



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 latest expansion for Blizzard Entertainment's smash-hit digital card game *Hearthstone*®. Players are invited to 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 **new single-player mode: Monster Hunt**.

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 Hagatha the Witch, a wicked orc shaman who binds and controls the elements to harness their destructive power.

In *The Witchwood*'s exhilarating single-player mode, **Monster Hunt**, Gilneas' greatest heroes are called to cleanse the forest of this darkness. Players will defeat bosses and collect their bounties to build a deck filled with powerful allies, tools of survival, and awe-inspiring treasures as they venture deeper and deeper into the Witchwood.

CHOOSE BETWEEN FOUR DIFFERENT MONSTER HUNTERS:

- **TRACKER** – Drawing upon the cunning and resourceful Rogue class, **Tess Greymane** salvages useful remnants from the battlefield, turning anything at hand into a deadly weapon. Her Hero Power, **Scavenge**, allows players to Discover a class spell that's already been cast this game.
- **CANNONEER** – Armed with the might of the Warrior class, **Darius Crowley** utilizes cannons that make him a formidable foe to those who threaten the townsfolk. His Hero Power is **Fire!**, which fires all of his cannons on the board. If a cannon kills a minion, it is instantly reloaded, ready to be fired again the same turn!
- **HOUNDMASTER** – With all the ferocity of the Hunter class, **Houndmaster Shaw** and his prize hounds, Princess, Butch, and Bubba, are the stuff of legend in Gilneas' underworld. With the Hero Power **Dog Whistle**, Shaw leads his hounds into battle by overwhelming the enemy with sheer numbers. Shaw's bloodhounds have **Rush**, making them capable of immediately attacking enemy minions.
- **TIME TINKER** – Well-versed in magics forbidden to most members of the Mage class and unafraid to use them, **Toki**, **Time Tinker** throws caution—and time—to the wind. Her Hero Power, **Temporal Loop**, grants players the ability to start their turn over! Don't like how your last turn went? Rewind time and try again!

Players can complete a series of four Monster Hunt quests—one for each Monster Hunter—each rewarding the player with a free *The Witchwood* card pack after defeating 10 monsters.

FACE THE WITCH OF THE WOOD—AND YOUR NEMESIS!

What's a hero without a villain? Although players can choose to play as any Monster Hunter, each of the four has their own unique **nemesis** that must be defeated to progress into the heart of the Witchwood.



As players defeat each nemesis, they get closer to unlocking the final battle against **Hagatha the Witch**. Only the most daring and tenacious heroes are capable of vanquishing the darkness within the woods, and those who succeed will earn their tantalizing bounty: The **Monster Hunt** card back.