



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 *Hearthstone*®, Blizzard Entertainment's smash-hit digital card game. Players are invited to join Gilneas' most cunning and courageous heroes in the **new, free single-player mode: Monster Hunt**. Every hero needs a villain, and the villains in Monster Hunt are unlike any challenge players have ever faced.

THE MONSTER HUNTERS AND THEIR PREY

Our Monster Hunters will hack their way through seven random encounters of escalating difficulty before they encounter their own personal nemesis—a formidable foe that stands between them and the menace infecting the dark heart of the Witchwood.

The Tracker vs. Captain Shivers

Tess Greymane is an elite and well-equipped rogue who excels at tracking down her enemies and using their own tricks against them. Her nemesis, **Captain Shivers**, is a ghastly pirate captain who haunts Gilneas' shores. Steel yourself! Captain Shivers is always armed to the teeth, as his Hero Power, **Plunder**, draws a weapon from his deck.

The Cannoneer vs. Lord Godfrey

Darius Crowley is a fierce warrior and capable military commander with a predilection for heavy artillery, preferring to overwhelm the twisted creatures of the forest with sheer firepower. Crowley's nemesis is the lord of Shadowfang Keep, **Lord Godfrey**. When it comes to Crowley, Lord Godfrey would rather shoot first and ask questions later. His **Pistol Barrage** Hero Power deals two damage to a minion—and those next to it.

The Houndmaster vs. Glinda Crowskin

Houndmaster Shaw and his prized hounds are on the hunt, eager to sniff out and destroy the monsters that have twisted the forest. The hounds will need to use their teeth as well as their noses once they track down Shaw's nemesis: **Glinda Crowskin**, the main lieutenant of Hagatha's vile cult. Hiding behind her loyal minions, Glinda's Hero Power—**False Heart**—makes her Immune if there's a minion on the board.

The Time-Tinker vs. Infinite Toki

Toki, Time-Tinker is a clever gnome who has mastered the forbidden arcane art of time manipulation. Her nemesis is . . . herself! From the future! *From the future?* **Infinite Toki**, intent on proving that the present-day (??) Toki is far too clever for her own good, has decided to end herself (???). *Only one can win*. Infinite Toki's Hero Power is **Chronoacceleration**, which gives a friendly minion Mega-Windfury. Unfortunately for the minion, it dies, exhausted, at the end of the turn. Weaponized time paradoxes come at a steep price.

THE WITCH OF THE WOOD

As players defeat each nemesis, they get closer to the climactic final battle against **Hagatha the Witch**. She's a formidable foe, with 100 health, exclusive (and certifiably OP) cards, and a passive Hero Power that adds a random Shaman spell to her hand every time she plays a minion. Too powerful to overcome alone, Gilneas' heroes must come together in an epic face-off for the future of the Witchwood—and Gilneas itself.

Players begin the final grueling battle as Houndmaster Shaw, equipped with his Hero Power and a powerful passive ability of their choice. The other Monster Hunters start in the opening hand as Hero Cards, ready to



be played at just the right moment. When played, they join the fray, bringing their Hero Power and granting a variety of game-changing bonuses including additional passive abilities to choose from.

Only the most daring and tenacious heroes will be able to vanquish the darkness within the Witchwood, and those who succeed will be rewarded with a tantalizing bounty: the **Monster Hunt** card back.