



Garrosh Hellscream

Hero Power
Gain 2 Armor.

30



Thrall

Hero Power
Summon a random Totem.

30



Valeera Sanguinar

Hero Power
Equip a 1/2 Dagger.

30



Uther Lightbringer

Hero Power
Summon a 1/1 Silver Hand Recruit.

30



Rexxar

Hero Power
Deal 2 damage to the enemy hero.

30



Malfurion Stormrage

Hero Power
+1 Attack this turn. +1 Armor.

30



Gul'dan

Hero Power
Draw a card and take 2 damage.

30



Jaina Proudmoore

Hero Power
Deal 1 damage.

30



Anduin Wrynn

Hero Power
Restore 2 Health.

30



2



Armor Up!

Hero Power
Gain 2 Armor.

2



Totemic Call

Hero Power
Summon a random Totem.

2



Dagger Mastery

Hero Power
Equip a 1/2 Dagger.

2



Reinforce

Hero Power
Summon a 1/1 Silver Hand Recruit.

2



Steady Shot

Hero Power
Deal 2 damage to the enemy hero.

2



Shapeshift

Hero Power
+1 Attack this turn. +1 Armor.

2



Life Tap

Hero Power
Draw a card and take 2 damage.

2



Fireblast

Hero Power
Deal 1 damage.

2



Lesser Heal

Hero Power
Restore 2 Health.







3



Healing Touch

Restore 8 Health.

0



Moonfire

Deal 1 damage.

2



Mark of the Wild

Give a minion **Taunt** and
+2/+2. (+2 Attack/+2 Health)

3



Savage Roar

Give your characters **+2 Attack** this turn.

4



Swipe

Deal 4 damage to an enemy and 1 damage to all other enemies.

2



Wild Growth

Gain an empty Mana Crystal.

4



Polymorph

Transform a minion into a 1/1 Sheep.

3



Arcane Intellect

Draw 2 cards.

2



Frostbolt

Deal 3 damage to a character and **Freeze** it.







2



Ancestral Spirit

Choose a minion. When that minion is destroyed, return it to the battlefield.

2



Windfury

Give a minion **Windfury**.

0



Ancestral Healing

Restore a minion to full Health and give it **Taunt**.

6



Fire Elemental

Battlecry: Deal 3 damage.

6 5

1



Rockbiter Weapon

Give a friendly character +3 Attack this turn.

5



Bloodlust

Give your minions +3 Attack this turn.

3



Far Sight

Draw a card. That card costs (3) less.

3



Shadow Bolt

Deal 4 damage to a minion.

1



Blood Imp

Stealth. At the end of your turn, give another random friendly minion +1 Health.

Demon 1













Consecration

Deal 2 damage to all enemies.



Hammer of Wrath

Deal 3 damage. Draw a card.



Truesilver Champion

Whenever your hero attacks, restore 2 Health to it.



Charge

Give a friendly minion +2 Attack and **Charge**.



Rampage

Give a damaged minion +3/+3.



Heroic Strike

Give your hero +4 Attack this turn.



Fiery War Axe



Execute

Destroy a damaged enemy minion.



Arcanite Reaper

3

2

5

2































3



Acolyte of Pain

Whenever this minion takes damage, draw a card.

1 3

1



Argent Squire

Divine Shield

1 1

1



Angry Chicken

Enrage: +5 Attack.

1 Beast 1

1



Worgen Infiltrator

Stealth

2 1

1



Voodoo Doctor

Battlecry: Restore 2 Health.

2 1

2



Bloodmage Thalnos

Spell Damage +1.
Deathrattle: Draw a card.

1 1

3



King Mukla

Battlecry: Give your opponent 2 Bananas.

5 Beast 5

2



Novice Engineer

Battlecry: Draw a card.

1 1

6



Sylvanas Windrunner

Deathrattle: Take control of a random enemy minion.

5 5







6



Windfury Harpy

Windfury

4 5

4



Twilight Drake

Battlecry: Gain +1 Health for each card in your hand.

4 Dragon 1

3



Questing Adventurer

Whenever you play a card, gain +1/+1.

2 2

2



Ancient Watcher

Can't Attack.

4 5

4



Dark Iron Dwarf

Battlecry: Give a minion +2 Attack this turn.

4 4

4



Spellbreaker

Battlecry: Silence a minion.

4 3

2



Youthful Brewmaster

Battlecry: Return a friendly minion from the battlefield to your hand.

3 2

3



Coldlight Oracle

Battlecry: Each player draws 2 cards.

2 Murloc 2

2



Mana Addict

Whenever you cast a spell, gain +2 Attack this turn.

1 3



4



Ancient Brewmaster

Battlecry: Return a friendly minion from the battlefield to your hand.

5 4

2



Sunfury Protector

Battlecry: Give adjacent minions Taunt.

2 3

2



Crazed Alchemist

Battlecry: Swap the Attack and Health of a minion.

2 2

4



Old Murk-Eye

Charge. Has +1 Attack for each other Murloc on the battlefield.

2 4

Murloc

2



Acidic Swamp Ooze

Battlecry: Destroy your opponent's weapon.

3 2

6



Argent Commander

Charge, Divine Shield

4 2

2



Pint-Sized Summoner

The first minion you play each turn costs (1) less.

2 2

1



Secretkeeper

Whenever a **Secret** is played, gain +1/+1.

1 2

2



Mad Bomber

Battlecry: Deal 3 damage randomly split between all other characters.

3 2





Tinkmaster Overspark

Battlecry: Transform a minion into a 5/5 Devilsaur or a 1/1 Squirrel at random.



Warsong Commander

Whenever you summon a minion with 3 or less Attack, give it **Charge**.



Mind Control Tech

Battlecry: If your opponent has 4 or more minions, take control of one at random.



Arcane Golem

Charge. Battlecry: Give your opponent a Mana Crystal.



Cabal Shadow Priest

Battlecry: Take control of an enemy minion that has 2 or less Attack.



Defender of Argus

Battlecry: Give adjacent minions +1/+1 and **Taunt**.



Gadgetzan Auctioneer

Whenever you cast a spell, draw a card.



Loot Hoarder

Deathrattle: Draw a card.



Abomination

Taunt. Deathrattle: Deal 2 damage to ALL characters.



2



Lorewalker Cho

Whenever a player casts a spell, put a copy into the other player's hand.

0 4

3



Demolisher

At the start of your turn, deal 2 damage to a random enemy.

1 4

3



Coldlight Seer

Battlecry: Give ALL other Murlocs +2 Health.

2 Murloc 3

12



Mountain Giant

Costs (1) less for each other card in your hand.

8 8

6



Cairne Bloodhoof

Deathrattle: Summon a 4/5 Baine Bloodhoof.

4 5

6



Gelbin Mekkatorque

Battlecry: Summon an AWESOME invention.

6 6

4



Leeroy Jenkins

Charge. Battlecry: Summon two 1/1 Whelps for your opponent.

6 2

2



Eviscerate

Deal 2 damage. **Combo:** Deal 4 damage instead.

2



Betrayal

An enemy minion deals its damage to the minions next to it.







0



Shadowstep

Return a friendly minion to your hand. It costs (2) less.

0



Preparation

The next spell you cast this turn costs (3) less.

2



Wrath

Choose One - Deal 3 damage to a minion; or 1 damage and draw a card.

3



Mark of Nature

Choose One - Give a minion +4 Attack; or +4 Health and Taunt.

4



Soul of the Forest

Give your minions "Deathrattle: Summon a 2/2 Treant."

2



Power of the Wild

Choose One - Give your minions +1/+1; or Summon a 3/2 Panther.

1



Naturalize

Destroy a minion. Your opponent draws 2 cards.

2



Dire Wolf Alpha

Adjacent minions have +1 Attack.

2

Beast

2

5



Nourish

Choose One - Gain 2 Mana Crystals; or Draw 3 cards.

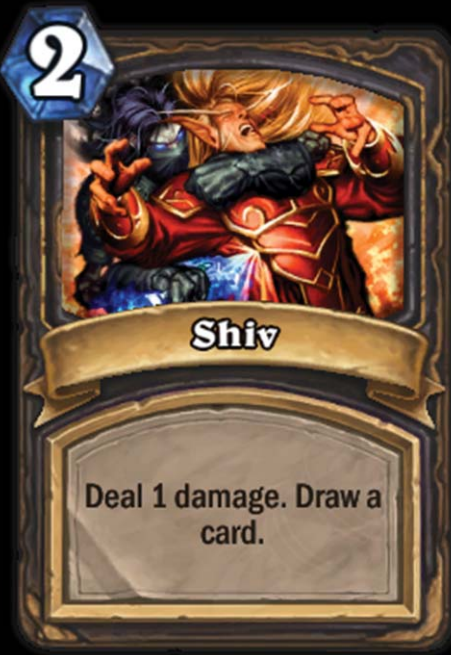




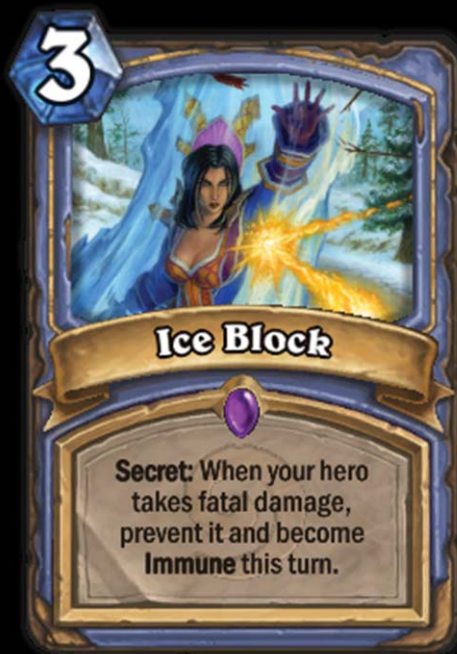






























4



Arathi Weaponsmith

Battlecry: Equip a 2/2 weapon.

3 **3**

5



Gurubashi Berserker

Whenever this minion takes damage, gain +3 Attack.

2 **7**

1



Whirlwind

Deal 1 damage to ALL minions.

2



Armorsmith

Whenever a friendly minion takes damage, gain 1 Armor.

1 **4**

1



Shieldbearer

Taunt

0 **4**

5



Brawl

Destroy all minions except one. (chosen randomly)

4



Mortal Strike

Deal 4 damage. If your hero has 12 or less Health, deal 6 damage instead.

1



Upgrade!

If you have a weapon, give it +1/+1. Otherwise equip a 1/3 weapon.

1



Shield Slam

Deal 1 damage to a minion for each Armor you have.



7



Gorehowl

Attacking a minion costs 1 Attack instead of 1 Durability.

7 1

3



Raging Worgen

Enrage: Windfury and +1 Attack

3 3

8



Grommash Hellscream

Charge. Enrage: +6 Attack

4 9

2



Murloc Tidehunter

Battlecry: Summon a 1/1 Murloc Scout.

2 1

Murloc

3



Murloc Warleader

ALL other Murlocs have +2/+1.

3 3

Murloc

1



Grimscale Oracle

ALL other Murlocs have +1 Attack.

1 1

Murloc

1



Murloc Tidecaller

Whenever a Murloc is summoned, gain +1 Attack.

1 2

Murloc

2



Patient Assassin

Stealth. Destroy any minion damaged by this minion.

1 1

2



Scavenging Hyena

Whenever a friendly Beast dies, gain +2/+1.

2 2

Beast















1

Savagery

Deal damage equal to your hero's Attack to a minion.

2

Sap

Return an enemy minion to your opponent's hand.

3

Dalaran Mage

Spell Damage +1

1 **4**

6

Priestess of Elune

Battlecry: Restore 4 Health to your hero.

5 **4**

4

Ancient Mage

Battlecry: Give adjacent minions **Spell Damage +1**.

2 **5**

10

Sea Giant

Costs (1) less for each other minion on the battlefield.

8 **8**

4

Windspeaker

Battlecry: Give a friendly minion **Windfury**.

3 **3**

3

Blood Knight

Battlecry: All minions lose **Divine Shield**. Gain +3/+3 for each Shield lost.

3 **3**

4

Auchenai Soulpriest

Your cards and powers that restore Health now deal damage instead.

3 **5**



















1



Hungry Crab

Battlecry: Destroy a Murloc and gain +2/+2.

1 Beast 2

2



Bloodsail Raider

Battlecry: Gain Attack equal to the Attack of your weapon.

2 Pirate 3

2



Knife Juggler

After you summon a minion, deal 1 damage to a random enemy.

3 2

2



Wild Pyromancer

After you cast a spell, deal 1 damage to ALL minions.

3 2

2



Doomsayer

At the start of your turn, destroy ALL minions.

0 7

4



Dread Corsair

Taunt. Costs (1) less per Attack of your weapon.

3 Pirate 3

2



Faerie Dragon

Can't be targeted by Spells or Hero Powers.

3 Dragon 2

5



Captain Greenskin

Battlecry: Give your weapon +1/+1.

5 Pirate 4

1



Bloodsail Corsair

Battlecry: Remove 1 Durability from your opponent's weapon.

1 Pirate 2



4



Violet Teacher

Whenever you cast a spell, summon a 1/1 Violet Apprentice.

3 5

3



Southsea Captain

Your other Pirates have +1/+1.

3 Pirate 3

2



Millhouse Manastorm

Battlecry: Enemy spells cost (0) next turn.

4 4

10



Deathwing

Battlecry: Destroy all other minions and discard your hand.

12 Dragon 12

3



Animal Companion

Summon a random Beast Companion.

2



Commanding Shout

Your minions can't be reduced below 1 Health this turn. Draw a card.

2



Master Swordsmith

At the end of your turn, give another random friendly minion +1 Attack.

1 3

8



Gruul

At the end of each turn, gain +1/+1.

7 7

6



Hogger

At the end of your turn, summon a 2/2 Gnoll with Taunt.

4 4





