



DESIGNED BY Blizzard Entertainment
GENRE Collectible Card Game
PLATFORMS Windows and Mac PCs; Windows, iOS, and Android™ tablets; iOS and Android phones
WEBSITE www.TheWitchwood.com

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Darkness lurks within *The Witchwood™*, the new expansion for Blizzard Entertainment's smash-hit digital card game *Hearthstone®*. Players join Gilneas' most cunning and courageous heroes as they venture into the haunted forest to hunt down monsters and outwit witches to claim their bounty in the form of **135 hair-raising cards**, complete with some uncanny new gameplay mechanics.

The Witchwood is full of danger, so be prepared! Simply log in to claim a free **random class Legendary card** and **three The Witchwood card packs**.

FRIGHTENING DECK BUILDING CHALLENGES AWAIT

- **HAUNTING NEW KEYWORD: ECHO** – Exemplifying the spooky feel of the set, cards with the **Echo** keyword create a copy of themselves in the player's hand when played. These ghastly copies can be played again and again (as long as the player has enough mana!) before disappearing at the end of the turn.
- **EVEN/ODD COST CARDS** – Several minions in *The Witchwood* reward you for building a deck using only even- or odd-cost cards, including two neutral Legendary minions:
 - **Genn Greymane**: If your deck has only **even-cost cards** at the start of the game, your starting Hero Power costs one mana.
 - **Baku the Mooneater**: If your deck has only **odd-cost cards** at the start of the game, your Hero Power is upgraded.
- **WORGEN CARDS** – Gilneans can transform between their human and wolf-like worgen forms, and so can some of the cards in *The Witchwood*. Each turn a worgen card is in a player's hand, its Attack and Health are swapped, creating opportunities to play the card at just the right time.
- **RUSH YOUR FOES** – When played, minions with the new **Rush** keyword can attack other minions immediately, but can't attack the enemy Hero until the following turn.

MONSTERS VERSUS MONSTERS

Normally, a city surrounded by monsters would be a cause for panic . . . but Gilneas is no ordinary city, and the Gilneans are no ordinary people. Inflicted with the worgen curse, Gilneans have the means to transform into ferocious beasts and take back the forest from its twisted denizens, who have been led astray by an orc shaman known as Hagatha the Witch.

In *The Witchwood's* exhilarating single-player mode, **Monster Hunt**, Gilneas' greatest heroes are called to cleanse the forest of this darkness. Similar to the Dungeon Run mode from *Kobolds & Catacombs*, players will defeat bosses and collect their bounties to build a deck that will keep them alive as they venture deeper and deeper into *The Witchwood*.

Monster Hunt will release on Thursday, April 26.



RING IN THE YEAR OF THE RAVEN

The Witchwood marks the beginning of a brand-new *Hearthstone* Year: **The Year of the Raven**! Each *Hearthstone* Year ushers in a fresh set of cards for the **Standard format**, drastically changing the meta and leading to more exploration and different deck types.

The following card sets are now exclusive to Wild: *Whispers of the Old Gods*, *One Night in Karazhan*, and *Mean Streets of Gadgetzan* (these card packs can still be purchased via the [Blizzard Shop](#)).

In celebration of the new *Hearthstone* year, the feisty dryad **Lunara** has embarked on her newest journey as a Druid Hero in *Hearthstone*! Players who win 10 games in the updated Standard format once the Year of the Raven has begun will earn Lunara, first daughter of Cenarius!