

Fields of Honor[™] Frequently Asked Questions

Last updated June 5, 2009

Compiled by Paul Ross, with contributions from Dave DeLaney and Edwin Teh

This set is legal for sanctioned Constructed play from July 10, 2009.

1. New character keywords

- **Escape Artist**

Mayla Finksputter, 3, Alliance, Ally—Gnome Mage, 3 [Arcane] ATK / 1 Health (Honor-109C)

Escape Artist (When this ally becomes targeted by an opposing card or effect, you may put it into its owner's hand.) <p> When Mayla leaves play, you may draw a card.

Example: *There are three Maylas in your party. Your opponent attacks one with an ally with 1 ATK. This doesn't target Mayla, so her **escape artist** power doesn't trigger. After that combat concludes, Mayla is destroyed by fatal damage, and you choose to draw a card as she leaves play. Later, your opponent targets another Mayla with *Touch of the Arcane*, triggering her **escape artist** power. You choose to put her into your hand and draw another card. Then, with *Touch of the Arcane* still on the chain, you *Spell Ricochet* it onto your remaining Mayla, triggering her **escape artist** power (because your opponent still controls the *Touch of the Arcane*, even though you chose the new target). You choose to put her into your hand and draw another card. Finally, *Touch of the Arcane* tries to resolve, but is interrupted because its target is no longer legal. Your opponent draws no cards.*

Spell Ricochet, 2, Instant Ability—Arcane Protection (Drums-105C)

You may change the target of an ability card with a single target.

Touch of the Arcane, 3, Mage, Instant Ability—Arcane (Legion-53C)

Your hero deals 1 arcane damage to target hero or ally. Draw a card for each damage dealt this way.

- **Find Treasure**

Darok Steelstrike, 3, Alliance, Ally—Dwarf Rogue, 4 [Melee] ATK / 2 Health (Honor-96C)

Find Treasure (When this ally enters play, you may draw a card. If you do, discard a card.)

Example: *When Darok Steelstrike enters play under your control, you have the option to draw a card. If you do, you must discard a card. No player gets priority between you drawing and discarding.*

- **Will of the Forsaken**

Charkov, 5, Horde, Ally—Undead Priest, 3 [Shadow] ATK / 4 Health (Honor-123C)

Will of the Forsaken (This ally can't leave play unless it has fatal damage or 0 health.)

When Charkov enters play, each player puts an ally from his party into its owner's hand.

Sivandra Darklust, 3, Horde, Ally—Undead Warlock, 3 [Shadow] ATK / 3 Health (Honor-146C)

Will of the Forsaken (This ally can't leave play unless it has fatal damage or 0 health.)

When Sivandra enters play, draw a card, then destroy an ally in your party.

Example: *Late in a game, your opponent controls one ally and you control none. You play Sivandra Darklust and draw a card, but she can't be destroyed because she can't leave play. Next, you play Charkov. Your opponent must put his ally into his hand, but neither of your allies can leave play. You can't pay costs requiring you to destroy either of your allies or otherwise remove them from play. If either of your allies is *Hibernated*, it enters your resource row (because that's not leaving play).*

Hibernate, 2, Druid, Instant Ability—Balance (Drums-23C)

Put target non-token ally into its owner's resource row face down, then exhaust it.

2. Specific cards

Adam Eternum, 3, Alliance, Ally—Human Warrior, Unique, 5 [Melee] ATK / 3 Health (Honor-92R)

Pay (2) or remove an honor counter from a card you control >>> Remove Adam from the game. Put him into play at the start of the next turn.

This power can be used only while Adam is in play. As part of Adam leaving play, any counters or damage on him are removed, all of his attachments are destroyed, he becomes an illegal target to any links targeting him, and he is removed from any combat. He returns to play only if he was removed from the game and remained in that zone continuously until his return. He returns to play ready, but unable to attack that turn (unless he somehow gains ferocity).

Backlash, 2, Warlock, Instant Ability—Destruction Talent (Honor-68R)

Destruction Hero Required

Ongoing: [Activate] >>> If an opposing hero or ally dealt damage to your hero this turn, draw a card.

That opposing hero or ally need not be in play as this effect resolves. Backlash need not have been in play as that damage was dealt.

Bangle of Endless Blessings, 12, Item, Trinket (2) (Honor-165R)

When Bangle of Endless Blessings enters play, put each face-down resource into its owner's hand. <p> Players can't place resources face down.

The only resources that can be placed are face-up locations and face-up quests.

Blackened Spear, 4, Horde, Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 1 Strike (Honor-185R)

Blackened Spear has +1 ATK if an ally with arcane torrent is in your party. This is also true for berserking, hardiness, war stomp, and will of the forsaken.

Count each keyword only once, for a maximum of +5 ATK. An ally with two different applicable keywords counts twice.

Blackout Truncheon, 2, Instant Weapon—Mace, Melee (1), 3 ATK, 2 Strike (Honor-171R)

When Blackout Truncheon enters play, exhaust target hero or ally. That character can't ready during its controller's next ready step.

That character can't ready even if Blackout Truncheon has left your party or lost its powers.

Blind Faith, 3, Priest, Ability—Discipline (Honor-47R)

Ongoing: At the start of your turn, you may discard your hand. If you do, reveal the top three cards of your deck. Put a revealed ability card into hand and the rest on the bottom of your deck.

You may successfully discard an empty hand.

Blood Frenzy, 1, Warrior, Ability—Arms Talent (Honor-76R)

Arms Hero Required

Ongoing: Heroes and allies in your party have +1 ATK while in combat with heroes and allies with an attachment.

Characters in your party have only +1 ATK while in combat with a character with multiple attachments. If you control two copies of Blood Frenzy, applicable characters have +2 ATK, and so on.

Bulwark of the Amani Empire, 4, Armor—Shield, Off-Hand (1), 3 DEF (Honor-155R)

Bulwark of the Amani Empire can prevent damage that would be dealt to allies in your party.

This can only prevent damage from a single packet as usual but, unusually, it can be a packet that would deal damage to an ally in your party. It can also prevent damage that would be dealt to your hero as usual.

Burgle, 7, Rogue, Instant Ability—Subtlety Combo (Honor-54R)

Target any number of opposing abilities, allies, and equipment. You control them until the end of your turn.

You will usually play Burgle during an opponent's turn, and its modifier will last until your next turn's wrap-up step. Burgle doesn't ready any cards.

Call to Arms: Alterac Valley, Quest—Battleground (Honor-187C)

Pay (4) to complete this quest. <p> Reward: Draw a card. You pay (4) less to complete your next quest this turn. You may add an honor counter to a Battleground card you control.

If you complete one of these quests in response to another one (paying (4) for each), you pay (8) less to complete your next quest, and so on.

Concentration Aura, 2, Paladin, Instant Ability—Holy, Aura (1) (Honor-42U)

Ongoing: Your ability cards are instant and can't be interrupted.

This modifier doesn't apply until Concentration Aura is in play.

Cremate, 1, Warlock, Ability—Destruction (Honor-69C)

Your hero deals 2 fire damage to target hero or ally. If that character would be destroyed this turn, remove it from the game instead.

If that character would be destroyed by any means this turn, remove it from the game instead. It isn't destroyed and doesn't enter a graveyard.

Defusing the Threat, Quest (Honor-192C)

If an opponent completed a quest this turn, pay (1) to complete this quest. <p> Reward: Draw a card.

Defusing the Threat need not have been in play as that quest was completed.

Dimzer the Prestidigitator, 5, Alliance, Ally—Gnome Warlock, 5 [Shadow] ATK / 6 Health (Honor-97R)

Gnome Hero Required <p> Escape Artist

When you play Dimzer or another ally, you may put 1 damage on it as it enters play. If you do, draw a card.

This power doesn't trigger off an ally entering play; it triggers off an ally being played. You choose whether or not to put 1 damage as that ally enters play. If you do, you draw a card before any player gets priority. If such an ally is interrupted, you can't draw a card because the "if you do" fails. If you control two Dimzers and play an ally, you can put 2 damage on it as it enters play and draw two cards. However, if that ally has 1 health, you can't draw a second card because you can't put more than fatal damage on it. Similarly, you can't put damage on an ally with printed health 0.

Dundee, 3, Hunter, Ally—Crocolisk, Pet (1), 4 [Melee] ATK / 4 Health (Honor-27R)

As each turn starts, prevent the next damage that Dundee would be dealt this turn.

Dundee's prevention modifier is created immediately as each turn starts, so there's no chance to respond with damage before it starts applying. It prevents the next packet of damage, not just the next 1 damage.

Elemental Weapons, 4, Shaman, Ability—Enhancement Talent (Honor-63R)

Enhancement Hero Required

Ongoing: Each of your weapons becomes a [Nature] weapon and has +X ATK, where X is its cost.

If you control two copies of Elemental Weapons, your weapons have +2X ATK, and so on. Applicable weapons are no longer [melee] weapons but they're still Melee (1) weapons if they were previously.

Endina the Hunted, 2, Alliance, Ally—Night Elf Druid, 2 [Melee] ATK / 2 Health (Honor-99C)

Protector <p> While Endina is exhausted, opposing heroes and allies can attack only Endina if able.

If Endina somehow becomes exhausted in response to a combat proposal, that proposal could be interrupted. However, if she exhausts to protect, it won't impact the legality of the current combat.

Everlasting Cold, 1, Mage, Ability—Frost (Honor-34C)

Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 frost damage to attached character, or 2 if that character didn't attack on its controller's last turn.

If Everlasting Cold is attached to your hero, you can attack with it each turn to avoid the extra frost damage, even if it has 0 ATK.

Firemaul of Destruction, 6, Two-Handed Weapon—Mace, Melee (1), 5 ATK, 3 Strike (Honor-172U)

You pay (3) less to strike with Firemaul of Destruction if an opposing card was destroyed this turn.

Firemaul of Destruction need not have been in play as that card was destroyed.

Frostwolf Insignia, 2, Horde, Item—Battleground, Trinket (2) (Honor-168U)

When you play a card, add an honor counter. If there are six or more on Frostwolf Insignia, destroy it. <p> When Frostwolf Insignia is destroyed this way, your hero heals 10 damage from target hero or ally.

Frostwolf Insignia adds an honor counter to itself every time you play a card, but destroys itself only if there are six or more honor counters on it as its triggered effect resolves. If something other than this effect adds an honor counter to it, nothing else happens.

Gladiator's Maul, 2, Druid, Arena Two-Handed Weapon—Mace, Melee (1), 1 ATK, 2 Strike (Honor-173R)

You can place the top card of your deck face down (as your one resource per turn).

Placing a resource from the top of your deck is otherwise identical to placing one from your hand. Unless otherwise specified, you can't look at it before deciding whether or not to place it. Once it's in your resource row, you can look at it as usual.

Gladiator's Sanctuary, 8, Druid, Arena Armor Set—Leather, 6 DEF (Honor-158E)

When you place a resource, you may put the top card of your deck into your resource row face down and ready. <p> [Activate] >>> Attach a Balance ability token with three wind counters to target hero or ally. That ability has "Ongoing: Attached character can't attack or protect. At the start of your turn, remove a wind counter. If none remain, destroy this ability."

The counters are put on that token rather than the host character to which it's attached. Such a token continues to function independently even if Gladiator's Sanctuary leaves your party or loses its powers.

Gnomeregan, Alliance, Location—City (Honor-206R)

Gnome Hero Required <p> Gnomes in your party are irradiated. (When this character deals combat damage to an ally that's not irradiated, it becomes irradiated.) <p> [Activate] >>> Destroy target irradiated ally.

Irradiated is a keyword power that characters can have. An ally in any party irradiated by this keyword's triggered effect stays irradiated until it leaves play. Such an ally can irradiate other allies even if there's no Gnomeregan in play.

Gromble the Apt, 2, Alliance, Ally—*Dwarf Hunter*, 1 [Ranged] ATK / 3 Health (Honor-100U)
Find Treasure (When this ally enters play, you may draw a card. If you do, discard a card.)
Your hero can be exhausted to pay costs as though it were a resource.

Your hero doesn't become a resource.

Grugthar Sharpblade, 1, Horde, Ally—*Orc Rogue*, 3 [Melee] ATK / 1 Health (Honor-130C)
At the start of your turn, choose a hero or ally in your party. Other characters can't attack this turn.

You can choose an untargetable character. Choosing a character that "can't attack" doesn't let it attack.

Hatchet Totem, 2, Shaman, Ability—*Enhancement*, Air Totem (1), 1 Health (Honor-64R)
Ongoing: When *Hatchet Totem* enters play, put an *Axe* weapon token into play with 4 [Melee] ATK, 1 strike cost, and Melee (1) if *Hatchet Totem* is in play. When *Hatchet Totem* leaves play, remove that *Axe* from the game.

Remove that *Axe* from the game even if *Hatchet Totem* has no powers as it leaves play.

Heartless, 3, Weapon—*Sword*, Melee (1), 3 ATK, 3 Strike (Honor-174U)
Your hero has dual wield.
Put 1 damage on an ally in your party >>> You pay (1) less the next time you strike with *Heartless* this turn.

You can't put more than fatal damage on a character.

Heartrazor, 2, Rogue, Weapon—*Dagger*, Melee (1), 2 ATK, 1 Strike (Honor-175U)
(1), Destroy *Heartrazor* >>> Target hero can't deal damage this turn.

This modifier stops that hero from dealing any damage this turn, including unpreventable damage.

Hellforged Halberd, 7, Alliance, Two-Handed Weapon—*Polearm*, Melee (1), 5 ATK, 1 Strike (Honor-184R)
You pay (1) less to play *Hellforged Halberd* if an ally with diplomacy is in your party. This is also true for escape artist, inspiring presence, shadowmeld, and find treasure.

See *Blackened Spear*.

Hesriana, 3, Warlock, Ally—*Succubus Demon*, Pet (1), 2 [Shadow] ATK / 3 Health (Honor-73R)
When *Hesriana* enters play, you may remove target opposing ally from the game, and *Hesriana* has that card's printed powers while it remains removed from the game.

That card stays removed from the game unless something else moves it. If that doesn't happen, *Hesriana* has its printed powers until she leaves play. *Hesriana* can't activate unless she has been in her current party continuously since the start of her controller's most recent turn as usual. Gaining an "enters play" power this way does nothing because *Hesriana* has already entered play.

Holy Strike, 2, Paladin, Ability—*Retribution* (Honor-44C)
Your hero deals 2 melee damage and 2 unpreventable holy damage to target ally.

Your hero deals a total of 4 damage in two simultaneous packets to the same target.

Illiyan Moonblaze, 8, Alliance, Ally—*Night Elf Rogue*, Unique, 9 [Melee] ATK / 9 Health (Honor-102E)
At the start of your turn, each opponent destroys a [Horde] card he controls.

Opponents must destroy their Horde heroes if they control no other Horde cards in play.

Keldor the Lost, 3, Horde, Ally—Undead Warlock, Unique, 4 [Shadow] ATK / 3 Health (Honor-132R)
Pay (2) or remove an honor counter from a card you control >>> Interrupt target ally card. If you do, remove it from the game, and its owner puts it into his party at the start of his next turn.

That ally card briefly enters a graveyard as part of being interrupted before it's removed from the game. No player gets priority while it's in that graveyard. It returns to play only if it was removed from the game and remained in that zone continuously until its return. It returns to play ready, but unable to attack that turn (unless it has ferocity).

Kelm Hargunth, 8, Horde, Ally—Orc Warrior, Unique, 9 [Melee] ATK / 9 Health (Honor-133E)
When Kelm attacks, each opponent destroys an [Alliance] card he controls.

See *Illiyana Moonblaze*.

Kinivus the Focused, Alliance, Hero—Draenei Shaman (Enhancement), Alchemy/Engineering, 28 Health (Honor-3)
(3), Flip Kinivus >>> You can't discard cards this turn.

If you can't discard cards then you can't discard your hand, even if your hand is empty.

Larrington Zarus, 6, Alliance, Ally—Human Mage, 9 [Frost] ATK / 6 Health (Honor-106R)
When Larrington is destroyed while not an Undead, target opponent puts him into his party, and Larrington is also an Undead.

Larrington gains the Undead tag until he next leaves play.

Legendary Heroes, Quest (Honor-195C)
Pay (1) to complete this quest.
Reward: Draw a card unless target opponent turns his hero or one of his resources face down.

Turning a hero face down doesn't use its flip power (rather, doing so "wastes" it). Master heroes can't be turned face down.

Marundal the Kindred, 4, Alliance, Ally—Night Elf Druid, 4 [Arcane] ATK / 4 Health (Honor-108R)
Each ally has ATK and health equal to its cost, and can't gain or lose ATK or health.

An ally that can't lose health can still be damaged as usual.

Mist of Corrosion, 1, Priest, Ability—Shadow (Honor-48C)
Choose "ability," "ally," or "equipment." Target opponent destroys a card of that kind he controls unless he discards a card of that kind.

If target opponent doesn't control a card in play of the chosen kind, he may still discard a card of that kind, but he isn't forced to.

Morkad Sharptooth, 3, Horde, Ally—Orc Warlock, 5 [Fire] ATK / 3 Health (Honor-136C)
At the start of your turn, choose a hero or ally in your party. Other characters can't attack this turn.

Nazguk Sharptongue, 5, Horde, Ally—Orc Shaman, 7 [Frost] ATK / 5 Health (Honor-138R)
At the start of your turn, choose a hero or ally in your party. Other characters can't attack this turn.
(2), Destroy another ally in your party >>> Nazguk has ferocity this turn.

See *Grugthar Sharpblade*.

Omen of Clarity, 3, Druid, Ability—Restoration Talent (Honor-22R)

Restoration Hero Required <p> Ongoing: At the start of your turn, you may reveal the top card of your deck. If you do, you pay (2) less the next time you play or complete a card with that name this turn.

You usually draw the revealed card during your draw step. If you reveal a quest, you pay (2) less the next time you complete any quest with that name this turn, even if you don't place that revealed quest.

Pin, 1, Instant Ability—Marksmanship Subtlety Combo (Honor-88C)

Target player can't play allies this turn.

Pin can't interrupt an already-played ally card (and so you'll usually play it during the target's start phase). Instant allies can be played in response.

Piñata, 2, Item (Honor-166R)

Friendly allies can attack Piñata as though it were an opposing ally. <p> When Piñata defends, destroy it. If you do, draw two cards.

Piñata is not an ally. Its modifier lets each friendly ally attack Piñata even though Piñata is (a) not a character and (b) not opposed to that ally. It doesn't break any other rules. As usual, a protector opposed to the attacker may protect Piñata.

Plainsrunner Marun, 1, Horde, Ally—Tauren Druid, 1 [Melee] ATK / 1 Health (Honor-139C)

Ferocity (Can attack immediately.) <p> When Marun attacks, you pay (1) less to complete your next quest this turn.

For example, if you play Marun on your first turn, you can attack with him and then pay (0) to complete a quest that costs (1) to complete.

Plainswatcher Taro, 7, Horde, Ally—Tauren Warrior, 5 [Melee] ATK / 5 Health (Honor-140R)

Protector

While you control four or more cards in play with the same name, you may play Taro without paying his cost.

This counts tokens, but not face-down resources (because they have no name).

Planned Assault, 1, Hunter, Instant Ability—Survival (Honor-30R)

You can play target ability card from your graveyard this turn if able. If an ability card would enter your graveyard this turn, remove it from the game instead.

Playing a card from your graveyard is otherwise identical to playing it from hand. You can play the target card only if it has remained in your graveyard continuously since Planned Assault resolved. If it leaves your graveyard for any reason, it becomes a different card and can no longer be played from your graveyard this turn. As Planned Assault resolves, it's removed from the game directly from the chain.

While its replacement modifier applies, you can't destroy or discard an ability card to pay a cost.

Royal Guardian Jameson, 5, Alliance, Ally—Human Paladin, 4 [Melee] ATK / 5 Health (Honor-115R)

Protector <p> At the end of your turn, exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

This effect requires two target allies, the first of which must be ready and opposing.

Spark, 4, Shaman, Ability—Elemental (Honor-65U)

This turn, your hero has "Exhaust a card in play you control >>> This hero deals 1 fire damage to target hero or ally."

Cards in play you control include your hero and your resources. This fire damage is not dealt "with an ability" even if you exhaust an ability to pay this cost. Exhausting a card this way isn't activating it, so you can exhaust an ally regardless of how long it's been under your control.

Stormpike Insignia, 2, Alliance, Item—Battleground, Trinket (2) (Honor-167U)

When you play a card, add an honor counter. If there are six or more on Stormpike Insignia, destroy it. <p> When Stormpike Insignia is destroyed this way, your hero deals 5 frost damage to target hero or ally.

See *Frostwolf Insignia*.

A Taste of Divinity, 1, Priest, Ability—Holy (Honor-50R)

Your hero deals 2 unpreventable holy damage to target ally. If that ally doesn't have fatal damage, put A Taste of Divinity into its owner's hand.

If that ally doesn't have fatal damage, this card returns to hand directly from the chain. If damage equal to or greater than the target's health is dealt with this card, or this card is interrupted, it enters your graveyard from the chain as usual.

Tithe, 2, Priest, Instant Ability—Shadow (Honor-51U)

Ready target opposing ally. This turn, it's a protector and you control it.

That ally can't attack this turn unless it has ferocity (and it's your turn).

United Front, 1, Priest, Instant Ability—Discipline (Honor-52C)

Target a friendly hero and a friendly ally. The next time each of them would be dealt damage this turn, prevent it.

This ability requires two targets. It prevents the next packet of damage that would be dealt to each of them this turn (not necessarily the next damage that would be dealt to both of them simultaneously).

Vengeful Gladiator's Cleaver, 4, Arena Weapon—Axe, Melee (1), 4 ATK, 2 Strike (Honor-180R)

Your hero has dual wield. <p> You can strike with Vengeful Gladiator's Cleaver while an ally in your party is in combat. (If you do, that ally gains this card's ATK and damage type this combat.)

You can strike with this weapon during any defend window in which a hero *or ally* from your party is in combat. If you do, that character gains this weapon's ATK and damage type this combat.

Wand of Prismatic Focus, 4, Weapon—Wand, Wand (1), 1 [Shadow] ATK, 1 Strike (Honor-181U)

When Wand of Prismatic Focus enters play, your hero deals 1 arcane, 1 fire, 1 frost, 1 nature, and 1 shadow damage to target ally.

Your hero deals a total of 5 damage in five simultaneous packets to the same target.

Wavestorm Totem, 2, Shaman, Ability—Restoration, Water Totem (1), 1 Health (Honor-66C)

Ongoing: When an opposing ability, ally, or equipment readies, put it into its owner's hand. (Totems can be attacked or targeted like allies.)

Each such card may be exhausted by its controller (to pay costs, for example) before leaving play.

Wub's Cursed Hexblade, 2, Weapon—Dagger, Melee (1), 1 ATK, 2 Strike (Honor-182R)

(2), Destroy Wub's Cursed Hexblade >>> Destroy target ally. If an opponent went first this game, put a card with the same name as that ally from a graveyard into your party.

This uses the name that ally had as it left play. If that ally had no name, you can't retrieve a card from a graveyard. Alternately, if it was an Essence of the Martyr copying an ally, you can't retrieve a card named Essence of the Martyr; you can only retrieve a card with the same name as that ally.