

World of Warcraft® Miniatures Game Official Card Reference

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Characters

Aleyah Dawnborn, 6, Horde

Blood Elf Paladin—Holy, 4A 2R 8H

Claymore of Unholy Might [T4R1P5] (Melee)

[Crit]: Heal 1 damage from Aleyah or target adjacent ally.

Blessing of Sacrifice: If an adjacent ally would be dealt attack damage, the first 2 damage is dealt to Aleyah instead.

Amalar Ironhoof, 7, Horde

Tauren Warrior—Fury, 4A 1R 10H

Annihilator [T3R1P6] (Melee)

[Crit]: Put a wound counter on each defender.

Characters with a wound counter can't be healed.

Berserker Rage: Enemies can't move Amalar or tick him up. If Amalar would deal or take damage, he deals or takes that much +1 instead.

Amon Darkheart, 8, Alliance

Human Warlock—Destruction, 1A 3R 10H

Shadow Bolt [T4R3M6] (Shadow)

[Crit]: Choose a defender and it exhausts 1 of its Action Bar cards.

Life Tap (Instant): Put 1 damage on Amon >>>

Amon pays [T1] less to take his next action this turn. (*Pay a minimum of [T1] for that action.*) Use only once per turn.

Anchorite Cristia, 4, Alliance

Draenei Priest—Discipline, 1A 2R 6H

Smite [T2R2M3] (Holy)

[Crit]: Cristia may immediately play **Gift of the Naaru** without paying its [Tick] cost.

Gift of the Naaru [T3R2H2]

[Crit]: Subtract [T1] from this character. <p> All Draenei allies may play this ability.

Archmage Arugal, 10, Monster

Human Mage—Arcane, 1A 3R 8H

Void Bolt [T3R3M7] (Shadow)

[Crit]: Arugal may add [T2] to all characters

(*including characters not in play*).

Teleportation: If Arugal would make his natural move, he teleports up to 3 spaces instead.

Legendary: Awards double VP when destroyed.

You can play no more than 1 **legendary** character.

Azarak Wolfsblood, 5, Horde

Orc Hunter—Survival, 3A 1R 7H

Barb of the Sand Reaver [T3R2-4P5] (Ranged)

[Crit]: Put a move -1 counter on each defender.

Remove that counter at the end of tick 5/10.

Raptor Strike [T2R1P3] (Melee)

[Crit]: Azarak may teleport 1 space.

Beren Embersbane, 6, Alliance

Human Warrior—Protection, 3A 1R 10H

Vis'kag the Bloodletter [T3R1P5] (Melee)

[Crit]: Subtract [T1] from Beren.

Fire Resistance: While Beren is defending against a (Fire) attack, he has [Resist] +2.

Bleakheart Hellcaller, 7, Monster

Demon Warlock—Destruction, 3A 2R 8H

Hellstrike [T3R3M5] (Fire)

[Crit]: **Heart Murmur** triggers immediately.

Heart Murmur: At the end of ticks 5/10, choose an adjacent enemy character and roll 1 die. On success, add [T1] to that enemy. Repeat this process for each other adjacent enemy character.

Blindlight Murloc, 4, Monster

Sea Creature Murloc Mage, 2A 1R 5H

Destructive Gurgle [T4R3M6] (Frost)

[Crit]: Choose a defender and it exhausts 1 of its Action Bar cards.

Blindsight: Blindlight Murloc and adjacent Sea Creature allies ignore enemies while determining line of sight.

Bloodscale Wavecaller, 7, Monster

Sea Creature Mage—Frost, 1A 3R 7H

Waterbolt [T3R3M5] (Frost)

[Crit]: Teleport a Sea Creature ally up to 2 spaces. (*This character counts as an ally.*)

Aura of Nazjatar: Bloodscale Wavecaller and adjacent Sea Creature allies may reroll 1 die while attacking.

Bog Elemental, 6, Monster

Elemental Druid, 3A 1R 9H

Bog's Grasp [T4R1P7] (Nature)

[Crit]: Put a move -1 counter on each defender.

Remove that counter at the end of tick 5/10.

Natural Form: Bog Elemental can't play form cards.

Bogstrok Razorclaw, 7, Monster

Sea Creature, 3A 1R 8H

Pincers [T2R1P4] (Melee)

[Crit]: Bogstrok Razorclaw may immediately play

Ensnare without paying its [Tick] cost.

Ensnare [T2R2] >>> Put a move -1 counter on target enemy without a move -1 counter.

Sea Legs [T2] >>> Remove a move -1 counter from this character. <p> Any character may play this ability.

Boris Brightbeard, 5, Alliance

Dwarf Priest—Holy, 1A 3R 7H

Arcane Wand of Sylvanaar [T3R2M5] (Arcane)

[Crit]: Deal 1 damage to each adjacent enemy.

Heal 1 damage from Boris and each adjacent ally.

Dispel [T2R2] >>> Remove a buff, debuff, or counter from target character.

Boulderfist Warrior, 6, Monster

Ogre Warrior, 1A 1R 11H

Gargantuan Hammer [T4R1P7] (Melee)

[Crit]: Move each defender up to 2 spaces away from Boulderfist Warrior.

Steadfast: Ogre allies (*including this character*) can't be ticked up by enemies.

Cairne Bloodhoof, 10, Horde

Tauren Warrior—Arms, 2A 2R 11H

Bloodhoof Runespear [T3R1P7] (Melee)

[Crit]: Each defender may be moved off the board this turn. If it is, destroy it.

Sent Packing: When Cairne deals damage to an enemy, move that enemy 1 space away from Cairne for each damage dealt.

Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Celenias Firemane, 4, Horde

Blood Elf Hunter—Marksmanship, 2A 1R 6H

Sunfury Bow of the Phoenix [T2R2-4P3]

(Ranged)

[Crit]: Put a [Physical] +1 counter on Celenias.

Remove that counter at the end of tick 5/10.

Champion Shadowsun, 8, Horde

Blood Elf Priest—Shadow, 1A 3R 7H

Mind Blast [T3R2M6] (Shadow)

[Crit]: Shadowsun may immediately play **Mana Tap** without paying its [Tick] cost.

Mana Tap [T2R2] >>> Target enemy exhausts 1 of its Action Bar cards. <p> All Blood Elf allies may play this ability.

Chancellor Velora, 6, Horde

Forsaken Priest—Holy, 1A 3R 7H

Smite [T2R2M4] (Holy)

[Crit]: Velora may remove a debuff from herself or an adjacent ally.

Heal [T3R3H3]

[Crit]: Heal +1.

Chen Stormstout, 10, Monster

Pandaren Brewmaster, 2A 2R 10H

Bear-Handed Strike [T2R1P5] (Melee)

[Crit]: Put a chi counter on each defender.

Karma: While an ally (*including this character*) is attacking or defending against an enemy with a chi counter, that ally may reroll any number of its dice.

Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Conqueror Aluna, 7, Horde

Blood Elf Hunter—Survival, 2A 1R 8H

Lohn'goron, Bow of the Torn-heart [T4R2-4P7]

(Ranged)

[Crit]: Damage +1.

Feign Death [T1] >>> Enemies can't attack Aluna this tick.

Crashing Wave-Spirit, 4, Monster

Elemental, 1A 1R 6H

Waterbolt [T3R3M5] (Frost)

[Crit]: Move each defender 1 space away from

Crashing Wave-Spirit.

Water Creature: Crashing Wave-Spirit can have cards in its Action Bar with Frost, Ice, or Water in their name. (*Text restrictions still apply.*)

Crushridge Ogre, 7, Monster

Ogre Shaman, 2A 1R 11H

Spiked Club [T6R1P8] (Melee)

[Crit]: Damage +1.

Bellow: Ogre allies (*including this character*) may reroll 1 die while attacking.

Lightning Blast [T4R2M6] (Nature)

[Crit]: Make a [P4] (Melee) attack against target adjacent enemy.

Daelas Firewing, 7, Horde
Blood Elf Mage—Fire, 1A 2R 5H
Pyroblast [T5R3M10] (Fire)
[Crit]: Damage +1.

Dagg'um Ty'gor, 5, Monster
Two-Headed Ogre Rogue Ninja, 2A 2R 7H
Kunai [T2R1P4] (Melee)
[Crit]: Dagg'um Ty'gor may immediately play **Shuriken** without paying its [Tick] cost.
Shuriken [T2R2P3] (Ranged)
[Crit]: Damage +1.
“**Me Hiding!**”: Dagg'um Ty'gor can't reroll while defending.

Daspien Bladedancer, 4, Horde
Blood Elf Rogue—Combat, 2A 1R 6H
Talon of Azshara [T2R1P4] (Melee)
[Crit]: Damage +1.
Interfere: Adjacent enemy characters pay [T1] more to make [Magic] attacks.
Evasive: Enemies can't target Daspien while he has no adjacent enemies.

Daxin Firesworn, 7, Horde
Blood Elf Warlock—Destruction, 1A 3R 8H
Drain Life [T3R3M5] (Shadow)
[Crit]: Damage +2.
Soul Leech: When Daxin crits with an attack, heal 2 damage from him. This triggers only once per turn.

Deathwhisperer, 7, Monster
Demon, 2A 2R 9H
Six-Armed Strike [TXR1PX] (Melee) <p> X can be any number between 1 and 6.
[Crit]: Damage +1.
Armed and Dangerous: Deathwhisperer may reroll 1 die while attacking for each ready equipment card in its Action Bar. (*Reroll only once per event.*)
Master-at-Arms: Deathwhisperer can have equipment cards of any class in its Action Bar. (*Text restrictions still apply.*)

Delyn Darksun, 5, Horde
Blood Elf Rogue—Subtlety, 2A 2R 6H
Illidari-Bane Dagger [T2R1P4] (Melee)
[Crit]: Put an [Armor] -1 counter on each defender.
Stealth: At the start of Delyn's turn, if he has no adjacent enemies, he is **stealthed** (*has [Physical] +1 and enemies can't react*) while he has this ability and doesn't move more than 1 space this turn.

Dizdemona, 6, Alliance
Gnome Warlock—Affliction, 1A 2R 8H
Drain Life [T3R4M5] (Shadow)
[Crit]: Heal 1 damage from Dizdemona for each damage dealt with this attack.
Grim Reach: Dizdemona's Affliction cards have [Range] +1, to a maximum of [R4].

Dralor, 8, Alliance
Human Rogue—Subtlety, 2A 3R 7H
Iblis, Blade of the Fallen Seraph [T2R1P4] (Melee)
[Crit]: Damage +1.
Hemorrhage: If an attack would deal melee damage to an adjacent enemy, it deals that much +1 instead.
Stealth: At the start of Dralor's turn, if he has no adjacent enemies, he is **stealthed** (*has [Physical] +1 and enemies can't react*) while he has this ability and doesn't move more than 1 space this turn.

Drokkar of the Four Boars, 5, Horde
Orc Warrior—Protection, 3A 1R 8H
Wicked Edge of the Planes [T3R1P5] (Melee)
[Crit]: Damage +1.
Honorable: Drokkar has [Physical] -1 while attacking damaged enemies.
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Elanna Starbreeze, 6, Alliance
Night Elf Hunter—Survival, 2A 2R 7H
Striker's Mark [T2R2-4P4] (Ranged)
[Crit]: Damage +1.
Aspect of the Monkey: Elanna may reroll 1 die while defending.

Elendril, 7, Alliance
Night Elf Hunter—Marksmanship, 3A 1R 7H
Wrathtide Longbow [T3R2-4P5] (Ranged)
[Crit]: Make a [P3] (Ranged) attack against a defender.
Trueshot Aura: Attack rolls of 3 are successful while Elendril and adjacent allies are attacking.

Elizabetha Cairnwillow, 8, Horde
Forsaken Warlock—Demonology, 1A 3R 9H
Searing Pain [T4R3M7] (Fire)
[Crit]: Elizabetha's may move her pet 1 space.
Expendable (Instant): Destroy Elizabetha's pet >>> Elizabetha has [Armor] [Resist] +3 until the start of her next turn.
Master Summoner: Elizabetha pays [T1] less to play pet cards. (*Pay a minimum of [T1].*)

Enraged Fire Spirit, 8, Monster
Elemental, 3A 2R 8H
Furnace Touch [T3R1M6] (Fire)
[Crit]: Deal 2 damage to target enemy adjacent to a defender.
Furnace: When an enemy moves into an adjacent space, deal 1 damage to that enemy.
Fire Creature: Enraged Fire Spirit can have Fire talent cards in its Action Bar. (*Text restrictions still apply.*)

Ethereal Crypt Raider, 4, Monster
Ethereal Warrior, 2A 2R 6H
Soul Strike [T3R1P5] (Melee)
[Crit]: Ethereal Crypt Raider may teleport 1 space.
Piercing Shriek: Adjacent enemies can't be healed while Ethereal Crypt Raider has a ready equipment card in its Action Bar.

Ethereal Priest, 7, Monster
Ethereal Priest, 1A 3R 7H
Staff of K'areh [T2R2M4] (Holy)
[Crit]: Ethereal Priest may teleport 1 space.
Energy Transfer [T2R3H2]
[Crit]: Deal 1 damage to an adjacent enemy.

Felguard Legionnaire, 7, Monster
Demon, 3A 2R 8H
Mo'argian Cleaver [T3R1P5] (Melee)
[Crit]: Make a [R1P4] (Melee) attack against a different enemy.
Demonic Frenzy: Felguard Legionnaire may reroll 1 die while attacking for each damage on it. (*Reroll only once per event.*)
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Fillet, Kneecapper Extraordinaire, 8, Alliance
Gnome Warrior—Fury, 3A 1R 10H
Crul'shorukh, Edge of Chaos [T2R1P3] (Melee)
<p> After this attack, put a [Physical] +1 counter on Fillet.
[Crit]: Damage +1.
Enrage: When an attack crits against Fillet, put a [Physical] +1 counter on him.
Rage Depletion: At the end of Fillet's turn, remove a [Physical] +1 counter if he didn't attack this turn.

Frostmane Troll, 5, Monster
Troll Shaman—Elemental, 3A 1R 7H
Icebolt [T4R3M6] (Frost)
[Crit]: Add [T1] to each defender.
Frost Purification [T1R1] >>> Remove a debuff or counter from target ally.

Frostsaber Prowler, 6, Monster
Beast Tiger, 1A 3R 7H
Slash [T3R1P5] (Melee)
[Crit]: Make a [P4] (Melee) attack against a defender.
Ferocity: Frostsaber Prowler has move +1.

Goblin Shredder, 6, Monster
Mechanical, 2A 3R 7H
Whirling Blade [T2R1P4] (Melee)
[Crit]: Make a [P4] (Melee) attack against all adjacent enemy characters.
Goblin Ingenuity: At the start of Goblin Shredder's turn, if it has no ready Action Bar cards, ready 1 of its Action Bar cards.

Gorebelly, 6, Horde
Orc Warrior—Arms, 3A 1R 9H
Drake Talon Cleaver [T3R1P6] (Melee)
[Crit]: Damage +1.
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Graccus, 7, Alliance
Human Paladin—Protection, 4A 2R 9H
Quel'Serrar [T3R1P4] (Melee)
[Crit]: Add [T1] to each defender.
Blessing of Sacrifice: If an adjacent ally would be dealt attack damage, the first 2 damage is dealt to Graccus instead.

Grimdron, 3, Monster
Demon Imp, 1A 2R 4H
Firebolt [T2R2M3] (Fire)
[Crit]: Damage +1.
Blood Pact: Other allies gain [Health] +1.

Grumpherys, 5, Alliance
Dwarf Hunter—Beast Mastery, 2A 1R 6H
Grand Marshal's Hand Cannon [T1R2-4P2] (Ranged)
[Crit]: Damage +1.
Ferocious Inspiration: Grumpherys has [Physical] +1 while attacking an enemy adjacent to his pet.

Harnum Firebelly, 7, Alliance
Dwarf Priest—Holy, 1A 3R 7H
Holy Fire [T3R2M4] (Holy)
[Crit]: Heal 1 damage from Harnum and each adjacent ally.
Flash Heal [T2R3H2]
[Crit]: Heal +1.

Haruka Skycaller, 8, Horde
Orc Shaman—Enhancement, 3A 3R 8H
Ancient Hakkari Manslayer [T3R1P6] (Melee)
[Crit]: Haruka may immediately play **Flame Shock** without paying its [Tick] cost.
Flame Shock [T2R2M4] (Fire)
[Crit]: Damage +1.

Harvest Golem, 7, Monster
Mechanical, 4A 1R 10H
Reaping Claws [T3R1P5] (Melee)
[Crit]: Damage +1.
Harvest Flesh: When an enemy stops moving, if it moved out of an adjacent space, roll 1 die. On success, deal 2 damage to that enemy.

Helwen, 5, Monster
Demon Succubus, 2A 2R 7H
Lash of Pain [T3R1P5] (Melee)
[Crit]: Choose a defender and it exhausts 1 of its Action Bar cards.
Seduction [T2R2], Exhaust 1 of Helwen's Action Bar cards >>> Add [T2] to target enemy.

High Priestess Tyrande Whisperwind, 10, Alliance
Night Elf Priest—Discipline, 1A 2R 11H
Bow of Elune [T3R4P6] (Ranged)
[Crit]: Heal 1 damage from each ally (*including this character*).
Leader of the Night Elves: Night Elf allies (*including this character*) ignore terrain move penalties.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Highlord Bolvar Fordragon, 10, Alliance
Human Paladin—Retribution, 4A 2R 11H
Blade of Vengeance [T3R1P5] (Melee)
[Crit]: Damage +X, where X is the damage on another ally.
Consecration: At the end of ticks 5/10, deal 1 damage to each adjacent enemy.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Hulok Trailblazer, 5, Horde
Tauren Druid—Restoration, 2A 2R 7H
Starfire [T4R2M6] (Arcane)
[Crit]: Heal 1 damage from Hulok.
Healing Touch [T3R2H3]
[Crit]: Hulok may move the target 1 space.

Illiana Sunshield, 7, Horde
Blood Elf Paladin—Protection, 4A 2R 8H
The Ancient Scepter of Sue-Min [T3R1P4] (Melee)
[Crit]: Make a [M4] (Holy) attack against a defender.
Holy Light [T3R2H2]
[Crit]: Heal 1 damage from Illiana.
Protector: If an adjacent ally would be attacked by an enemy not adjacent to it, Illiana may become a defender instead.

Irana, 7, Alliance
Draenei Mage—Arcane, 1A 3R 6H
Arcane Bolt [T4R3M8] (Arcane)
[Crit]: Irana teleports up to 2 spaces.
Arcane Brilliance: At the end of tick 5, ready any Action Bar card.

Ironfur Bear, 5, Monster
Beast Bear, 3A 1R 9H
Claw [T3R1P5] (Melee)
[Crit]: Damage +1.
Protector: If an adjacent ally would be attacked by an enemy not adjacent to it, Ironfur Bear may become a defender instead.

Ixamos the Redeemed, 7, Alliance
Draenei Shaman—Enhancement, 2A 3R 7H
Gladiator's Cleaver [T3R1P5] (Melee)
[Crit]: Make a [R1M3] (Nature) attack.
Heroism (Instant): Ixamos starts the game with a heroism counter. <p> Remove a heroism counter >>> Subtract up to [T1] from Ixamos and each adjacent ally.

Ji'lan, 7, Horde
Troll Rogue—Combat, 3A 2R 7H
The Cruel Hand of Timmy [T2R1P5] (Melee)
[Crit]: Make a [P3] (Melee) attack against a defender.
Regeneration: At the end of ticks 5/10, heal 1 damage from each Troll ally (*including this character*).

Kayleitha, 6, Horde
Forsaken Rogue—Subtlety, 1A 3R 7H
Alcor's Sunrazor [T3R1P5] (Melee)
[Crit]: Damage +1.
Evasive: Enemies can't target Kayleitha while she has no adjacent enemies.
Stealth: At the start of Kayleitha's turn, if she has no adjacent enemies, she is **stealthed** (*has [Physical] +1 and enemies can't react*) while she has this ability and doesn't move more than 1 space this turn.

Lady Jaina Proudmoore, 10, Alliance
Human Mage—Frost, 1A 3R 9H
Frostbolt Volley [T2R2M4] (Frost) <p> **AOE**: Target a space and choose 2 spaces adjacent to it and each other.
[Crit]: Damage +1.
Victory for the Alliance: Adjacent Alliance allies have [Physical] [Magic] +1.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Lady Vashj, 10, Monster
Sea Creature Naga Shaman—Elemental, 1A 2R 11H
Forked Lightning [T2R3M5] (Nature) or [T2R3P5] (Ranged)
[Crit]: Make a [R3M5] (Nature) or [R3P5] (Ranged) attack.
Queen of the Sea: Adjacent Sea Creature allies have **taunt**.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Leeroy Jenkins, 7, Alliance
Human Paladin—Retribution, 3A 2R 8H
Blackhand Doomsaw [T4R1P6] (Melee)
[Crit]: "At least I have chicken!"
Leeroy's Battle Cry (Instant): Say, "Leeeeeerrrooooooyy Jeeennnnkinns!!" >>>
Leeroy has [Physical] [Magic] +1 and move +1 this turn. Each other ally takes 1 damage.

Litori Frostburn, 6, Alliance
Human Mage—Frost, 1A 2R 5H
Frostbolt [T3R3M6] (Frost)
[Crit]: Put a move -1 counter on each defender. Remove that counter at the end of tick 5/10.
Frost Armor: If an attacker rolls any 1s while attacking Litori, add [T1] to that attacker.

Lorlai Risingmoon, 6, Alliance
Night Elf Priest—Holy, 1A 3R 7H
Starshards [T4R2M6] (Arcane)
[Crit]: Put an [Armor] +1 or [Resist] +1 counter on Lorlai.
Heal [T3R3H3]
[Crit]: Remove a debuff from the target.

Lotherin, 5, Horde
Blood Elf Priest—Holy, 1A 2R 6H
Gladiator's Touch of Defeat [T2R2M4] (Fire)
[Crit]: Deal 1 damage to each adjacent enemy, and heal 1 damage from Lotherin and each adjacent ally.
Heal [T3R3H3]
[Crit]: Heal +1.

Magdeline Prideheart, 5, Alliance
Human Paladin—Retribution, 3A 1R 7H
Stormherald [T2R1P4] (Melee)
[Crit]: Put a vengeance counter on Magdeline, then deal 1 damage to each defender for each vengeance counter on her.
Conviction: While Magdeline has a ready equipment card in her Action Bar, her die rolls of 9 are treated as [Crit] while attacking.

Magistrix Enaria, 4, Horde
Blood Elf Mage—Frost, 1A 2R 5H
Frostbolt [T2R3M4] (Frost)
[Crit]: Add [T1] to each defender.
Magical Barrier: While Enaria has a ready equipment card in her Action Bar, she has [Armor] +1.

Magistrix Kiala, 6, Horde
Blood Elf Warlock—Affliction, 1A 4R 9H
Shadow Bolt [T4R3M6] (Shadow)
[Crit]: Kiala may immediately play 1 of her debuff cards with cost [T2] or less without paying its [Tick] cost, targeting a defender.
Fear [T2R3M5] (Shadow) <p> For each damage that would be dealt to a defender this way, move it 1 space away from Kiala instead.

Marlowe Christophers, 4, Alliance
Human Warlock—Destruction, 1A 2R 7H
Shadow Bolt [T4R3M6] (Shadow)
[Crit]: Damage +2 if a defender was undamaged at the start of this attack.
Fel Armor: If damage would be healed from Marlowe, that much +1 is healed instead.

Marsh Murloc, 5, Monster
Sea Creature Murloc—3A 1R 8H
Ocean's Edge [T3R1P5] (Melee)
[Crit]: Damage +1.

Mrglrglmrglmrrrlggg!: Damaged Murloc allies (including this character) have move +1.

Mojo Mender Ja'nah, 4, Horde
Troll Priest—Holy, 1A 2R 6H
Blue Diamond Witchwand [T3R2M4] (Shadow)
[Crit]: Heal 2 damage from target ally within [R2].
(This character counts as an ally.)
Mass Dispel [T3R2] >>> Ja'nah may remove a buff, debuff, or counter from target character and up to 2 characters adjacent to it.

Mojo Shaper Ojo'mon, 4, Horde
Troll Shaman—Restoration, 2A 2R 7H
Jin'do's Hexxer [T4R1P6] (Melee)
[Crit]: Heal 2 damage from target ally within [R2].
(This character counts as an ally.)

Moonshadow, 5, Alliance
Night Elf Druid—Restoration, 2A 2R 7H
Starfire [T3R2M5] (Arcane)
[Crit]: Ready 1 of Moonshadow's Action Bar cards.
Elune's Blessing: At the end of ticks 5/10, heal 1 damage from Moonshadow and an adjacent ally.

Morganis Blackvein, 6, Horde
Forsaken Mage—Frost, 1A 1R 5H
Frostbolt [T3R3M7] (Frost)
[Crit]: Ready 1 of Morganis's Action Bar cards.
Mana Shield: If Morganis would be dealt 1 or more damage, he may exhaust 1 of his Action Bar cards to prevent 1 of it.

Morova of the Sands, 7, Horde
Tauren Druid—Balance, 2A 3R 8H
Wrath [T2R2M4] (Nature)
[Crit]: Ready 1 of Morova's Action Bar cards with cost 2 or less.
Starburst (Instant): Morova starts the game with a starburst counter. <p> Remove a starburst counter >>> Morova may immediately play an ability with cost [T2] or less without paying its [Tick] cost.

Najan Spiritbinder, 5, Horde
Orc Shaman—Elemental, 3A 2R 7H
Lightning Bolt [T2R3M4] (Nature)
[Crit]: Najan may teleport 1 space.
Master of Totems: Najan can have only totem cards in his Action Bar.

Namrah, 8, Alliance
Human Priest—Shadow, 1A 3R 7H
Mind Flay [T3R2M5] (Shadow)
[Crit]: Choose a defender and it exhausts 1 of its Action Bar cards.
Vampiric Embrace: When Namrah deals shadow attack damage, heal 1 damage from Namrah and each adjacent ally.

Nathressa Darkstrider, 7, Alliance
Night Elf Rogue—Subtlety, 2A 2R 7H
Ancient Qiraji Ripper [T2R1P5] (Melee)
[Crit]: Nathressa may move 1 space.
Shadowstep: When Nathressa first spawns this game, if she would make her natural move this turn, she may teleport adjacent to any enemy instead. (She doesn't break **stealth** if she does.)
Stealth: At the start of Nathressa's turn, if she has no adjacent enemies, she is **stealthed** (has [Physical] +1 and enemies can't react) while she has this ability and doesn't move more than 1 space this turn.

Omedus the Punisher, 7, Horde
Forsaken Priest—Shadow, 1A 2R 7H
Mind Spike [T4R2M7] (Shadow)
[Crit]: Damage +2. If a defender survives this attack, deal 2 damage to Omedus.
Touch of Weakness: When Omedus is attacked, the attacker rerolls 1 of its successes.
Lost in Shadow: Omedus can't play Holy cards.

Ona Skyshot, 8, Horde
Tauren Hunter—Marksmanship, 2A 1R 8H
Ashjre'thul, Crossbow of Smiting [T3R2-4P6] (Ranged)
[Crit]: Move each defender 1 space away from Ona.
Aspect of the Pack: At the start of each ally's turn (including this character), it may exhaust 1 of its Action Bar cards. If it does, it has move +1 this turn.

Parvink, 7, Alliance
Gnome Warrior—Arms, 3A 2R 9H
Despair [T2R1P4] (Melee)
[Crit]: Damage +1, and exhaust 1 of a defender's equipment.
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.
Interfere: Adjacent enemy characters pay [T1] more to make [Magic] attacks.

Phadalus the Enlightened, 6, Alliance
Draenei Shaman—Restoration, 3A 2R 8H
Gavel of Unearthed Secrets [T3R1P5] (Melee)
[Crit]: Heal 1 damage from Phadalus or an adjacent ally.
Lightning Bolt [T4R3M6] (Nature)
[Crit]: Make a [M4] (Nature) attack against a second enemy within [R2] of a defender.

Prince Kael'thas Sunstrider, 10, Monster
Blood Elf Mage—Fire, 0A 3R 9H
Fireball [T3R3M7] (Fire)
[Crit]: Kael'thas may teleport an ally to an adjacent space.
Shock Barrier: Attackers roll 1 fewer die while attacking Kael'thas or an adjacent ally.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Prophet Velen, 10, Alliance
Draenei Shaman—Elemental, 2A 3R 10H
Lightning Bolt [T3R3M6] (Nature)
[Crit]: Each damaged enemy takes 1 damage.
Call of Fire: When a non-pet ally character (including this character) is destroyed, each enemy takes 1 damage.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Radak Doombringer, 7, Horde
Orc Warlock—Demonology, 1A 3R 9H
Dark Flame [T2R3M4] (Fire)
[Crit]: Radak may take 1 damage. If he does, deal 1 damage to a defender and each of its adjacent allies.
Soul Link: If Radak would be dealt attack damage, if able, the first 1 damage is dealt to his pet instead.

Ras Frostwhisper, 10, Monster
Undead Mage—Frost, 1A 2R 9H
Trap Soul [T2R3M5] (Frost)
[Crit]: If a defender is destroyed this attack, deal 2 damage to target enemy, ignoring line of sight.
Chill Aura: At the start of Ras's turn, put a move -1 counter on each adjacent enemy without one. Remove that counter at the end of tick 5/10.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Razaani Nexus Stalker, 8, Monster
Ethereal Mage, 2A 4R 7H
Warp Discharge [T2R1M4] (Arcane)
[Crit]: Razaani Nexus Stalker may teleport 1 space. If he does, he may immediately play **Warp Discharge** without paying its [Tick] cost, targeting an enemy character who hasn't been attacked this turn.
Astral Traveler: At the start of each Ethereal ally's turn, it may teleport adjacent to an enemy within [R2]. If it does, it doesn't make its natural move this turn. (This character counts as an ally.)

Rethilgore, 5, Monster
Worgen, 2A 2R 8H
Wolf Claw [T2R1P4] (Melee)
[Crit]: Damage +1.
Nocturnal: During ticks 6–10, Rethilgore has [Armor] [Resist] [Physical] +1 and move +1.

Rexxar, 10, Horde
Mok'Nathal Hunter—Beast Mastery, 3A 1R 10H
Twin Axes [T3R1P4] (Melee) <p> After this attack, make this attack a second time. (May choose different targets.)
[Crit]: Heal 1 damage from Rexxar and his pet Misha.
Champion of the Horde: When Rexxar destroys a non-pet enemy character, put a [Physical] +1 counter on him.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Roria, 5, Alliance
Draenei Warrior—Arms, 3A 1R 8H
Gladiator's Decapitator [T3R1P5] (Melee)
[Crit]: Put an [Armor] -1 counter on each defender.
Anticipation: Roria has [Armor] [Resist] +1 while a non-adjacent enemy is attacking her.
Protector: If an adjacent ally would be attacked by an enemy not adjacent to it, Roria may become a defender instead.

Ruby Gemsparkle, 5, Alliance
Gnome Mage—Arcane, 1A 3R 5H
Arcane Blast [T3R3M6] (Arcane)
[Crit]: Damage +1.

Ryno the Short, 6, Alliance
Gnome Warlock—Demonology, 1A 2R 8H
Searing Pain [T2R3M4] (Fire)
[Crit]: Put a [Physical] [Magic] +1 counter on Ryno's pet.
Master Summoner: Ryno pays [T1] less to play pet cards. (*Pay a minimum of [T1].*)
Health Funnel: At the end of ticks 5/10, Ryno may take 1 damage and heal 1 damage from his pet.

Sarmoth, 6, Monster
Demon Voidwalker, 4A 2R 9H
Torment [T3R1P4] (Melee)
[Crit]: You may choose a defender. If you do, it must immediately attack Sarmoth if able. (*The defender's controller chooses the attack and pays all costs.*)
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Savin Lightguard, 8, Alliance
Dwarf Paladin—Retribution, 3A 3R 8H
Grand Marshal's Demolisher [T4R1P7] (Melee)
[Crit]: Damage +X, where X is the number of damaged allies (*including this character*).
Blessing of Wisdom: Each adjacent ally may pay [T1] less to make a [Magic] attack. (*Pay a minimum of [T1] for this attack.*) If it does, also add [T1] to Savin.

Sethekk Talon Lord, 5, Monster
Arakkoa Warrior, 3A 1R 8H
Talon of Justice [T3R1P5] (Melee)
[Crit]: Add [T1] to each defender.
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Sha'do, 6, Horde
Troll Rogue—Subtlety, 2A 2R 7H
Reflex Blades [T2R1P4] (Melee)
[Crit]: Sha'do may teleport adjacent to a defender.
Master of Deception: During the first round of the game, Sha'do's **stealth** ignores adjacent enemies.
Stealth: At the start of Sha'do's turn, if he has no adjacent enemies, he is **stealthed** (*has [Physical] +1 and enemies can't react*) while he has this ability and doesn't move more than 1 space this turn.

Shienor Sorcerer, 6, Monster
Arakkoa Shaman, 1A 2R 7H
Lightning Bolt [T4R3M6] (Nature)
[Crit]: Heal 1 damage from Shienor Sorcerer.
Power of Kran'aish: Main attacks of Arakkoa allies (*including this character*) gain “[Crit]: Subtract [T1] from this character.”

Sidian Morningblade, 4, Horde
Blood Elf Paladin—Retribution, 3A 2R 6H
Gladiator's Greatsword [T4R1P5] (Melee)
[Crit]: Sidian may take 2 damage. If he does, deal 2 damage to each defender.
Steely Resolve: Sidian gains [Health] +1 while he has a ready equipment card in his Action Bar.

Skeletal Priest, 7, Monster
Undead Skeleton Priest—Shadow, 2A 2R 8H
Necromancer's Fury [T3R2M5] (Shadow)
[Crit]: Heal 1 damage from each Skeleton ally (*including this character*).
Bone Harvest: When an adjacent character is destroyed, heal 1 damage from target ally.

Slitherblade Tidehunter, 8, Monster
Sea Creature Hunter, 2A 2R 8H
Relentless Harpoon [T2R2-4P4] (Ranged)
[Crit]: Slitherblade Tidehunter may teleport a defender adjacent to him. If he does, he may pay [T3] to immediately play **Python Grab**, targeting it.
Python Grab [T3R1P5] (Melee)
[Crit]: Each defender can't move during its next turn.

Storm Rager, 7, Monster
Elemental, 1A 3R 8H
Gale Force [T3R4M5] (Nature)
[Crit]: Move each defender up to 2 spaces.
Flight: Storm Rager ignores terrain move penalties and can move through enemies.
Air Creature: Storm Rager can have cards in its Action Bar with Air, Cyclone, Hurricane, or Lightning in their name. (*Text restrictions still apply.*)

Sunscale Scytheclaw, 5, Monster
Beast Raptor, 2A 1R 5H
Quick Strike [T1R1P3] (Melee)
[Crit]: Damage +1.
Hunt: Sunscale Scytheclaw has [Physical] +1 while attacking an enemy who has no adjacent allies.

Ta'zo, 8, Horde
Troll Mage—Fire, 1A 2R 5H
Scorch [T2R3M5] (Fire)
[Crit]: Damage +1.
Impact: When Ta'zo crits with a (Fire) attack, add [T1] to each defender.

Tempest-Forge Destroyer, 6, Monster
Mechanical, 2A 2R 7H
Smash [T3R1P6] (Melee)
[Crit]: Damage +1.
Static Power Core: At the end of tick 5, ready any **upgrade** card.

Thangal, 8, Horde
Tauren Druid—Feral, 2A 2R 8H
Wrath [T2R2M4] (Nature)
[Crit]: Heal 1 damage from Thangal and each adjacent ally.
Gift of the Wild: Thangal and adjacent allies may reroll 1 die any time they roll dice. (*Reroll only once per event.*)

Timmo Shadestep, 4, Alliance
Gnome Rogue—Assassination, 1A 2R 6H
Perdition's Blade [T2R1P3] (Melee)
[Crit]: Damage +2.
Malice: Timmo's die rolls of 9 are treated as [Crit] while he's attacking.
Stealth: At the start of Timmo's turn, if he has no adjacent enemies, he is **stealthed** (*has [Physical] +1 and enemies can't react*) while he has this ability and doesn't move more than 1 space this turn.

Tinker Timbletin, 8, Alliance
Gnome Mage—Arcane, 1A 2R 6H
Arcane Blast [T2R3M5] (Arcane)
[Crit]: Damage +1.
Arcane Bounty: When Timbletin crits with an (Arcane) attack, he may ready 1 of his Action Bar cards.

Umbrage, 5, Alliance
Night Elf Rogue—Combat, 2A 2R 6H
Gladiator's Shanker [T2R2P4] (Ranged)
[Crit]: Damage +1.
Stealth: At the start of Umbrage's turn, if he has no adjacent enemies, he is **stealthed** (*has [Physical] +1 and enemies can't react*) while he has this ability and doesn't move more than 1 space this turn.

Varimathras, 10, Horde
Nathrezim Warlock—Affliction, 2A 2R 11H
Shadow Bolt Volley [T3R3M5] (Shadow)
[Crit]: Deal 2 damage to each character in play.
Vampiric Aura: When an ally within [R2] (*including this character*) deals attack damage, heal 1 damage from that ally.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Victoria Jatón, 4, Alliance
Human Warrior—Arms, 3A 1R 9H
Dark Edge of Insanity [T3R1P4] (Melee)
[Crit]: Victoria may move each defender 1 space.
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Vi'gor Darkbreeze, 8, Alliance
Night Elf Druid—Feral, 3A 2R 9H
Wrath [T3R2M4] (Nature)
[Crit]: Vi'gor may teleport 1 space.
Leader of the Pack: While Vi'gor is in a form, allied attacks (*including Vi'gor's*) gain “[Crit]: Heal 1 damage from this character.”

Vindicator Hodoon, 6, Alliance
Draenei Paladin—Holy, 4A 2R 8H
Hammer of the Naaru [T3R1P4] (Melee)
[Crit]: Make a [M4] (Holy) attack against a defender.
Devotion Aura: Adjacent allies have [Armor] +1.

Vindicator Kauston, 8, Alliance
Draenei Hunter—Beast Mastery, 2A 1R 8H
Steady Shot [T3R2-4P5] (Ranged)
[Crit]: Subtract up to [T1] from Kauston's pet.
Revive Pet: If Kauston has played a pet card this game, he pays [T3] less to play pets. If this reduces the cost to 0 or less, that pet may be played as an instant.

Warchief Thrall, 10, Horde
Orc Shaman—Elemental, 3A 1R 12H
The Doomhammer [T4R1P9] (Melee)
[Crit]: Subtract [T1] from Thrall.
For the Horde!: Other adjacent Horde allies have [Physical] [Magic] +1.
Legendary: Awards double VP when destroyed. You can play no more than 1 **legendary** character.

Warp Stalker, 4, Monster
Beast Warp Stalker, 1A 2R 5H
Bite [T2R1P4] (Melee)
[Crit]: Warp Stalker may teleport up to 3 spaces.
Evasive: Enemies can't target Warp Stalker while it has no adjacent enemies.

Wilton Thorne, 4, Horde
Forsaken Warrior—Protection, 3A 2R 8H
Widow's Remorse [T2R1P3] (Melee)
[Crit]: Put an [Armor] -1 counter on each defender.
Protector: If an adjacent ally would be attacked by an enemy not adjacent to it, Wilton may become a defender instead.

Wrathguard, 6, Monster

Demon, 2A 2R 8H

Man'ari Blade [T3R1P3] (Melee)

[Crit]: Damage +1.

Demonic Wrath (Instant): Put 1 damage on an adjacent ally >>> Put a [Physical] +1 counter on Wrathguard.

Yanna Dai'shalan, 4, Alliance

Night Elf Druid—Balance, 1A 2R 6H

Starfire [T4R2M5] (Arcane)

[Crit]: Add [T1] to each defender.

Nature's Grasp: When an adjacent enemy attacks Yanna, put a move -1 counter on that enemy. Remove that counter at the end of tick 5/10.

Za'zu the Grizzled, 6, Horde

Troll Hunter—Marksmanship, 3A 2R 7H

Soulstring [T2R2-4P4] (Ranged)

[Crit]: Heal 1 damage from Za'zu.

Old War Wound: Za'zu has move -1 while damaged.

Zaritha, 5, Alliance

Draenei Shaman—Restoration, 2A 2R 7H

Lightning Bolt [T4R3M5] (Nature)

[Crit]: Zaritha may remove a buff from each defender.

Healing Wave [T3R2H3]

[Crit]: Put an [Armor] +1 counter on each target.

Remove that counter at the end of tick 5/10.

Zomm Hopeslayer, 8, Horde

Orc Rogue—Assassination, 2A 3R 7H

Dagger of Veiled Shadows [T1R1P3] (Melee)

[Crit]: Zomm may move 1 space.

Preparation: Zomm can have an additional card in his Action Bar.

Stealth: At the start of Zomm's turn, if he has no adjacent enemies, he is **stealthed** (*has [Physical] +1 and enemies can't react*) while he has this ability and doesn't move more than 1 space this turn.

Action Bar Cards

Air Drop, T0R1

Instant

Play only if this character has **flight**. <p> Teleport target character up to 2 spaces.

Ambush, T0, Rogue

Instant, Assassination

Play only if this character is **stealthed**. <p> This character's next attack this turn also has [Physical] +1 and "[Crit]: Damage +1."

Arcane Blast, T3R3M6, Mage

Attack (Arcane), Arcane

[Crit]: Damage +1. <p> This character may pay [T1] less to play this card while it's exhausted. If it does, remove this card from the game.

Arcane Flux, T1R3, Mage

Buff, Arcane

While attacking, if buffed character doesn't roll a [Crit] after initial rolls, rerolls, and die-changing effects have resolved, it must reroll all dice in that attack, keeping the result.

Recharge: Ready this card at the end of tick 5.

Arcane Infusion, T1R1, Mechanical

Buff

Upgrade: Target only a Mechanical ally. Remove this buff when buffed character rolls a [Crit] while attacking. <p> Buffed character's main attack becomes a [Magic] (Arcane) attack instead.

Arcane Shot, T0, Hunter

Instant, Marksmanship

This character's next [Physical] (Ranged) attack this turn becomes a [Magic] (Arcane) attack instead and also has "[Crit]: Ready Arcane Shot."

Avenger's Shield, T3R2M5, Protection Paladin

Attack (Holy), Protection

Protection Paladin Only

AOE: Target a space and choose 2 spaces adjacent to it and each other.

[Crit]: Add [T1] to each defender.

Avoidance, T0, Demon

React

Play only if this character or an adjacent ally is in the affected area of an enemy **AOE** attack. <p> This character and adjacent allies have [Armor] [Resist] +2 this turn.

Bear Form, T0, Druid

Instant Form, Feral, +1A +1H

Maul [T3R1P5] (Melee)

[Crit]: Damage +1.

Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Bear Necessities, T0, Beast

Instant

Choose one: Heal 1 damage from this character; remove a debuff from this character; or this character moves 1 space.

Bestial Fury, T1, Beast

Buff

Buffed character may reroll 1 die while attacking. <p> Enemies can't move buffed character, tick it up, or reduce its move.

Blessing of Kings, T2R2, Paladin

Buff, Protection

As this card is played, choose one: Buffed character has [Armor] +1; or buffed character has [Resist] +1.

Blessing of Might, T1R2, Paladin

Buff, Retribution

Buffed character may reroll up to 2 dice while making [Physical] attacks.

Blessing of Protection, T3, Paladin

React, Protection

Play only when a [Physical] attack targets this character or an adjacent ally. <p> Negate that ability.

Blind, T0R2, Rogue

Instant Debuff, Subtlety

Debuffed character has [Physical] [Magic] -1 and move -1. Remove this debuff at the end of tick 5/10.

Blink, T0, Mage

Instant, Arcane

This character teleports up to 2 spaces.

Blood Bond, T1R1, Demon

Heal

This character deals up to 3 damage to target ally and heals 1 damage from itself for each damage dealt.

Bolvar's Retribution, T2R2H4, Highlord Bolvar

Fordragon

Heal, Retribution

Highlord Bolvar Fordragon Only

When damage is healed this way, also deal that much damage to target enemy within [R2].

[Crit]: Subtract [T1] from Bolvar.

Boots of the Crimson Hawk, 2, Class HuSh

Equipment—Armor, Feet (1)

This character's die rolls of 9 are treated as [Crit] while attacking.

Boulder Toss, T3R3P5, Ogre

Attack (Ranged)

[Crit]: Move each defender 1 space.

Bracers of Nimble Thought, 1, Class MaPrLo

Equipment—Armor, Wrist (1)

When 1 or more enemy characters is destroyed by attack damage from this character, subtract up to [T1] from this character.

Breakthrough, T0, Warrior

Instant, Arms

This character can move through or into enemy-occupied spaces this turn. When it does, teleport that enemy 1 space.

Bulwark of Azzinoth, 2, Class PaWa

Equipment—Armor, Off-Hand (1)

This character has **protector** and **taunt**. <p> When an attack crits against this character, put an [Armor] +1 counter on this character. Remove that counter at the end of tick 10.

Buzzsaw, T2R1, Mechanical
Buff

Upgrade: Target only a Mechanical ally. Remove this buff when buffed character rolls a [Crit] while attacking. <p> At the end of buffed characters's turn, it may make a [R1P3] (Melee) attack.
[Crit]: Damage +1.

Cairne's Thunderclap, T1, Cairne Bloodhoof
Arms

Cairne Bloodhoof Only
Deal 2 damage to each adjacent enemy.

Call Blinky, T1, Hunter
Pet—Warp Stalker, Beast Mastery, 1A 1R 2H
Bite [T2R1P2] (Melee)

[Crit]: Damage +1.

Warp: If Blinky would make its natural move, it may teleport up to 2 spaces instead.

Call Bloodclaw, T2, Hunter
Pet—Raptor, Beast Mastery, 2A 2R 2H

Bite [T2R1P3] (Melee)

[Crit]: Damage +1.

Hunt: Bloodclaw has [Physical] +1 while attacking exactly one enemy who has no adjacent allies.

Call Fury, T3, Hunter
Pet—Tiger, Beast Mastery, 1A 3R 3H

Claw [T3R1P4] (Melee)

[Crit]: Damage +1.

Ferocity: Fury has move +1.

Call Misha, T1, REXXAR
Pet—Bear, Beast Mastery, 2A 2R 4H

REXXAR Only

Bite [T3R1P5] (Melee)

[Crit]: Misha may teleport adjacent to its master.

Call Old Bones, T3, Hunter
Pet—Bear, Beast Mastery, 2A 1R 4H

Claw [T3R1P3] (Melee)

[Crit]: Damage +1.

Protector: If an adjacent ally would be attacked by an enemy not adjacent to it, Old Bones may become a defender instead.

Care for a Pint?, T2, Chen Stormstout
Heal

Chen Stormstout Only

Heal 2 damage from this character. <p> Adjacent allies may play this card as though it were in their Action Bar (*healing themselves*).

Recharge: Ready this card at the end of tick 5.

Cat Form, T0, Druid
Instant Form, Feral, +1R

Claw [T2R1P4] (Melee)

[Crit]: Make a [P4] (Melee) attack against a defender.

Stealth: At the start of this character's turn, if it has no adjacent enemies, it is **stealthed** (*has [Physical] +1 and enemies can't react*) while it has this ability and doesn't move more than 1 space this turn.

Chain Heal, T2R2H3, Shaman
Heal, Restoration

After this heal, make a [H2] heal affecting a second ally adjacent to the first target, then a [H1] heal affecting a third ally adjacent to the second ally.
<p> All three heals have "[Crit]: Heal +1."

Chain Lightning, T3R2M5, Shaman
Attack (Nature), Elemental

After this attack, make a [M4] attack against a second enemy adjacent to the first defender, then a [M3] attack against a third enemy adjacent to the second defender. <p> All three attacks have "[Crit]: Damage +1."

Charge, T0, Warrior

Instant, Arms

This character has move +1 this turn. <p> Add [T1] to the next adjacent enemy this character attacks this turn.

Cleanse, T0R3, Paladin

Instant, Holy

Remove a debuff or counter from target ally.

Recharge: Ready this card at the end of tick 5.

Cleave, T0, Warrior

Instant, Fury

This character's next (Melee) attack this turn may target a second enemy adjacent to the first defender and this character.

Cold Blood, T0, Rogue

Instant, Assassination

During this character's next attack this turn, change 1 die roll to a [Crit].

Cornered, T0, Beast

React

Play only when an attack targets this character. <p> The attacker has [Physical] [Magic] -2 this attack.

Corruption, T2R3, Warlock

Debuff, Affliction

At the end of ticks 5/10, deal 2 damage to debuffed character.

Recharge: Ready this card at the end of tick 5.

Counterspell, T3R3, Mage

React, Arcane

Play only when an enemy within range plays a non-[Physical] ability. <p> Negate that ability.

Crab Walk, T0, Sea Creature

Instant

This character has move +1 and can move through enemies this turn.

Crusader Aura, T0, Paladin

Instant, Retribution

Allies have move +1 this tick. (*This character counts as an ally.*)

Curse of Agony, T1R3, Warlock

Debuff—Curse, Affliction

At the end of ticks 5/10, put a pain counter on debuffed character, and then it takes 1 damage for each pain counter on it. (*Pain counters are removed when this debuff is removed.*)

Curse of Culuthas, T1R3, Demon

Debuff—Curse

This debuff may target an ally (*including this character*). If it does, heal 2 damage from this character. <p> At the end of ticks 5/10, debuffed character takes 1 damage.

Curse of Weakness, T0R3, Warlock

Instant Debuff, Affliction

Debuffed character has [Physical] [Magic] -1. Remove this debuff at the end of tick 10.

Dark Portal, T2, Demon

1H

Put a portal counter with 1 [Health] on this character's space. Allies (*including this character*) may spawn on this counter's space. <p> This counter follows all rules for totems (*but it isn't a totem*).

Death Blow, T0R1

Instant

Deal 1 damage to target enemy with remaining [Health] 1.

Death Coil, T1R2, Warlock

Affliction

Deal 1 damage to target enemy and move it 1 space away from this character. <p> Heal 1 damage from this character.

Deep Thunder, 2, Class DkPaShWa

Equipment—Weapon, Two-Handed (1)

When a character rolls no successes while defending against one of this character's (Melee) attacks, add [T1] to that defender.

Demonic Curse, T1R2, Demon

Debuff

At the end of ticks 5/10, deal 1 damage to debuffed character and each of its adjacent allies.

Demon's Last Stand, T1, Demon

At the start of this character's next turn, it makes a [MX] (Shadow) attack against all adjacent enemy characters, where X is this character's remaining [Health]. Then, destroy this character.

Disarm, T0R1, Warrior

Instant, Protection

Put a [Physical] [Magic] -1 counter on target character. Remove that counter at the end of tick 5/10. <p> Exhaust a Weapon card in the target's Action Bar.

Dispel Magic, T1R2, Priest

Discipline

Remove a buff, debuff, or counter from target character.

Distract, T0R3, Rogue

Instant, Subtlety

Move target enemy 1 space.

Distracting Shot, T0, Hunter

Instant—Aggro, Marksmanship

After this character's next attack this turn, move each defender 1 space.

Dodge, T1

React

Play only when an attack targets this character. <p> This character has [Armor] [Resist] +2 this attack.

Doom, T1R2, Varimathras

Debuff, Affliction

Varimathras Only

At the end of ticks 5/10, deal 2 damage to debuffed character. <p> When debuffed character is destroyed, deal 2 damage to each of its allies within [R2] of it.

Doomfinger, 3, Class MaPrLo

Equipment—Weapon, Main Hand (1)

Channel [T1]

[T2R3] >>> Deal 1 damage to target enemy.

Earth Shock, T3R2, Shaman
React, Elemental

Play only when an enemy within range plays an ability other than a [Physical] attack. <p> Negate that ability, and deal 1 damage to that enemy.

Elemental Charge, T0, Elemental
Instant

This character's next attack this turn has [Physical] [Magic] +1 and can't be negated, redirected, or **taunted**.

Energy Leech, T0, Ethereal
React

Play only when an adjacent enemy rolls a [Crit] on any die roll. <p> Put a [Physical] [Magic] +1 counter on this character.

Entangling Roots, T2R3, Druid
Debuff, Balance

Put 3 root counters on debuffed character. <p> Debuffed character can't move until no root counters remain. At the end of its turn or when it takes damage, remove a root counter. <p> When the last counter is removed or debuffed character teleports, remove this debuff.

Evasion, T0, Rogue
React, Combat

Play only when an attack targets this character. <p> This character has [Armor] +3, and crit effects against it are negated this turn.

Execute, T1R1, Warrior
Fury

Destroy target enemy with remaining [Health] 2 or less.

Expose Armor, T0, Rogue
Instant, Assassination

Play only if this character has attacked this turn. <p> Put an [Armor] -1 counter on each enemy that defended this turn.

Recharge: Ready this card at the end of tick 5.

Fear, T2R2M8, Warlock
Attack (Shadow), Affliction

For each damage that would be dealt to a defender this way, move it 1 space away from this character instead.

Fear Generator, T1R1, Mechanical
Buff

Upgrade: Target only a Mechanical ally. Remove this buff when buffed character rolls a [Crit] while attacking. <p> When buffed character deals attack damage to an enemy adjacent to it, you may also move that enemy that many spaces away from buffed character.

Felsteel Boomstick, 2, Class HuRoWa
Equipment—Weapon, Ranged (1)

[T2R2-4P3] (Ranged)

[Crit]: Damage +1.

Loud: This character isn't and can't be **stealthed** while attacking with Felsteel Boomstick.

Fire Blast, T0R2M3, Mage
Instant Attack (Fire), Fire

[Crit]: Damage +1.

Flame Wave, T1R1M2, Demon
Attack (Fire)

Channel [T1]

This attack also affects enemies in the next 2 spaces beyond the initial target in a straight line from the attacker.

[Crit]: Damage +1.

Flamestrike, T3R2M6, Mage
Attack (Fire), Fire

AOE: Target a space and choose 2 spaces adjacent to it and each other.

[Crit]: Damage +1.

Flash of Light, T2R2H4, Paladin
Heal, Holy

[Crit]: Ready this card.

Fog of War, T0
Instant

Characters can target only adjacent allies and enemies this tick.

Frost Nova, T0, Mage
Instant, Frost

Add [T1] to each adjacent enemy.

Frostbolt Volley, T3R3M6, Ras Frostwhisper
Attack (Frost), Frost

Ras Frostwhisper Only

Add [T1] to a defender and each of its adjacent allies.

[Crit]: Deal 1 damage to a defender and each of its adjacent allies.

Gaze of Dread, T0, Undead
Instant

This character's next attack this turn also has "[Crit]: Move each defender up to 3 spaces away from this character." <p> If that attack doesn't crit, ready this card.

Gouge, T0R1, Rogue
Instant, Combat Combo

Add [T1] to target enemy.

Grounding Totem, T1, Shaman
Totem, Enhancement, 1H

When an ally on or adjacent to this totem is targeted by a [Magic] attack, this totem becomes a defender instead.

Hammer of Justice, T2R2, Paladin
Protection

Add [T2] to target enemy.

Hammer of Wrath, T2R2M5, Paladin
Attack (Holy), Holy

Target only a damaged enemy.

[Crit]: Damage +1.

Hamstring, T0R1, Warrior
Instant Debuff, Arms

Debuffed character has move -1. Remove this debuff at the end of tick 5/10.

Recharge: Ready this card at the end of tick 5.

Heal, T2R3H5, Priest
Heal, Holy

[Crit]: Remove a debuff from target ally.

Healing Potion, T0H2
Instant Heal—Item

[Crit]: Heal +1.

Healing Stream Totem, T0, Shaman
Instant Totem, Restoration, 1H

At the end of ticks 5/10, heal 1 damage from each ally on or adjacent to this totem.

Healing Wave, T3R2H5, Shaman
Heal, Restoration

[Crit]: Subtract [T1] from this character.

Heroic Strike, T0, Warrior
Instant—Aggro, Arms

Reroll up to 3 dice during this character's next (Melee) attack this turn.

Holy Nova, T3, Holy Priest
Holy

Holy Priest Only

Heal 2 damage from this character and each adjacent ally. Deal 2 damage to each adjacent enemy.

Hood of Primal Life, 0, Class DrSh
Equipment—Armor, Head (1)

This character may reroll 1 die while healing. (*Reroll only once per event.*)

Hunter's Mark, T0R4, Hunter
Instant Debuff, Marksmanship

Debuffed character isn't and can't be **stealthed**. <p> Allies making attacks with printed [R2] or more against debuffed character may reroll 1 die.

Ice Barrier, T1, Mage
React, Frost

Play only when an attack targets this character. <p> Prevent the next 2 damage that would be dealt to this character this attack.

Ice Block, T5, Mage
React Buff, Frost

Play only when an attack targets this character. <p> Remove any number of debuffs and counters from this character. Buffed character can't be damaged. Remove this buff at the start of buffed character's next turn.

Incinerate, T2R3M4, Warlock
Attack (Fire), Destruction

This attack has [Magic] +1 for each debuff on a defender.

[Crit]: Ready this card.

Intercept, T1R3, Warrior
React, Fury

Play only at the start of a tick before any characters have taken a turn. <p> Teleport this character to the nearest available space adjacent to target enemy and add [T1] to that enemy.

Intervene, T0R2, Warrior
React, Protection

Play only when an ally within range is targeted by an attack. <p> This character switches spaces with that ally and becomes a defender instead.

Kael'thas's Flamestrike, T2R2, Prince Kael'thas
Sunstrider
Fire

Prince Kael'thas Sunstrider Only

Place a flame counter in target space within range. <p> At the start of Kael'thas's next turn, he makes a [M8] (Fire) attack against all enemies on or adjacent to that counter.

[Crit]: Damage +1. (*Remove that counter after the attack or as Kael'thas leaves play.*)

Kelp Net, T0R1, Sea Creature
Instant
Put a move -1 counter on target enemy. Remove that counter at the end of tick 5/10.

Kick, T2R1, Rogue
React, Combat
Play only when an enemy within range plays a non-[Physical] ability. <p> Negate that ability, and deal 1 damage to that enemy.

Lacerate, T1R1, Druid
Debuff—Aggro, Feral
Play only if this character is in **Bear Form**. <p> Up to 5 Lacerates can affect a single character. <p> At the end of ticks 5/10, debuffed character takes 1 damage. <p>
Recharge: Ready this card at the end of tick 5.

Lesser Prayer of Healing, T1, Priest
Heal, Holy
Heal 1 damage from each ally (*including this character*).

Lycanthropy, T1R1, Worgen
Buff
Target only a non-Worgen ally. <p> Buffed character gains race: Worgen. During ticks 6–10, it has [Armor] [Resist] [Physical] [Magic] +1 and move +1.

Magma Totem, T2, Shaman
Totem, Elemental, 1H
At the end of ticks 5/10, make a [M4] (Fire) attack against all enemies on or adjacent to this totem. [Crit]: Damage +1.

Mana Potion, T0
Instant—Item
This character pays [T1] less to make its next [Magic] attack this turn. (*Pay a minimum of [T1].*)

Mark of the Wild, T2R2, Druid
Buff, Restoration
Buffed character may reroll 1 die any time it rolls dice. (*Reroll only once per event.*)
Recharge: Ready this card at the end of tick 5.

Mass Dispel, T2R2, Priest
Discipline
AOE: Target a space and choose 2 spaces adjacent to it and each other. <p> Remove any number of buffs, debuffs, and counters from all characters in the affected area.

Master Tactician, T0, Survival Hunter
Instant, Survival
Survival Hunter Only
During this tick, each ally may change 1 of its successes to a [Crit] while making its first attack. (*This character counts as an ally.*)

Mighty Gurgle, T0, Murloc
Instant
This character's next attack against exactly one defender this turn has [Physical] [Magic] +1 for each other Sea Creature ally adjacent to that defender.

Mind Blast, T2R3M5, Priest
Attack (Shadow), Shadow
[Crit]: Choose a defender and it exhausts 1 of its Action Bar cards.

Mind Flay, T1R3M2, Priest
Attack (Shadow), Shadow
Channel [T1]
Put a move -1 counter on each defender if it doesn't already have one. Remove that counter when this **channel** ends.

Mind-numbing Poison, T1R1, Rogue
Debuff—Poison, Assassination
Debuffed character pays [T1] more to play non-[Physical] abilities. Remove this debuff at the end of tick 10.

Misdirection, T1R1, Hunter
React, Survival
Play only when an attack targets only this character. <p> Target adjacent ally becomes a defender instead.

Mocking Blow, T2R1, Warrior
Arms
Target enemy takes 1 damage, then it must immediately attack this character if able. (*The target's controller chooses the attack and pays all costs.*)

Moonfire, T2R2M4, Druid
Debuff Attack (Arcane), Balance
[Crit]: Damage +1. <p> After the attack, attach this debuff to each defender. <p> At the end of ticks 5/10, debuffed character takes 1 damage.

Moonkin Form, T0, Balance Druid
Instant Form, Balance, +1A
Balance Druid Only
While this character and adjacent allies are attacking, their die rolls of 9 are treated as [Crit]. <p> This character can't play Restoration cards while in this form.

Mortal Strike, T0R1, Warrior
Instant Debuff, Arms
Deal 1 damage to debuffed enemy. <p> Debuffed character can't be healed.

Multi-Shot, T0, Hunter
Instant, Marksmanship
This character's next (Ranged) attack this turn may target a second enemy adjacent to the first defender (*and within that attack's range*).

Nightmare Blade, 2, Class DkHuPaRoWa
Equipment—Weapon, Main Hand (1)
This character may reroll 1 die while making (Melee) attacks. <p> This character's (Melee) attacks gain “[Crit]: Move each defender 1 space.”

Polymorph, T2R3, Mage
Debuff, Arcane
Add [T3] to debuffed character. Debuffed character loses all abilities and can't be targeted by its enemies until the start of its next turn. (*Remove this debuff as debuffed character's next turn starts.*)

Power Word: Fortitude, T1R3, Priest
Buff, Discipline
Buffed character gains [Health] +1.
Recharge: Ready this card at the end of tick 5.

Psychic Scream, T2M7, Priest
Attack (Shadow), Shadow
This attack affects all adjacent enemies. <p> For each damage that would be dealt to a defender this way, move it 1 space away from this character instead.

Purge, T0R3, Shaman
Instant, Elemental
Remove a buff or counter from target enemy.
Recharge: Ready this card at the end of tick 5.

Quick Reflexes, T0
React
Play only when an enemy ticks this character up. <p> Subtract that many [Tick] from this character. <p> This character can't be ticked up by enemies this turn.

Rain of Fire, T2R2M3, Warlock
Attack (Fire), Destruction
Channel [T1]
AOE: Target a space and choose 2 spaces adjacent to it and each other.
[Crit]: Damage +1.

Red Havoc Boots, 2, Class PaWa
Equipment—Armor, Feet (1)
Enemies must reroll 1 [Crit] while attacking this character. (*Reroll only once per event.*)

Rejuvenation, T2R2, Druid
Buff, Restoration
At the end of ticks 5/10, heal 2 damage from buffed character.

Revenge, T0R1P7, Warrior
React Attack (Melee), Protection
Play only if this character was attacked and took no damage this turn. <p> Target only an adjacent enemy.
[Crit]: Damage +1.

Rip to Shreds, T3R1P5, Beast
Attack (Melee)
After this attack, make this attack a second time against the same target.
[Crit]: Damage +1.

Rotten Eggs, T2, Arakkoa
Put an egg counter with 1 [Health] on this character's space. At the end of ticks 5/10, add [T1] to each enemy on or adjacent to this counter. <p> When an enemy destroys this counter, add [T1] to that enemy. <p> This counter follows all rules for totems (*but it isn't a totem*).

Sap, T2R1, Rogue
Subtlety
Play only if this character is **stealthed** and only once per game. <p> Add [T4] to target enemy.

Scroll of Strength, T0
Instant—Item
Reroll up to 2 dice during this character's next [Physical] attack this turn.

Searing Arrow, T2R∞M5, High Priestess Tyrande
Whisperwind
Attack (Fire), Discipline
High Priestess Tyrande Whisperwind Only
This card ignores line of sight.
[Crit]: Ready this card.

Serpent Sting, T2R4, Hunter
Debuff—Poison, Marksmanship
When debuffed character takes an action, deal 1 damage to it.

Shadow Word: Death, T1R2M4, Priest
Attack (Shadow), Shadow
If a defender survives this attack, deal 2 damage to this character.
[Crit]: Damage +1.

Shadow Word: Pain, T2R2, Priest
Debuff, Shadow
At the end of ticks 5/10, deal 2 damage to debuffed character. <p> When debuffed character is healed, deal 1 damage to it.

Shadowburn, T1R3M4, Destruction Warlock
Attack (Shadow), Destruction
Destruction Warlock Only
[Crit]: Damage +1. <p> Don't ready this card at the end of tick 10. Ready this card when this character destroys an enemy.

Shadowform, T0, Shadow Priest
Instant Form, Shadow, +1A
Shadow Priest Only
This character's (Shadow) attacks have [Magic] +1.
<p> This character can't play Holy cards.

Signet of Eternal Life, 0, Any
Equipment—Armor, Ring (2)
This character may reroll 1 die while defending.

Silk Bandage, T1R1H1
Heal—Item
Channel [T1]
[Crit]: Heal +1.

Sinister Strike, T0R1P2, Rogue
Instant Attack (Melee), Combat
[Crit]: Ready this card.

Snowsong, T0, Warchief Thrall
Instant, Enhancement
Warchief Thrall Only
Remove all counters and debuffs from Thrall that reduce or prevent his movement. <p> Thrall has move +2 and his move can't be reduced this turn.

Soulseeker, 3, Class DrMaPrShLo
Equipment—Weapon, Two-Handed (1)
This character's attacks gain "[Crit]: Destroy each defender with remaining [Health] 2 or less."

Spellsteal, T1R3, Mage
Arcane
Remove a buff or counter from target enemy and attach it to this character.

Sprint, T0, Rogue
Instant, Combat
This character has move +1 and moving doesn't break its **stealth** this turn.

Starfire, T4R2M8, Druid
Attack (Arcane), Balance
[Crit]: Add [T1] to each defender.

Static Charge, T1R3, Lady Vashj
Debuff, Elemental
Lady Vashj Only
When debuffed character takes an action, deal 1 damage to it and each of its adjacent allies.

Stoneclaw Totem, T0, Shaman
Instant Totem, Elemental, 2H
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Strength of Earth Totem, T0, Shaman
Instant Totem, Enhancement, 1H
Allies on or adjacent to this totem may reroll 1 die while making (Melee) attacks.

Sulfuras, Hand of Ragnaros, 4, Class DkPaShWa
Equipment—Weapon, Two-Handed (1)
When this character is dealt attack damage, the attacker takes 1 damage.
[T4R1P8] (Melee)
[Crit]: Make a [M3] (Fire) attack against a defender.

Summon Greater Water Elemental, T0, Lady Jaina Proudmoore
Instant Pet—Elemental, Frost, 1A 1R 1H
Lady Jaina Proudmoore Only
Frostbolt [T2R2M3] (Frost)
[Crit]: Damage +1.
Wave of Elementals: When Greater Water Elemental is destroyed, ready this card.

Summon Hukkril, T4, Warlock
Pet—Voidwalker, Demonology, 3A 1R 4H
Claw Attack [T3R1P2] (Melee)
[Crit]: Damage +1.
Taunt: As an adjacent enemy attacks, it must target one of its enemies with **taunt** if able.

Summon Jhuroon, T2, Demonology Warlock
Pet—Felguard, Demonology, 3A 2R 4H
Demonology Warlock Only
Cleave [T3R1P4] (Melee)
[Crit]: Make a [R1P3] (Melee) attack against a different enemy.

Summon Piztog, T2, Warlock
Pet—Imp, Demonology, 0A 0R 1H
Blood Pact: Other allies gain [Health] +1.
Phase Out: Enemies can't attack, target, or damage Piztog.

Summon Santuria, T2, Warlock
Pet—Succubus, Demonology, 1A 2R 1H
Seduce [T2R2] >>> Add [T1] to target enemy.

Sunder Armor, T0R1, Warrior
Instant Debuff—Aggro, Protection
Exhaust an Armor or Trinket card in debuffed character's Action Bar. <p> Debuffed character has [Armor] -1.

Swiftess Potion, T0
Instant—Item
This character has move +1 this turn.

Thunder Clap, T1, Warrior
Aggro, Arms
Add [T1] to each adjacent enemy. Add an additional [T1] to each adjacent enemy with honor 5 or less.

Tranquility, T1, Druid
Heal, Restoration
Channel [T1]
Make a [H1] heal affecting this character and each adjacent ally.
[Crit]: Heal +1.

Warp Strike, T3R3P5, Beast
Attack (Melee)
Before this attack, teleport this character adjacent to the target.
[Crit]: This character may teleport to any space.

Wrath of Air Totem, T0, Shaman
Instant Totem, Enhancement, 1H
Allies on or adjacent to this totem may reroll 1 die while playing [Magic] or [Heal] abilities. (*Reroll only once per event.*)

Wrath of the Prophet, T0, Prophet Velen
Instant Attack, Elemental
Prophet Velen Only
Make a [M3] (Nature) attack against each enemy adjacent to 1 or more of Velen's allies (*including Velen*).
[Crit]: Damage +1.

X-52 Rocket Helmet, 1, Any
Equipment—Armor, Head (1)
This character has **flight**. (*It ignores terrain move penalties and can move through enemies.*)

"You, Too, Shall Serve!", T1R3, Archmage Arugal
Arcane
Archmage Arugal Only
Play only during ticks 6–10. <p> End Arugal's turn, gain control of target non-**legendary** enemy, and immediately take a turn with it. Both that enemy and Arugal pay its costs for the turn.