove an ally card in your graveyard from the game. If you do, draw a card for each ally card you've removed with quests named The Haunted Mills.

You choose an ally card in your graveyard as this reward effect resolves. If you successfully remove an ally card from your graveyard each time you complete a quest with this name, you draw one card the first time you do so, two cards the second time you do so, and so on. Only cards removed during the current game are counted.

Headmaster's Charge, 5, Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike (Azeroth-325E)

When you play an ability, you may exhaust a hero or ally in your party. If you do, draw a card.

As this effect resolves, you may choose one ready character in your party and exhaust it. If you do, draw one card.

Highlord Bolvar Fordragon, 8, Alliance, Ally—Human Paladin, Unique, 8 [Holy] ATK / 8 Health (Betrayal-136E)

Opposing allies must attack if able and can attack only Bolvar if able. <p> Opposing cards and effects must target Bolvar if able.

If Bolvar is in your party, any opponent who adds a link with one or more targets must choose Bolvar as one of those targets if he can be legally chosen. If that link is modal, that opponent may choose a mode that can't target Bolvar.

Holy Shock, 3, Paladin, Instant Ability—Holy Talent (Illidan-61R)

Holy Hero Required <p> Prevent the next 4 damage that target friendly hero or ally would be dealt this turn.

Your hero deals 4 unpreventable holy damage to target opposing hero or ally.

This card requires two targets. If one becomes illegal in response, the other is still affected.

Icemistress Gal'ha, 4, Horde, Ally—Troll Mage, 3 [Frost] ATK / 5 Health (Betrayal-164R)
Each opponent's maximum hand size is reduced by one for each [Frost] ally in your party.

Each opponent discards down to maximum hand size only during his wrap-up step as usual.

Icon of the Silver Crescent, 4, Item, Trinket (2) (Badge-4E)

If a non-token ally in your party would be destroyed, attach it to a hero instead. That ally loses all powers and becomes an ability with "At the start of your turn, your hero deals 1 fire damage to attached hero."

If a modifier attaches a non-attachment to a card, it becomes an attachment until it detaches, and inherits its attach description from that modifier, so each non-token ally that becomes an ability has attach description "Attach to a hero." Destruction "by the game" (such as uniqueness violations) can't be replaced.

Illidan Stormrage, 11, Master Hero—Night Elf Demon Demonhunter Traitor, 5 [Melee] ATK / 35 Health (Black Temple-1R)

Traitor Hero Required <p> At the start of your turn, you may put a Traitor ally card from your collection into play.

Illidan starts the game in your deck and can be played. He enters a party face up with the same attachments, counters, damage, and ready/exhausted state as that party's previous hero, and then that previous hero is removed from the game. None of this uses the chain. He can't be flipped or turned face down, and a hero removed from the game this way can't leave that RFG zone. Any links targeting that previous hero now target Illidan, and any modifiers to that previous hero (like a Gouge, for example) now apply to Illidan within their durations.

Even though Illidan has no faction or class, you can still play faction- and class-stamped cards while he's in your party because deckbuilding rules don't apply during a game. However, a card like Blastershot Launcher that looks for an icon on your current hero loses its Hunter power while Illidan is in your party.

Imp Mistress Noali, 6, Horde, Ally—Blood Elf Warlock, 4 [Fire] ATK / 4 Health (Legion-189R)
Your face-down resources are also Imp Demon allies with 1 [Fire] ATK / 1 health.

This card has received errata. The bold damage type above updates the printed text.

The Imp allies are still resources. They have ATK, damage type, health, type, and tags as specified, but no name. Each one can attack immediately unless it was placed during the current turn. As Noali enters play, your existing face-down resources don't "enter play as allies." However, while Noali is in your party, face-down resources entering play under your control *do* trigger powers or modifiers looking for allies entering play.

If a player without Noali in his party gains control of one of your Imp resources, it stops being an ally and enters that player's resource row face down. If Noali leaves play, any damage is removed from your face-down resources by PPP.

Imp Lord Pinprik, Hero—Imp Demon, 8 Health (Illidan-21)
Elusive

- The decks of the four Demon heroes with the word "deckbuilding" can include only the cards specified after that word. That word is neither a keyword nor power, and deckbuilding rules have no impact after a game starts.
- None of these decks can include cards with reputation or text restrictions (like "[Trait] Hero Required"). *This exclusion takes precedence over any inclusions.* The one exception is that Obliveron's deck can include "Traitor Hero Required" cards (because he specifies that only "other" text restrictions apply).
- All of these decks can include neutral quests. A quest is neutral if it is neither Alliance nor Horde. However, neutral quests like Akama's Promise (Loyal) and Return to the Aldor (Reputation) can't be included because of the above restriction.
- Here are some examples of cards that can and can't be played with each of these heroes:

Demon	May include	Examples that can be included	Examples that can't be included
Imp Lord Pinprik	Abilities that deal fire damage	Fire Nova/Magma/Searing Totem; Immolation Trap; Living Pyre; Molten Armor; Smoke or Croak	Dragon's Breath (Talent); Fire Elemental Totem, Vanquish, World in Flames (Don't deal damage)
	Fire allies	Imp Mistress Noali; Vesh'ral	Magister Ashi (Reputation); Lady Katrana Prestor (Traitor)
Mother Misery	Melee weapons	The Bringer of Death; Twig of the World Tree	Ashtongue Blade (Loyal); Vindicator's Brand (Reputation)
Obliveron	Traitor cards	Gut Shot; Lady Vashj	None
	Demon allies	Sarmoth; Varimathras	Haaroon (Talent)
Xia, Queen of Suffering	Warlock abilities	Banish to the Nether; Eye of Kilrogg	Ripped through the Portal (Traitor); Shadowfury (Talent)
	Allies with ally type Warlock	Bloodsoul; Kralnor	Dramla Lifebender (Undead)

Ingrid Shadowstorm, 4, Alliance, Ally—Human Warlock, 3 [Shadow] ATK / 5 Health (Legion-153C)
Opposing heroes lose and can't have flip powers.

Flip powers are hero powers that involve flipping that hero. Opponents may use flip powers while Ingrid is on the chain, but not “in response to her entering play.”

Inner Fire, 4, Priest, Ability—Discipline (Dark Portal-71R)

Ongoing: Inner Fire enters play with three charge counters. <p> Prevent all damage that would be dealt to your hero. When damage is prevented this way, remove a charge counter from Inner Fire. If none remain, destroy Inner Fire.

You must remove one charge counter for each packet prevented this way, regardless of the size of that packet.

Instructor Giraldo, 2, Ally—Draenei Priest, 2 [Holy] ATK / 3 Health (Illidan-176C)

Aldor Reputation <p> Inspire: Ally <p> When Giraldo inspires an ally, that ally is a protector this turn.

You can inspire only exhausted cards. You can't choose to inspire a ready ally to make it a protector.

Intercept, 1, Warrior, Instant Ability—Fury (Dark Portal-121C)

Exhaust target hero or ally, and your hero deals 1 melee damage to it.

You can target an already-exhausted character, and it will be dealt 1 melee damage.

Inventor's Focal Sword, 3, Weapon—Sword, Melee (1), 1 ATK, 2 Strike (Azeroth-330R)

(2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.

To attach an ability to another character, detach it and then attach it to another character that matches its attach description. If it can't be, that ability stays where it is. Reattaching an ability doesn't add it to the chain, so its non-ongoing text isn't reprocessed. You may reattach it to an untargetable card even if its attach description is targeted.

J*ezbella of Karabor, 3, Alliance, Ally—Draenei Mage, 1 [Frost] ATK / 3 Health (Betrayal-139C)*
Long-Range <p> Exhaust an ally in your party >>> Jezbella has +1 ATK this turn.

This power is not activated. You can exhaust Jezbella (or any other ally) to use it the turn she enters your party.

Jin'do's Evil Eye, 4, Item, Neck (1) (Dark Portal-264R)

At the start of each player's turn, the first opponent to that player's left names a card. That card can't be played this turn.

That player names a card as this effect resolves. Players can respond before that card is named. Once a card is named, cards with that name can't be played this turn by any player. Placing a resource is different from playing a card.

Jubilee Arcspark, 3, Alliance, Ally—Gnome Mage, 3 [Arcane] ATK / 3 Health (Outland-125R)

Untargetable <p> When Jubilee Arcspark is revealed from your deck by a quest, draw a card.

Jubilee's power triggers only if she is specifically “revealed” by the reward effect of a quest. This triggered effect goes on the chain after that reward effect has finished resolving.

*Judgement of Light, 2, Paladin, Ability—Holy **Judgement** (Legion-58R)*

Attach to target opposing hero or ally.

Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character heals 2 damage from itself.

*Judgement of Wisdom, 5, Paladin, Ability—Holy **Judgement** (Legion-59R)*

Attach to target opposing hero or ally.

Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character's controller draws a card.

These cards have received errata. The bold tags above update the printed tags.

K *Keegana Silvershield, Alliance, Hero—Dwarf Paladin (Protection), Mining/Jewelcrafting, 29 Health (Legion-7)*
On your turn: (5), Flip Keegana >>> Exhaust all opposing heroes and allies. Keegana deals 1 holy damage to each of them.

Keegana deals 1 holy damage to each opposing hero and ally, whether or not it was exhausted this way.

King Mukla, 7, Ally—Gorilla, Unique, 6 [Melee] ATK / 5 Health (Dark Portal-244R)
When King Mukla enters play, you may gain control of target ally with cost 3 or less.

You control that ally until it leaves play, even if King Mukla leaves your party or loses his powers.

Knock Out, 3, Rogue, Ability—Assassination (Illidan-79U)
Destroy target quest.

If target quest is turned face down in response, it's no longer a quest, and so Knock Out is interrupted.

Koringar the Heavy, 7, Horde, Ally—Tauren Warrior, 5 [Melee] ATK / 5 Health (Dark Portal-219U)
(3) >>> This turn, Koringar has all the payment powers of all other allies.

Koringar's modifier continuously checks all other allies in play this turn, whether or not those allies existed as his effect resolved. If a copied power self-references the original ally's name, use Koringar's name in its place.

Korthas Greybeard, 1, Alliance, Ally—Dwarf Paladin, 1 [Melee] ATK / 2 Health (Dark Portal-174C)
*Protector <p> [Activate] >>> Prevent the next 1 damage that would be dealt to target hero or ally **this turn**.*

This card has received errata. The bold text above updates the printed card text.

Kurzon the False, Alliance, Hero—Eredar Demon, 28 Health (Illidan-19)
[Front]: (1), Put three [Alliance] allies from your party into their owners' hands >>> Flip Kurzon face down.
[Back]: [Alliance] allies in your party are elusive.

See *Famish the Binder*.

L *Lady Katrana Prestor, 5, Ally—Black Dragon Traitor, Unique, 4 [Fire] ATK / 5 Health (Betrayal-209E)*
Traitor Hero Required <p> (15) >>> Remove all of your cards in all zones from the game and start an Onyxia Raid.

If you use Katrana's power, follow these steps as that effect resolves. No player gets priority during these steps. If you can't perform all of these steps, nothing happens, and then the turn player gets priority. Otherwise:

- Remove all cards you control or own from the game and put Onyxia Stage 1 into play. This can't be stopped, even if one or more of those cards can't leave their current zone.
- Shuffle the *Onyxia's Lair* Main deck and Event deck. These decks can't be customized. If you don't have these decks, you can't perform this step.
- Put the top seven cards of the Main deck into your hand. You may mulligan. No other players put any cards into their hands.
- End the current turn and skip to the start of your next turn. You skip your first draw step. Play proceeds following the **World of Warcraft® Raid Rules**.

Other players do nothing during these steps (other than possibly lose cards that you own and they control).

Lay on Hands, 1, Paladin, Instant Ability—Holy (Dark Portal-61R)
Your hero heals all damage from target hero or ally. Exhaust all of your resources. Skip your next turn.

See *Gone Fishin'*.

Lazy Peons, Horde, Quest (Dark Portal-303C)
Orc Hero Required <p> Lazy Peons enters play exhausted. <p> Exhaust Lazy Peons to complete this quest. <p> Reward: Draw a card.

Quests may be placed face up or face down. If you place Lazy Peons face down, it enters play ready.

Leeroy Jenkins, 4, Alliance, Ally—Human Paladin, 6 [Melee] ATK / 1 Health (Azeroth-198E)

When Leeroy Jenkins enters play, exhaust all other allies in your party. They can't ready during your next ready step.

Say "Leeeerooooy Jenkins!" >>> Leeroy has ferocity this turn.

All other allies in your party are flagged as Leeroy's triggered effect resolves. None of those allies can ready during your next ready step, even if they were already exhausted.

Leeza, Tomb Robber, 2, Horde, Ally—Undead Rogue, 2 [Melee] ATK / 2 Health (Dark Portal-221C)

Stealth <p> When Leeza deals combat damage, you may remove target card in a graveyard from the game.

When Leeza deals fatal combat damage to an ally, you may target that card with her triggered effect.

Liar's Tongue Gloves, 4, DrRo, Armor—Leather, Hands (1), 2 DEF (Magtheridon-4R)

(1), [Activate] >>> Name a card type and remove a card in your hand from the game face down. Target opponent guesses whether that card has that type, then reveals it. If he's right, put it into your graveyard. Otherwise, put it into your hand and draw two cards.

The eight card types are ability, ally, armor, hero, item, location, quest, and weapon. Equipment isn't a card type.

Life Arc, 3, Shaman, Instant Ability—Elemental (Outland-79C)

Your hero heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

This card requires two targets. If the second becomes illegal in response, the first is still healed, but no damage is dealt. If the first becomes illegal in response, nothing happens.

Lifemistress Tanagra, 6, Horde, Ally—Orc Shaman, 5 [Nature] ATK / 5 Health (Betrayal-168R)

[Nature] allies in your party have +1 ATK for each other [Nature] ally in your party.

[Nature] allies in your party have +1 ATK for each [nature] ally in your party other than Tanagra.

Lightwarden's Band, 2, Item, Ring (2) (Illidan-219R)

Aldor Reputation <p> Your hero has "Inspire: Ability, ally, equipment, hero, or resource."

A second Lightwarden's Band will add a second power to your hero, letting you inspire a second card.

Living Pyre, 3, Mage, Instant Ability—Fire (Betrayal-63C)

Attach to target hero or ally.

Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character for each ability named Living Pyre attached to it.

Each Living Pyre attached to a character counts all abilities named Living Pyre attached to it, so two deal a total of 4 (two packets of 2), three deal a total of 9 (three packets of 3), and so on.

Lor'themar Theron, 9, Horde, Ally—Blood Elf Paladin, Unique, 8 [Melee] ATK / 7 Health (Outland-171E)

Exhaust a Blood Elf in your party >>> Interrupt target ability card.

This power is not activated. You can exhaust Theron (or any other Blood Elf) to use it the turn he enters your party.

M*Maelstrom Weapon, 3, Shaman, Instant Ability—Enhancement (Betrayer-100C)*
Your hero deals 2 nature damage to target hero or ally. <p> Attach to one of your Melee weapons.
Ongoing: When you strike with attached weapon, your hero deals 1 nature damage to target hero or ally.

You can play this card (and your hero deals 2 nature damage to the target) even if you control no Melee weapons. If that happens, it enters your graveyard from the chain.

Magistrix Valthin, 3, Ally—Blood Elf Mage, 4 [Frost] ATK / 2 Health (Illidan-189U)
Scrier Reputation <p> When an ability enters play, you may have target player gain control of it. If it's attached, that player may reattach it.

You can target yourself. Also see *Flame Bender Ta'jin*.

Mana Burst, 4, Priest, Ability—Discipline (Illidan-71U)
Ready all of target opponent's exhausted resources. Your hero deals 1 shadow damage to his hero for each resource readied this way.

There's no priority window between readying resources and dealing damage.

Mana-Etched Pantaloons, 5, Armor—Cloth, Legs (1), 1 DEF (Outland-199R)
If you have seven or more cards in hand: [Activate] >>> Draw a card.

Use this power only if you have seven or more cards in hand as you activate this card. It doesn't matter how many cards are in your hand as this effect resolves.

Manaspark Gloves, 3, Armor—Cloth, Hands (1), 0 DEF (Legion-265R)
At the start of your turn, if a player has fewer cards in hand than each other player, he draws a card.

Cards are counted before you draw a card in your draw step. If there's a tie for fewest cards, nothing happens.

Mana Tide Totem, 4, Shaman, Ability—Restoration Talent, Water Totem (1), 1 Health (Dark Portal-99R)
Restoration Hero Required <p> Ongoing: At the start of your turn, draw a card for each hero and ally in your party.

You don't draw a card for each Totem in your party, because a Totem isn't an ally.

Marlowe the Felsworn, Alliance, Hero—Human Warlock (Traitor), Alchemy/Enchanting, 28 Health (Betrayer-13)
On your turn: (2), Flip Marlowe, destroy a friendly ally >>> Target hero or ally has -X health this turn, where X was that friendly ally's health.

X was that friendly ally's health just before it was destroyed. In a multiplayer game, you can destroy an ally in a friendly player's party without that player's permission.

Megamorph, 8, Mage, Ability—Arcane (Outland-43R)
Target any number of allies in one party. <p> Ongoing: Those allies can't attack or protect, lose all powers, and are Sheep.

Each target gains the Sheep tag in addition to any others it has. A card's powers are the text in its text box, as well as any keywords or quoted text added to it by modifiers. If a character loses all powers, it effectively has a blank text box, but it can later gain powers.

Mend or End, 2, Shaman, Instant Ability—Restoration Enhancement (Illidan-91U)
Choose one: Your hero heals 5 damage from target ally; or attach to one of your Melee weapons. <p> Ongoing: Attached weapon has +2 ATK.

See *Smoke or Croak*.

Metalmorph, 1, Mage, Ability—Arcane (Betrayer-64C)
Attach to target equipment. <p> Ongoing: Attached equipment loses and can't have powers and can't be exhausted.

If Metalmorph attaches to an exhausted equipment, that equipment stays exhausted until it readies as usual.

Mind Control, 2+X, Priest, Ability—Shadow (Azeroth-81R)

Attach to target ally with cost X. <p> Ongoing: You control attached ally. <p> When you play a card, destroy Mind Control.

Placing a resource is different from playing a card, and doesn't destroy Mind Control.

Mindflip, 3, Priest, Ability—Shadow (Illidan-72R)

You may choose an ally in your party and have target player gain control of it. If you do, gain control of target ally in his party.

This card requires two targets. You must target an ally in the party of the player you target. If target player becomes untargetable in response (but target ally is still legal), Mindflip will resolve but do nothing.

Mind-numbing Poison, 3, Rogue, Instant Ability—Poison (Dark Portal-84U)

Attach to target hero that was dealt combat damage by your hero this turn.

Ongoing: At the start of attached hero's controller's turn, that player exhausts one of his ready resources.

This power triggers after that player readies his resources to start the turn. In response to this triggered effect, that player can exhaust any or all of his resources to add links to the chain. If that player has any ready resources as this effect resolves, he must choose one and exhaust it.

Mission: The Abyssal Shelf, Quest (Legion-307R)

Pay (6) to complete this quest.

Reward: Roll six dice one at a time from 6 inches above play. For each die that lands on an opposing ally, put damage on it equal to that roll.

Before this effect resolves, each player is free to move his allies, but they must remain lying flat and wholly on the table within the boundaries of that player's "normal play area," which has the approximate dimensions of a playmat. Each opposing ally token must be temporarily proxied with a normal card. In addition, any opponent who is concerned about potential damage to a card may similarly proxy it.

Allies can't be positioned so they overlap other characters. A die "hits" an ally if it comes to rest touching that ally or any object(s) touching or overlapping that ally, including sleeves, counters, or other cards.

Dice must be six-sided, between one and two centimeters wide, and must be rolled from at least six inches above play. If players can't agree on what dice to use, they may call a judge. "Rolling" dice includes simply dropping them. Each die is rolled individually and removed after it comes to rest. The same die can and usually will be rolled six times. As a die drops, players can't interfere with it or any cards in play.

Moonfire, 2, Druid, Instant Ability—Balance (Outland-24R)

Attach to target hero or ally, and your hero deals 1 arcane damage to it. <p> Ongoing: At the start of your turn, if Moonfire is in play, your hero deals 1 arcane damage to attached character. <p> (1) >>> Put Moonfire into its owner's hand.

Your hero deals 1 damage only if Moonfire is in play continuously from the start of your turn until its triggered effect resolves. If the attached character is fatally damaged this way, there's no opportunity to return Moonfire to hand before that character and Moonfire are destroyed.

The More, the Scariest, X, Mage, Ability—Fire (Illidan-51R)

Your hero deals X fire damage to each of X target allies.

First choose X, and then you must target X different allies.

Morn Salts-the-Land, Horde, Hero—Tauren Hunter (Traitor), Herbalism/Alchemy, 29 Health (Betrayal-32)

(3), Flip Morn >>> You can play target ability card from an opponent's graveyard this turn.

Morn Walks-the-Path, Horde, Hero—Tauren Hunter (Survival), Herbalism/Alchemy, 29 Health (Betrayal-23)

(3), Flip Morn >>> You can play target ability card from your graveyard this turn.

You can play that card only if it's been in that graveyard continuously since it was targeted. You can't play it more than once because it becomes a different card as it leaves that graveyard. Playing a card from a graveyard is otherwise the same as doing so from your hand. For example, any costs must still be paid and any restrictions must still be observed.

Mother Misery, Hero—Shivan Demon, 30 Health (Illidan-22)

Sextuple Wield (Can have up to six hands of Melee weapons and can strike with any number of them during the same combat.)

The controller of a hero with sextuple wield can have up to six “hands” of Melee weapons without violating uniqueness, and can strike with up to six hands of Melee weapons per combat. Adding dual wield to such a hero doesn’t give it any additional hands. Also see *Imp Lord Pinprik*.

Mutilate, 2, Rogue, Instant Ability—Assassination Talent Combo (Outland-70R)

Assassination Hero Required <p> Your hero deals melee damage to target hero or ally equal to 1 plus the combined ATK of your Daggers.

This card has received errata. The bold tags above update the printed tags.

N*Naaru Belt of Precision, 2, Armor—Leather, Waist (1), 0 DEF (Illidan-214R)*
Naaru Belt of Precision has +X DEF, where X is your hero's ATK.

For example, if you strike with a 1 ATK weapon during a combat, you may exhaust Naaru Belt of Precision to prevent 1 damage that would be dealt to your hero as that combat concludes.

Naolin Sunsurge, 4, Horde, Ally—Blood Elf Mage, 3 [Arcane] ATK / 2 Health (Dark Portal-225R)

Blood Elf Hero Required <p> When you play an ability for the first time on each of your turns, draw a card. <p> At the end of your turn, if you didn't play an ability this turn, destroy Naolin Sunsurge.

This power triggers the first time you play any ability on your turn. It never triggers twice on the same turn, even if the second ability you play that turn is different from the first. Ability is a card type. Using a power is not playing an ability.

Natural Genesis, 3, Druid, Ability—Restoration (Legion-26R)

Ongoing: Each player can place an additional resource on his turn.

Multiple copies of Natural Genesis are cumulative. For example, if two Natural Genesis cards are in play, each player may place up to three resources during each of his turns, and so on. If you’ve placed fewer resources this turn than the number you’re currently allowed, you may place another one. Once a resource has been placed on the chain, it can’t be interrupted by removing a Natural Genesis from play in response.

Neophyte Morandi, 3, Ally—Draenei Paladin, 1 [Holy] ATK / 3 Health (Legion-219C)

Aldor Reputation <p> If another ally in your party would be dealt damage, it's dealt to Morandi instead.

If there are multiple copies of Morandi in your party and another ally would be dealt damage, you choose which Morandi is ultimately dealt that damage by choosing the order in which the replacements apply.

Netherwing Protector's Shield, 2, Armor—Shield, Off-Hand (1), 1 DEF (Illidan-215U)

Your hero has dual shield. (Can have a second Shield instead of a Melee weapon.)

While your hero has dual shield, you can have a second Shield without violating uniqueness. Adding a Melee weapon or another Off-Hand equipment causes a uniqueness violation.

Niyore of the Watch, 6, Ally—Draenei Warrior, 5 [Melee] ATK / 6 Health (Betrayal-192R)

Aldor Reputation

If damage would be dealt to your hero, it's dealt to Niyore instead. <p> When Niyore is dealt damage, he deals 2 melee damage to its source.

See *Atani of the Watch*.

Nyn'jah, 4, Horde, Ally—Troll Rogue, 3 [Melee] ATK / 3 Health (Dark Portal-226C)

When Nyn'jah enters play, you may ready target opposing equipment. You control that equipment while Nyn'jah remains in your party.

Move that equipment to your hero row. It functions normally whether or not it shares any trait icons with your hero, and regardless of any other deckbuilding restrictions it has.

Obliveron, Hero—Pit Lord Demon, 25 Health (Illidan-23)
You can have any number of Pets.

See Imp Lord Pinprik.

On the Brink, 1, Rogue, Ability—Assassination Combo (Legion-85C)
Attach to target ally. <p> Ongoing: When attached ally becomes exhausted, destroy it.

If an ally with On the Brink attached becomes exhausted, the triggered effect will destroy that ally on resolution, even if On the Brink is no longer attached to it.

Ophelia Barrows, 4, Horde, Ally—Undead Warrior, 1 [Melee] ATK / 5 Health (Azeroth-253C)
Protector <p> (1) >>> Remove target ally card in a graveyard from the game. If you do, Ophelia Barrows heals 1 damage from herself.

You can use Ophelia's power even if she's undamaged. You can remove a card from another player's graveyard.

Overkill, 5, Rogue, Ability—Assassination (Illidan-81R)
Finishing Move: Finishing Move (To play, remove X finishing move cards in your graveyard from the game, where X is 5 or less.)
Each opponent destroys X of his equipment and discards X cards, and your hero deals X melee damage to each opposing hero and ally.

Text is processed in order, and so armor is destroyed before it can be exhausted to prevent melee damage.

Paper Airplane, 1, Ability (Legion-130R)
Put Paper Airplane on top of target player's deck. (He owns it for the rest of the game.)

If you become the owner of another player's Paper Airplane, it will enter your deck, hand, graveyard, or RFG zone (rather than that other player's) while you own it.

If it's sleeved differently from other cards you own, that fact is public knowledge at all times, even while it's in a non-public zone. For example, any player who shuffles or cuts your deck can legally cut to it. However, you have the option of resleeving it if you have a spare sleeve (or you can desleeve a card from your side deck).

Pathaleon the Calculator, 6, Ally—Blood Elf Mage Traitor, Unique, 6 [Arcane] ATK / 5 Health (Betrayal-212R)
Traitor Hero Required <p> (2), Remove Pathaleon from the game >>> Put any number of cards from your hand on the bottom of your deck, then draw that many cards. You can use this power if Pathaleon is in your hand or party.

If you use this power while Pathaleon is in your hand, he's removed from the game before he can be chosen as one of the cards to be put on the bottom of your deck.

Penelope's Rose, 4, Item, Off-Hand (1) (Dark Portal-266U)
When you complete a quest, draw a card.

You draw a card before that reward effect resolves.

Pick Pocket, 1, Rogue, Ability—Subtlety (Outland-71C)
Name a card, and then target opponent reveals his hand and discards all cards with that name.

You name a card as Pick Pocket resolves, so target opponent can respond *before* you name a card. However, once you name a card, there's no opportunity for your opponent to do anything before revealing his hand and discarding all cards with that name.

Pilfer, 3, Rogue, Ability—Subtlety Combo (Betrayal-94U)
Target opponent discards his hand. **For each card discarded this way, that opponent draws a card and your hero deals 1 melee damage to his hero.**

This card has received errata. The bold text above updates the printed text, and clarifies what happens if that opponent doesn't discard one or more cards from his hand for some reason.

Plague Fleshbane, Horde, Hero—Undead Warlock (Demonology), Mining/Engineering, 28 Health (Betrayed-24)
(2), Flip Plague >>> If Plague would be dealt damage this turn, you may choose a Demon in your party. If you do, that damage is dealt to that Demon instead.

See *Atani of the Watch*, except this redirection is optional. You may choose a different Demon for each packet that would be dealt to Plague this turn.

Polymorph, 2, Mage, Ability—Arcane (Azeroth-58C)
Attach to target ally. <p> **Ongoing:** Attached ally can't attack or protect, loses all powers, and is a Sheep.

This card has received errata. The bold text above updates the printed text, and clarifies that Polymorph is ongoing.

A card's powers are the text in its text box, as well as any keywords or quoted text added to it by modifiers. If a character loses all powers, it effectively has a blank text box, but it can later gain powers. Polymorph doesn't change or remove the attached ally's card type. That ally can still be exhausted to complete *The Love Potion*, for example. It gains the Sheep tag in addition to any others it has. You can Polymorph a Totem, but the Polymorph is destroyed by the game during PPP before the next player gets priority.

Preparing for War, Quest (Betrayed-259C)
Pay (X) to complete this quest. <p> **Reward:** Shuffle X target cards from any number of graveyards into their owners' decks.

This targets X cards in total rather than X cards from each graveyard. X can be 0.

Pride of the Fel Horde, Quest (Legion-311C)
Pay (2) to complete this quest. <p> **Reward:** If you have no ready resources, draw a card.

The orientation of your resources is checked as this effect resolves.

Prophet Velen, 9, Alliance, Ally—Draenei Shaman, Unique, 7 [Nature] ATK / 8 Health (Outland-138E)
Exhaust a Draenei in your party >>> Prophet Velen deals 1 nature damage to target opposing hero or ally and heals 1 damage from target friendly hero or ally.

This power is not activated. You can exhaust Velen (or any other Draenei) to use it the turn he enters your party.

R *Rain of Arrows, 2, Hunter, Ability—Marksmanship (Betrayed-52C)*
Your hero deals ranged damage to target hero or ally equal to 2 plus the number of other abilities you've played this turn.

This counts the number of other ability cards you've added to the chain this turn, even if they were interrupted.

Rain or Pain, 3, Warlock, Ability—Destruction Affliction (Illidan-101U)
Choose one: At the end of this turn, your hero deals 1 fire damage to each opposing ally; or attach to target ally.
Ongoing: At the start of your turn, your hero deals 3 shadow damage to attached ally.

See *Smoke or Croak*.

Rampage, 3, Warrior, Ability—Fury Talent (Outland-96R)
Fury Hero Required <p> **Ongoing:** When your hero deals combat damage with a weapon, put a slaughter counter on Rampage. <p> Your hero has +1 ATK while attacking for each slaughter counter on Rampage.

You add one slaughter counter for each packet of combat damage your hero deals with a weapon, regardless of the size of that packet.

Ras'fari Bloodfrenzy, 6, Horde, Ally—Troll Warrior, 4 [Melee] ATK / 6 Health (Betrayed-172U)
Ferocity <p> When Ras'fari attacks for the first time each turn, ready him if he has damage.

His power can trigger only once per turn. His damage is checked and he is readied during the attack window, long before combat conclusion.

Razorsaw, 6, Ally—Demon, Unique, 7 [Ranged] ATK / 4 Health (Legion-250R)

Long-Range <p> When Razorsaw enters play, he deals 4 ranged damage to target ally in your party. When Razorsaw leaves play, he deals 4 ranged damage to target ally.

Neither effect is optional. If there are no other targetable allies in your party when Razorsaw enters play, he must target himself. If there are no targetable opposing allies when Razorsaw leaves play, he must target a friendly ally. If Razorsaw leaves play in response to his “enters play” effect, his “leaves play” modifier doesn’t trigger.

Readiness, 3, Hunter, Ability—Survival Talent (Outland-33R)

Survival Hero Required <p> You can play ability cards from your graveyard this turn.

If an ability card would enter your graveyard this turn, remove it from the game instead.

Playing a card from your graveyard is otherwise the same as doing so from your hand. For example, any costs must still be paid and any restrictions must still be observed. You can still play ability cards from your hand.

All ability cards that would enter your graveyard from any other zone are removed from the game, except face-down resources entering that graveyard from play. You can no longer destroy or discard an ability card to pay a cost. Readiness itself is removed from the game as it resolves. Destruction or interruption “by the game” can’t be replaced.

Reaver of the Infinities, 6, Two-Handed Weapon—Axe, Melee (1), 2 ATK, 0 Strike (Outland-217E)

(15) >>> Reaver of the Infinities has +∞ ATK this turn.

As this effect resolves, choose any positive integer greater than 1 million to represent infinity (∞).

Remba, Abbess of Ash, Alliance, Hero—Dwarf Priest (Traitor), Alchemy/Tailoring, 26 Health (Betrayal-18)

On your turn: (4), Flip Remba >>> Gain control of target ally with an attachment.

The target ally can have more than one attachment. Its attachments stay attached but *don’t* change control.

Retainer Alashon, 2, Ally—Blood Elf Rogue, 2 [Nature] ATK / 3 Health (Illidan-190R)

Scryer Reputation <p> Sabotage: All keywords

When Alashon sabotages keywords, opposing cards everywhere lose and can’t have keyword powers while he remains in your party.

Alashon sabotages all keywords in all zones, regardless of which keywords (if any) appear on cards currently in play. For the current list of keywords, please refer to the comprehensive rules document at ude.com/wow/rules.

Retainer Cara, 6, Ally—Blood Elf Rogue, 6 [Melee] ATK / 4 Health (Betrayal-203C)

Scryer Reputation <p> Sabotage: Equipment <p> When Cara sabotages an equipment, gain control of it.

You control that equipment until it leaves play, even if Cara leaves your party or loses her powers. It functions normally whether or not it shares any trait icons with your hero, and regardless of any other deckbuilding restrictions it has.

Retainer Faryn, 5, Ally—Blood Elf Rogue, 3 [Melee] ATK / 3 Health (Illidan-191U)

Scryer Reputation <p> Sabotage: Resource <p> When Faryn sabotages a resource, gain control of it. (Move it to your resource row.)

Faryn can sabotage a resource whether it’s face up or face down. If Faryn proposes a sabotage against a face-up resource that turns face down before that combat concludes, the sabotage will still be successful.

Retainer Marcus, 1, Ally—Blood Elf Hunter, 0 [Ranged] ATK / 2 Health (Illidan-193U)

Scryer Reputation

When Marcus enters play, look at target player’s hand and name a card in it. <p> That player can’t play cards with that name.

This restriction persists only while Marcus remains in play.

Retainer’s Blade, 2, Weapon—Dagger, Melee (1), 2 ATK, 1 Strike (Illidan-232R)

Scryer Reputation <p> When Retainer’s Blade is destroyed, you may destroy target ally.

This power triggers when Retainer’s Blade is destroyed, including destruction by uniqueness.

Righteous Defense, 1, Paladin, Instant Ability—Protection (Outland-52U)

Remove target friendly defending ally from combat, and your hero becomes a defender. Opposing heroes and allies can't attack that ally this turn.

Your hero enters combat with the attacker and stays in combat until the combat concludes normally.

Ring of Flowing Light, 1, Item, Ring (2) (Legion-272U)

[Activate], Exhaust X of your equipment >>> Your hero heals X damage from itself.

The activation of Ring of Flowing Light *doesn't* count as one of the X equipment you exhausted.

Ring of the Unliving, 4, Item, Ring (2) (Dark Portal-268E)

Your hero can't be destroyed. <p> While your hero has fatal damage, when it's dealt damage, destroy that many of your equipment and/or resources.

When your hero is dealt fatal damage, the Ring's power doesn't trigger, and so you don't destroy any cards. Only when your hero already has fatal damage and is dealt more damage does the Ring's power trigger. As its triggered effect resolves, if you run out of other equipment and resources to destroy, you must destroy the Ring, usually causing your hero to be destroyed by fatal damage. Damage can't be put on a character in excess of its health.

Ripped through the Portal, 5, Warlock, Ability—Traitor (Betrayal-114R)

Traitor Hero Required <p> Put an ally card that's removed from the game into your party.

This can't retrieve cards from your collection or side deck. It can retrieve cards from another player's RFG zone.

Ripper, 1, Hunter, Ally—Ravager, Pet (1), 1 [Melee] ATK / 1 Health (Legion-38U)

(3) >>> **Ripper has +X ATK this turn, where X is its ATK.**

See *Avenging Wrath*.

Rise to the Challenge, 15, Ability (Azerath-167E)

Attach to your hero and remove all damage from it. <p> Draw cards until you reach your maximum hand size.

Ongoing: **Attached** hero has +10 health.

This card has received errata. The bold text above updates the printed card text, and clarifies what happens if this card becomes attached to a different hero.

Rite of Vision, Horde, Quest (Dark Portal-306R)

Tauren Hero Required <p> On your turn, pay (3) to complete this quest.

Reward: Put a Spirit Guide ally token into play with 1 [Melee] ATK / 1 health. At the start of your next turn, remove that ally from the game. If you do, choose a card from your collection, reveal it, and put it into your hand.

In a tournament, your collection is your side deck. In casual play, your collection includes all cards in your possession but excludes the cards with which you started the current game. Any time you're told to choose a card from your collection and put it into a game zone, you must choose a legal card.

Rotten to the Spore, 5, Druid, Ability—Balance (Illidan-32R)

Exhaust any number of target allies in target opponent's party. <p> Ongoing: Each of them can't ready during its controller's ready step.

The targets need not be ready, and each can't ready during its controller's ready step even if it was already exhausted.

Runesong Dagger, 2, Weapon—Dagger, Melee (1), 1 ATK, 2 Strike (Legion-287U)

When you draw a card, put a verse counter on Runesong Dagger.

(1), Remove three verse counters >>> Your hero deals 3 arcane damage to target ally.

Multiple cards are drawn one at a time, so if you draw two cards, you put two verse counters on Runesong Dagger, and so on. You must remove three counters from a single Runesong Dagger to use its power.

S*Salt the Wounds, 1, Warrior, Instant Ability—Fury (Legion-121C)*
Your hero deals 1 melee damage to each damaged opposing hero and ally. <p> Draw a card.

Your hero deals 1 melee damage to each damaged opposing hero and each damaged opposing ally. You draw a card whether or not any damage is dealt this way.

Sampron the Banisher, 2, Alliance, Ally—Gnome Warlock, 2 [Shadow] ATK / 1 Health (Betrayal-155R)
[Activate] >>> Remove target opposing ally from the game. <p> When Sampron leaves play, the owner of each card removed this way puts that card into play.

Cards enter play ready and undamaged. If Sampron leaves play in response to his activated effect, that target stays removed from the game. If he loses his powers and then leaves play, no cards return to play.

Savage Fury, 3, Druid, Ability—Feral Talent (Betrayal-44R)
Feral Hero Required <p> Ongoing: When you play a Feral ability, if you control a Form, your hero may deal 2 melee damage to target ally.

If you control this ability but no Form, it doesn't trigger when you play a Feral Form. If you control a Form when you play this ability, it doesn't trigger (unless you already control other copies of this ability, in which case they trigger).

Seal of Retribution, 3, Paladin, Instant Ability—Retribution, Seal (1) (Illidan-63C)
Ongoing: When your hero deals combat damage with a weapon, you may destroy target ally that attacked this turn.
(1), Destroy Seal of Retribution >>> Destroy target ally that attacked this turn.

The second power can target a currently attacking ally (or an ally that attacked earlier this turn).

The Secret Compromised, Quest (Illidan-247C)
Pay (1) to complete this quest.
Reward: Look at the top three cards of target opponent's deck. Put one on top of his deck and the rest on the bottom **in the order of your choice**.

This card has received errata. The bold text above updates the printed text, and clarifies that you order those three cards without revealing them to that opponent or any other player.

Shadow Bolt, 3, Warlock, Ability—Destruction (Azeroth-132U)
Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

The controller of a Totem destroyed by Shadow Bolt must discard a card.

Shadowmeld, 3, Alliance, Ability (Dark Portal-131U)
Night Elf Hero Required <p> Ongoing: Your hero is elusive and untargetable. <p> At the start of your turn, destroy Shadowmeld.

Players can target your hero in response to you playing Shadowmeld. However, you can't normally play Shadowmeld in response to a link targeting your hero, because Shadowmeld isn't instant.

Shadow Silhouettes, 4, Priest, Ally—Shadow Silhouette, Pet (1), 6 [Shadow] ATK / 6 Health (Betrayal-85R)
At the end of your turn, remove 6 damage from your hero and put 1 damage on Shadow Silhouettes for each damage removed this way.

For example, if your hero has 3 damage at the end of your turn, remove that damage and put 3 damage on this card. Damage can't be put on a character in excess of its health.

Shadowstep, 1, Rogue, Instant Ability—Subtlety Talent (Illidan-83R)

Subtlety Hero Required <p> Ongoing: Ready opposing heroes and allies also count as being exhausted. (They are still ready.)

Ready opposing heroes and allies don't "become exhausted" as Shadowstep enters play, nor do characters that enter play ready under an opponent's control while Shadowstep is in play. In the following sentences, you control Shadowstep and "affected character" means "ready opposing hero or ally."

- An affected character can be targeted as though it were exhausted (or ready). It will also be destroyed by cards like Slaughter from the Shadows. In addition, an affected character will increase the ATK of cards like Barman Shanker and Captain Swash, where applicable.
- An affected character can still attack, activate, or otherwise be exhausted (and it will turn sideways as usual). As it does so, it "becomes exhausted."
- An affected character can't be readied because only (physically) exhausted cards can be readied. Similarly, it can't be inspired because you can't choose to inspire a ready card.

Shield or Wield, 2, Paladin, Instant Ability—Protection Retribution (Illidan-64U)

Choose one: Prevent the next 3 damage that target ally would be dealt this turn; or attach to target hero.

Ongoing: Attached hero has +1 ATK while attacking.

See *Smoke or Croak*.

Shred, 2, Druid, Instant Ability—Feral Combo, Form (1) (Legion-27C)

Ongoing: When Shred enters play, your hero may deal 2 melee damage to target exhausted hero or ally. <p> Your hero is in cat form.

Silas Darkmoon, 6, Ally—Gnome Ringleader, Unique, 0 [Melee] ATK / 0 Health (Darkmoon Faire-3R)

*Silas has **additional** ATK equal to the combined ATK of all other allies in your party, and **additional** health equal to the combined health of all other allies in your party.*

These cards have received errata. The bold text above updates the printed text.

Silencing Shot, 4, Hunter, Instant Ability—Marksmanship Talent (Outland-35R)

Marksmanship Hero Required <p> You may exhaust one of your Ranged weapons rather than pay Silencing Shot's cost.

Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can't play abilities this turn, and you may interrupt an ability card he played.

You may interrupt an applicable card only if it's on the chain as Silencing Shot resolves. The "can't play abilities" restriction applies whether or not you interrupted an ability card. The controller of a targeted hero can play any number of instant abilities in response to Silencing Shot, and those abilities can't be interrupted by it.

Silvermoon Sentinels, 2, Horde, Ally—Blood Elf Paladin, Unlimited, 1 [Melee] ATK / 2 Health (Outland-184C)

When Silvermoon Sentinels enters play, it deals 1 holy damage to each hero for each ally named Silvermoon Sentinels in your party.

You count Silvermoon Sentinels in your party as this effect resolves. Each one that enters play usually deals at least 1 holy damage to each hero because it counts itself.

Sister Remba, Alliance, Hero—Dwarf Priest (Discipline), Alchemy/Tailoring, 26 Health (Betrayal-9)

(1), Flip Remba >>> Target ally in your party with an attachment is elusive and untargetable this turn.

The target is legal if it has one or more attachments both on announcement and resolution of this effect. After resolution, it's elusive and untargetable this turn, even if it loses all of its attachments.

The Skull of Gul'dan, 2, Item, Trinket (2) (Black Temple-5R)

[Activate] >>> You pay (2) less the next time you pay a cost with (X) in it this turn.

You pay (2) less the next time you play a card (like Aimed Shot), use a payment power (like "Chipper" Ironbane's), or complete a quest (like Preparing for War) with an actual (X) in its cost. Examples of cards that are *not* affected include Cleave, Dizdemonia, and Massacre.

Skywing, Quest (Illidan-248R)

On your turn, pay (3) to complete this quest. <p> Reward: Put a Bird ally token named Skywing into play with 1 [Melee] ATK / 1 health. At the start of your next turn, that ally has +3 ATK / +3 health and is also an Arakkoa.

The Skywing token gains the ATK / health bonus only once, at the start of your next turn after completion. The bonus lasts until it leaves play.

Slay or Stay, 1, Warrior, Ability—Fury Protection (Illidan-110U)

Choose one: Destroy target damaged ally; or attach to target ally. <p> Ongoing: Attached ally is a protector.

See *Smoke or Croak*.

Slow, 3, Mage, Ability—Arcane Talent (Outland-45R)

Arcane Hero Required <p> Attach to target hero. <p> Ongoing: Attached hero's controller can't play more than one card per turn.

If a player has already played one or more cards this turn as this card attaches to his hero, that player can't play any more cards this turn. Placing a resource is different from playing a card.

Smoke or Croak, 3, Mage, Ability—Fire Arcane (Illidan-52U)

Choose one: Your hero deals 3 fire damage to target hero; or attach to target ally.

Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Frog.

Each card in this cycle of nine has an ongoing/attachment mode and a non-ongoing mode. Such a card is both ongoing and an attachment at all times, except while on the chain and/or resolving after its non-ongoing mode has been chosen.

Example: *You play Smoke or Croak and choose to deal 3 fire damage to target hero. As it resolves, it enters your graveyard because you chose its non-ongoing mode. Later, you target Smoke or Croak with Flickers from the Past. (It's a legal target because it's always ongoing while it's in your graveyard.) As Flickers from the Past resolves, you must attach Smoke or Croak to an ally. (This doesn't target that ally.) If there are no allies in play, Smoke or Croak stays in your graveyard.*

Flickers from the Past, 7, Mage, Ability—Arcane (Illidan-49R)

Put any number of target ongoing ability cards from your graveyard into play if their combined cost is less than or equal to the number of resources you control.

Solanian's Belongings, Horde, Quest (Dark Portal-307C)

Pay (4) to complete this quest.

Reward: Choose one: Put an ability card from your graveyard on top of your deck; or draw a card. If your hero is a Blood Elf, you may choose both.

If you choose both rewards, you perform them in the printed order on resolution, so you put an ability card from your graveyard on top of your deck and then draw that card.

Spellsteal, 3, Mage, Ability—Arcane (Dark Portal-54R)

Gain control of target ability. If it's attached to a hero or ally, you may attach it to another hero or ally.

You can target only an ability in play. If it's not attached to a character, simply move it to your hero row. To attach an ability to another character, first detach it and then attach it to another character that matches its attach description. If it can't be, that ability stays where it is. Reattaching an ability doesn't add it to the chain, so its non-ongoing text isn't reprocessed. You may reattach it to an untargetable card even if its attach description is targeted.

Sprint, 4, Rogue, Instant Ability—Combat (Legion-87U)

Ongoing: [Activate] >>> Choose one: Ready your hero; or if your hero is defending, remove all attacking allies from combat.

Each combat can have no more than one attacker.

Spymaster Thalodien, 5, Ally—Blood Elf Rogue, Unique, 4 [Melee] ATK / 5 Health (Betrayal-207E)

Scryer Reputation, Sabotage: Deck <p> When Thalodien sabotages a deck, reveal cards from the top until you reveal a non-quest card. Remove that card from the game and put the rest on the bottom. You may play that card without paying its cost this turn. (If it has X in its cost, X is 0.)

That deck's owner chooses the order of the rest as they're put on the bottom, without revealing that order. Playing that card without paying its cost is an alternate cost, so you can't choose any other alternate cost it might have (nor can you choose to pay its resource cost). Playing a card from your RFG zone is otherwise the same as doing so from your hand. For example, any additional costs must still be paid and any restrictions must still be observed. If you don't play that card this turn, it stays removed from the game.

Stable Master, 1, Hunter, Ability—Beast Mastery (Illidan-40U)

Ongoing: You can have an additional Pet.

If you control two Stable Masters, you can have up to three Pets, and so on. Losing control of a Stable Master while you have the maximum number of Pets causes a uniqueness violation.

Staff of the Ashtongue Deathsworn, 4, Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike (Illidan-229R)

Loyal Hero Required <p> Text that refers to the start of a turn refers to the end of that turn instead.

“Text” refers not only to the text of powers (words printed on or added to cards) but also to the text of effects and modifiers (which initially inherit their text from their sources).

Example: *On your turn, you create both a Ringo and a Tooga token, then play Staff of the Ashtongue Deathsworn. The Staff updates both Ringo's power and Tooga's modifier, so Ringo will trigger at the end of that turn and Tooga will trigger at the end of your next turn while the Staff stays in play. If the Staff leaves play after your next turn starts but before it ends, Tooga will trigger at the start of your next turn.*

Lost!, Quest (Outland-239R)

On your turn, pay (3) to complete this quest. <p> Reward: Put a unique Goblin ally token named Ringo into play with 0 [Melee] ATK / 1 health, and "At the start of your turn, draw a card."

Tooga's Quest, Quest (Azeroth-359R)

On your turn, pay (3) to complete this quest. <p> Reward: Put a unique Turtle ally token named Tooga into play with 1 [Melee] ATK / 1 health. At the start of your next turn, remove that ally from the game. If you do, draw two cards.

Example: *You control Greatsword of Horrid Dreams. Your opponent plays Luumon, then Staff of the Ashtongue Deathsworn, then a second Luumon. The Staff updates both Greatsword modifiers, so both allies lose their powers until the end of that opponent's next turn unless the Staff leaves play before the start of that turn. If the Staff leaves play during that turn, both allies regain their powers immediately (since both Greatsword modifiers revert to their original duration, which has already expired).*

Greatsword of Horrid Dreams, 4, Weapon—Sword, Melee (1), 1 ATK, 3 Strike (Legion-283R)

As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

Luumon, 5, Alliance, Ally—Draenei Shaman, 5 [Fire] ATK / 5 Health (Illidan-133C)

Shadow Resistance

Stormstrike, 1, Shaman, Instant Ability—Enhancement Talent (Dark Portal-101R)

Enhancement Hero Required <p> Ready your hero and one of your Melee weapons. <p> The next time your hero would deal nature damage this turn, it deals that much +2 instead.

You can play Stormstrike whether or not you have a Melee weapon. If a link resolves to create multiple packets of nature damage in the presence of Stormstrike's modifier, then all of those packets are considered to be “the next time” and are replaced.

Superior Mana Oil, 1, Item (Magtheridon-17R)

Superior Mana Oil enters play attached to one of your weapons. <p> At the start of your turn, you may reveal the top card of your deck. If it's an ability card, put it into your hand. Otherwise, put it into your graveyard.

This is the first non-ability attachment. You can play it even if you have no weapons. You choose one of your weapons as it resolves. If you can't, it enters your graveyard rather than play.

Survival Instincts, 3, Hunter, Ability—Survival Talent (Betrayer-56R)

Survival Hero Required <p> Ongoing: Prevent the first 4 damage that would be dealt to your hero each turn.

This doesn't heal or remove any damage already dealt the turn it enters play, nor does it prevent any further damage that turn if 4 damage has already been dealt to your hero, or if 4 damage that would have been dealt to your hero has already been prevented. More than one of these prevents only the first 4 damage that would be dealt to your hero each turn.

Test of Faith, Horde, Quest (Dark Portal-308C)

Pay (1) to complete this quest. <p> Reward: Discard your hand, then draw a card.

If you have no cards in hand as this effect resolves, you simply draw a card.

Through the Dark Portal, Quest (BC Promo-3R)

On your turn, pay (13) to complete this quest.

Reward: Remove your deck and graveyard from the game. Build a new ten-card deck using cards from your entire collection.

In a tournament, your collection is your side deck, so your side deck becomes your new deck as this effect resolves. In casual play, your collection includes all cards in your possession, but excludes the cards with which you started the current game. To build a new deck, you must keep the same hero and follow the usual deckbuilding rules. You can include up to four copies of each non-unlimited card in your new deck, even if the deck with which you started the current game contained four copies of that card. As the last part of resolving this effect, shuffle your new deck.

Thunderfury, Blessed Blade of the Windseeker, 9, Weapon—Sword, Melee (1), 6 ATK, 5 Strike (Dark Portal-283E)

When you strike with Thunderfury, choose up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

You can't choose the same character twice. You can choose fewer than five characters. If you choose three, for example, your hero deals 5, 4, and 3 nature damage to them, respectively.

Tiril Dawnrider, 1, Horde, Ally—Blood Elf Rogue, 1 [Melee] ATK / 1 Health (Dark Portal-237C)

Ferocity <p> At the end of your turn, put Tiril Dawnrider into his owner's hand.

This power triggers only if this card is in play.

Titan's Grip, 1, Warrior, Instant Ability—Arms (Betrayer-124U)

Ongoing: Your hero has Two-Handed dual wield.

The controller of a hero with dual wield or Two-Handed dual wield can strike with two Melee weapons per combat. In addition, that player can have certain combinations of equipment that would normally violate uniqueness without violating uniqueness:

The controller of a hero with:	Can have any of the following combinations:	
Dual wield	One-Handed Melee weapon	One-Handed Melee weapon
Two-Handed dual wield	Two-Handed Melee weapon	One-Handed Melee weapon
	Two-Handed Melee weapon	Two-Handed Melee weapon
	Two-Handed Melee weapon	Off-Hand equipment

In each case, adding another Melee weapon or Off-Hand equipment causes a uniqueness violation, which must be repaired by destroying one of the violating equipment.

Totemic Call, 4, Shaman, Instant Ability—Elemental (Azeroth-117R)

Choose one or more: If you have an Air Totem, ready your hero and one of your Melee weapons; or if you have an Earth Totem, allies in your party have +1 ATK this turn; or if you have a Fire Totem, your hero deals 2 fire damage to target hero or ally; or if you have a Water Totem, draw two cards.

This card has received errata. The bold text above updates the printed text. As a result, you target a hero or ally only if you choose the fire mode. If you do, and that target is illegal as this card tries to resolve, the entire card is interrupted.

Totemic Recovery, 4, Shaman, Ability—Elemental (Betrayal-104R)

Put an Air, Earth, Fire, and Water Totem from your graveyard into play.

You can play this even if there are no Totems in your graveyard, or if you don't have one of each of the four kinds in your graveyard. As it resolves, you must choose one of each kind that's in your graveyard.

Totem of Coo, Alliance, Quest (Outland-228C)

Pay (3) to complete this quest. <p> Reward: Draw a card, then draw another card for each other quest named Totem of Coo you control.

Totem of Coo is not a Totem. It counts only face-up quests in your resource row.

Touch of Ice, 1, Mage, Instant Ability—Frost (Legion-52U)

Your hero deals 1 frost damage to target hero or ally. If a hero is dealt damage this way, the next time its controller would draw a card this turn, he skips drawing that card instead.

Multiple cards are drawn one at a time, so if a target hero's controller would next draw three cards this turn, he draws two instead. If you target the same hero with two Touches of Ice on the same turn, and its controller would next draw three cards that turn, he draws one instead, and so on.

Travel Form, 2, Druid, Instant Ability—Feral, Form (1) (Dark Portal-29R)

Ongoing: Exhaust your hero >>> You pay (1) less to complete your next quest this turn.

If you have some way to ready your hero, you can use this power, ready your hero, then use it again to pay (2) less to complete your next quest this turn, and so on.

Tyler Falconbridge, 1, Alliance, Ally—Human Rogue, 2 [Melee] ATK / 1 Health (Outland-147U)

Stealth <p> Tyler Falconbridge is a Combo card while in a graveyard.

While Tyler is in a graveyard, he has the Combo tag in addition to any others, so you can remove him from the game to pay the additional cost of an applicable finishing move.

U*bel Sternbrow, 4, Alliance, Ally—Dwarf Paladin, 1 [Melee] ATK / 6 Health (Outland-148U)*
Protector <p> Ubel Sternbrow can protect himself.

You can exhaust Ubel to protect even if he's a proposed defender.

Unbalance, 2, Rogue, Ability—Combat Combo (Betrayal-96C)

Exhaust all opposing heroes and allies. If you have an equipment, each of them can't ready during its controller's next ready step.

This checks whether you have one or more equipment only as it resolves.

Unrelenting Assault, 5, Warrior, Ability—Arms (Legion-123R)

You can't play other cards this turn. <p> If you've played no other cards this turn, when your hero attacks this turn, you may pay (1). If you do, ready your hero and all of your Melee weapons.

You can still use powers, complete quests, and place resources as usual this turn. This card checks whether you've played any other cards this turn as it resolves. If you have, it does nothing except stop you from playing other cards this turn. Otherwise, you may pay (1) every time your hero attacks this turn.

Vanish, 1, Rogue, Instant Ability—Subtlety (Dark Portal-90U)
Your hero is elusive this turn. If it's defending, remove all attackers from combat.
Ongoing: Your hero has stealth. <p> When your hero deals damage, destroy Vanish.

Each combat can have no more than one attacker.

Varen the Reclaimer, 8, Ally—Blood Elf Mage, Unique, 6 [Melee] ATK / 8 Health (Illidan-194E)
Scrier Reputation <p> Sabotage: Game <p> When Varen sabotages a game, the winner of this game also wins the next game.

If Varen sabotages the same game a second time, it has no additional effect. Within a tournament, all modifiers end as a round ends, so this modifier never applies to games against a future opponent.

Vicious Circle, 7, Warlock, Ability—Demonology (Illidan-104R)
You may put an ally card from your hand into play. If you do, destroy a second target ally in your party, then put a third target ally card from your graveyard into hand.

See *Full Circle*.

Vindicator Aluumen, 6, Ally—Draenei Warrior, Unique, 6 [Melee] ATK / 6 Health (Illidan-178R)
Aldor Reputation <p> Inspire: All friendly protectors

You may choose to inspire any, all, or no applicable characters.

Vindicator Belian, 1, Ally—Draenei Paladin, 1 [Holy] ATK / 1 Health (Legion-220C)
Aldor Reputation <p> If another ally in your party would be dealt damage, it's dealt to Belian instead.

See *Neophyte Morandi*.

Vindicator Falaan, 3, Ally—Draenei Warrior, 3 [Holy] ATK / 3 Health (Illidan-179R)
Aldor Reputation <p> Inspire: All friendly heroes and allies with [Activate] powers

You may choose to inspire any, all, or no applicable characters.

Vindicator Javlo, 5, Ally—Draenei Priest, 4 [Melee] ATK / 5 Health (Illidan-180C)
Aldor Reputation <p> When an ally in your party is inspired, draw a card.

You can inspire only exhausted cards. You can't choose to inspire a ready ally to draw a card.

Vindicator Kentho, 2, Ally—Draenei Warrior, 3 [Melee] ATK / 2 Health (Illidan-181U)
Aldor Reputation <p> Destroy Kentho >>> Interrupt target card or effect targeting a card in play you control.

You can target a card or effect with multiple targets as long as at least one of them is a card in play you control.

Vindicator Khorin, 5, Ally—Draenei Paladin, 3 [Holy] ATK / 4 Health (Legion-223R)
Aldor Reputation <p> If another ally in your party would be dealt damage, it's dealt to Khorin instead.

See *Neophyte Morandi*.

Vindicator Lorin, 4, Ally—Draenei Paladin, 4 [Holy] ATK / 4 Health (Illidan-182U)
Aldor Reputation <p> Inspire: Armor and item

You may choose to inspire one armor, one item, both, or neither.

Vindicator's Brand, 3, PaWa, Weapon—Sword, Melee (1), 3 ATK, 1 Strike (Illidan-231R)
Aldor Reputation <p> When Vindicator's Brand is destroyed, you may destroy target ability or equipment.

This power triggers when Vindicator's Brand is destroyed, including destruction by uniqueness.

Vindicator Zalreth, 7, Ally—Draenei Paladin, 5 [Holy] ATK / 5 Health (Legion-226R)

Aldor Reputation, Protector <p> When Zalreth is destroyed, you may remove him from the game. If you do, put an ally card from your graveyard into play if its cost is less than or equal to the number of resources you control.

You may remove Zalreth from the game only if he has remained in your graveyard continuously since his destruction. Opponents may remove ally cards from your graveyard in response to his effect, but you don't choose an ally card until it resolves, at which time your opponents can no longer respond.

Viper Sting, 4, Hunter, Instant Ability—Marksmanship (Illidan-42R)

Attach to target hero.

Ongoing: At the start of attached hero's controller's turn, he exhausts one of his resources, or two if you have a Ranged weapon.

That player can play instants or use powers in response to this effect, after readying his resources.

Voidfire Wand, 4, Weapon—Wand, Wand (1), 1 [Frost] ATK, 1 Strike (Betrayal-242R)

When combat damage is dealt with Voidfire Wand to a hero, the next time that hero's controller would draw a card, he skips drawing it instead.

This modifier applies even if the next time that player would draw a card is during a later turn.

Vorden the Shadowbringer, 6, Horde, Ally—Orc Warlock, 3 [Shadow] ATK / 3 Health (Outland-191R)

When Vorden enters play, destroy any number of allies in your party, then destroy an opposing ally for each ally destroyed this way.

You choose all allies to be destroyed. You can choose untargetable allies. You can choose Vorden himself. You can't choose Totems. Once this triggered effect resolves and you choose the allies in your party to be destroyed, there's no opportunity for your opponents to do anything before you choose and destroy the opposing allies.

Voren'thal the Seer, 8, Ally—Blood Elf Mage, Unique, 5 [Fire] ATK / 8 Health (Legion-245E)

Scryer Reputation <p> If you would draw a card, draw two instead.

Multiple cards are drawn one at a time, so if you would draw two cards, you draw four instead, and so on.

W*Wand of the Seer, 4, Weapon—Wand, Wand (1), 1 [Nature] ATK, 1 Strike (Betrayal-243R)*
When your hero deals damage with an ability to a hero, it also deals that much nature damage divided as you choose to any number of target allies.

This triggered effect isn't optional. If no opposing allies can be targeted, you must target one or more friendly allies.

Watcher Mal'wi, 4, Horde, Ally—Troll Hunter, 3 [Ranged] ATK / 3 Health (Azeroth-269C)

When an opposing ally enters play, Watcher Mal'wi deals 1 ranged damage to it.

If an opposing ally enters play at the same time as Mal'wi, Mal'wi deals 1 ranged damage to it.

Webster, 3, Hunter, Ally—Spider, Pet (1), 4 [Nature] ATK / 3 Health (Illidan-43R)

At the end of your turn, you may put a web counter on target ally. <p> Allies with a web counter can't attack.

When Webster leaves play, remove all web counters from opposing allies.

While Webster is in play, any ally in any party with a web counter can't attack, regardless of where that counter came from. When Webster leaves play, remove all web counters from opposing allies, regardless of where those counters came from.

Winter's Grasp, 3, Mage, Ability—Frost (Azeroth-60U)

Ongoing: Opposing allies can't attack heroes or allies in your party unless their controller pays (1) for each attacker.

If an ally is affected by Winter's Grasp, its controller must pay (1) as an additional cost to propose that ally as an attacker. If that ally is also affected by a "must attack if able" modifier, that ally is unable to attack (and consequently need not attack) unless its controller chooses to pay (1).

After you pay (1) to propose an attacker, an opponent can respond by "freezing" it with a card like Frost Nova. If that happens, that character doesn't exhaust, the combat step doesn't start, and the resource you paid remains exhausted.

Wipe or Snipe, 3, Hunter, Instant Ability—Marksmanship (Illidan-44U)

Choose one: Your hero deals 1 ranged damage to each of up to three target heroes and/or allies; or attach to target ally.

Ongoing: Attached ally has long-range.

Woe or Grow, 2, Priest, Instant Ability—Holy Discipline (Illidan-74U)

Choose one: Your hero deals 2 unpreventable holy damage to target ally; or attach to target ally. <p> Ongoing: Attached ally has +2 health.

See *Smoke or Croak*.

World in Flames, 8, Mage, Ability—Fire (Azeroth-61R)

Ongoing: If your hero would deal fire damage, it deals double that much instead.

If you control two copies of *World in Flames*, fire damage that your hero would deal is quadrupled, and so on.

Wrath of Turalyon, 4, Paladin, Instant Ability—Retribution (Betrayal-76R)

Destroy all allies that attacked this turn.

This destroys all allies that exhausted to attack this turn, including any currently attacking.

X *Xia, Queen of Suffering, Hero—Succubus Demon, 20 Health (Illidan-24)*

On your turn: Flip Xia >>> Gain control of target ally.

See *Imp Lord Pinprik*.

Z *Zenith Shadowforce, Alliance, Hero—Human Warlock (Demonology), Herbalism/Tailoring, 28 Health (Dark Portal-9)*

(2), Flip Zenith >>> Turn target opposing hero face down.

Turning a hero face down doesn't use its flip power. Your opponent can flip the target hero in response if able. If the target hero is already face down as Zenith's effect resolves, nothing happens. Using Zenith's power has no impact on flip effects already on the chain.

Zorus the Judicator, 8, Alliance, Ally—Draenei Paladin, Unique, 8 [Holy] ATK / 1 Health (Illidan-144R)

Protector <p> Zorus can't be destroyed by fatal damage.

Zorus can still be damaged, and he accumulates any damage dealt to or put on him. However, damage can't be put on a character in excess of its health. If his health is reduced to 0, he is destroyed as usual, because this is not destruction by fatal damage.