

March of the Legion Frequently Asked Questions

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

This set is legal for sanctioned Constructed play from December 7, 2007.

1. Reputation

Some cards have bold text that reads, “Aldor Reputation” or “Scryer Reputation.” These are neither keywords nor powers; they are deckbuilding restrictions.

In Constructed tournaments, a player’s main deck and side deck can include Aldor cards only if neither deck contains Scryer cards (and Scryer cards only if neither deck contains Aldor cards).

In Limited tournaments, a player’s main deck can include Aldor cards only if it contains no Scryer cards (and vice versa). However, if a player’s card pool contains both Aldor and Scryer cards, he or she may side deck between Aldor/Scryer/neither as long as the main deck never contains both Aldor and Scryer cards.

2. Sabotage: [thing]

This is a keyword power that characters can have. Such a character can propose either a sabotage combat against a [thing] or a normal combat against a character. A character that “can’t attack” can’t sabotage.

As a sabotage combat concludes, no combat damage is dealt, and powers that trigger “when [the attacker] sabotages” do so, even if it has 0 ATK. If a character protects during a sabotage, it stops being a sabotage.

***Example 1:** You control Arcanist Avelena and an opponent controls Stoneclaw Totem and Tyrennius Scatheblade. Avelena can’t attack Tyrennius because she is able to attack the Totem. She may propose either a sabotage or a normal combat against the Totem.*

If she sabotages the Totem, then as that combat concludes, no combat damage is dealt and her power triggers, putting the Totem on top of its owner’s deck. However, if Tyrennius protects, that combat stops being a sabotage, and combat damage is dealt normally as it concludes.

***Example 2:** You control Arcanist Avelena, and an opponent controls Tyrennius Scatheblade with Warrior Training attached. Avelena can’t propose a sabotage combat against Warrior Training because she is able to propose a (normal) combat against Tyrennius.*

*Arcanist Avelena, 1, Ally—Blood Elf Mage, 1 ATK (Arcane), 2 Health
Scryer Reputation (Can’t put Aldor cards in your deck.)
Sabotage: Ability (This ally can attack opposing abilities.)
When Avelena sabotages an ability, put it on top of its owner’s deck.*

*Stoneclaw Totem, 3, Shaman, Ability—Elemental, Earth Totem (1), 5 Health
Ongoing: Opposing heroes and allies can attack only Stoneclaw Totem if able.
When a hero or ally deals combat damage to Stoneclaw Totem, that character can’t ready during its controller’s next ready step.*

*Tyrennius Scatheblade, 2, Horde, Ally—Blood Elf Paladin, 3 ATK (Holy), 2 Health
Protector*

*Warrior Training, 1, Warrior, Ability—Protection
Attach to target friendly ally.
Ongoing: Opposing heroes and allies can attack only attached ally if able.*

3. Inspire: [card]

This is a keyword power that characters can have. It means:

As each other player's ready step starts, you may ready an exhausted [card] in play you control.

This doesn't use the chain and happens at the same time that the other player readies his or her cards in play.

Example: *You have two Vindicator Kaldels and one other ally in your party. All of them are exhausted as you end your turn. As the next player readies his or her cards in play, you may ready up to two of your exhausted allies because you control two cards with inspire: ally. This doesn't use the chain.*

*Vindicator Kaldel, 2, Ally—Draenei Paladin, 3 ATK (Holy), 2 Health
Aldor Reputation (Can't put Scryer cards in your deck.)
Inspire: Ally (Ready one of your allies during each other player's ready step.)*

4. Specific cards

*Anchorite Jaliah, 5, Ally—Draenei Priest, 2 ATK (Holy), 7 Health
Aldor Reputation (Can't put Scryer cards in your deck.)
When an ally in your party is destroyed, Jaliah heals 2 damage from each hero and ally in your party.*

Jaliah's destruction triggers her own power.

*Anders Blankheart, 2, Alliance, Ally—Human Warlock, 2 ATK (Fire), 1 Health
Elusive
If damage would be dealt with an ability you control to a hero or ally **it's attached to**, that much +1 is dealt instead.*

Anders has received errata. The bold text above updates his printed text, and clarifies that it's the ability attached to the character, not vice versa.

*Ardent Defender, 6, Paladin, Ability—Protection Talent
Protection Hero Required
Ongoing: Prevent all damage that would be dealt to your hero while it has 25 or more damage.*

If your hero has 24 or less damage and is dealt damage, this power doesn't prevent any of it. Damage is prevented only if your hero *already* has 25 or more damage, in which case it is prevented completely.

*Barkskin, 1, Druid, Instant Ability—Balance
Ongoing: Your ability, ally, and equipment cards can't be interrupted.*

A link is interrupted if all of its targets have become illegal as it tries to resolve, even if it "can't be interrupted."

*Blind, 3, Rogue, Instant Ability—Subtlety
Target player can't play cards this turn.*

That player can still propose attacks, use powers, complete quests, and place resources as usual.

Blinky, 7, Hunter, Instant Ally—Warp Stalker, Pet (1), 7 ATK (Melee), 5 Health

(3) >>> Remove Blinky from the game and put a warp counter on him.

(3), Remove a warp counter >>> Put Blinky into play. Use only if Blinky is removed from the game.

Blinky enters play ready and without damage, because all counters (including damage) are removed from a card as it changes zones.

Blood Knight Tarae, 6, Horde, Ally—Blood Elf Paladin, 3 ATK (Holy), 7 Health

Protector

(1) >>> Remove target ability card in a graveyard from the game. If you do, Tarae heals 1 damage from target hero or ally.

This power requires two targets, and so its effect is not interrupted if only one becomes illegal in response (but no damage is healed if the ability card becomes illegal because the “if you do” fails.) It can be used even if all characters in play have no damage or can’t be healed.

Cheat Death, 2, Rogue, Instant Ability—Subtlety Talent

Subtlety Hero Required

Remove your hero from the game. As your next turn starts, put it into play flipped the same way and with the same damage. (You can’t play cards while your hero is removed.)

Your hero enters play ready at the same time you ready your cards. Each card that was attached to your hero is put into its owner’s graveyard as your hero leaves play, and they don’t reattach as it returns to play. While your hero is removed from the game:

- It’s not in play, so it can’t attack, exhaust, flip, or be attacked, targeted, or have damage dealt to or put on it.
- You can’t play cards, but can still propose attacks with allies, complete quests, and place resources as usual. You can’t use hero powers, but you can still use powers that refer to your hero.
- Anything looking for the orientation of your hero or the amount of damage on it refers to the orientation and amount it had as it left play.

Demon Hide Spaulders, 3, Armor—Leather, Shoulder (1), 1 DEF

[Activate] >>> Each of your weapons has +1 ATK this turn.

[Activate] >>> Each of your armor has +1 DEF this turn.

Each time you activate Demon Hide Spaulders, you must specify which power you’re using. You can’t use both powers with the same activation.

Double Barrel, 1, Hunter, Instant Ability—Marksmanship

Ongoing: Your hero has Ranged dual wield. (Can have a second Ranged weapon. Can strike with a second Ranged weapon during the same combat.)

The controller of a hero with Ranged dual wield can have two Ranged weapons without violating uniqueness, and can strike with two Ranged weapons per combat. If a player strikes with multiple weapons in the same combat, the combat damage is associated with all of those weapons.

The controller of a hero with (normal) dual wield can strike with two Melee weapons per combat. The controller of a hero with both powers can strike with two Melee or Ranged weapons per combat, but can’t strike with both a Melee weapon and a Ranged weapon during the same combat.

Dreamstate, 5, Druid, Ability—Balance Talent
Balance Hero Required
Ongoing: When you play a Balance ability, draw a card.

Playing Dreamstate doesn't trigger its own power.

Falling to Corruption, Quest
Destroy two of your resources and pay (1) to complete this quest.
Reward: Draw two cards.

You can pay costs in any order that allow all of them to be paid. So you can exhaust Falling to Corruption to pay (1), and then destroy it as one of the two resources you must destroy to pay its completion cost.

The Formation of Felbane, Quest
Pay (7) to complete this quest.
Reward: Reveal the top four cards of your deck. Put a revealed ability, ally, equipment, and quest card into your hand and the rest on the bottom of your deck.

If you reveal two ally cards, a weapon card, and an armor card, you put two cards into your hand—one of the allies, and either the weapon or the armor.

Greatsword of Horrid Dreams, 4, Weapon—Sword, Melee (1), 1 ATK, 3 Strike
As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

While you control Greatsword, an ally loses its powers as the first part of entering play under an opponent's control. As a result, it loses any powers that trigger off it entering play, or that would cause it to enter play exhausted or with damage or counters. If that ally has a power that triggers at the start of that opponent's next turn, it triggers then. An ally doesn't regain any lost powers as Greatsword leaves play.

Imp Mistress Noali, 6, Horde, Ally—Blood Elf Warlock, 4 ATK (Fire), 4 Health
Your face-down resources are also Imp Demon allies with 1 ATK / 1 health.

The Imp Demon allies are still resources. They have ATK, health, type, and tags as specified, but no name. They have damage type melee. Each one can attack immediately unless it was placed during the current turn. As Noali enters play, your existing face-down resources don't "enter play as allies." However, while Noali is in your party, face-down resources entering play under your control *do* trigger powers or modifiers looking for allies entering play.

If another player without Noali in his party gains control of one of your Imp Demon resources, it stops being an ally and enters that player's resource row as a face-down resource. If Noali leaves play, any counters (including damage) remain on your face-down resources, but each card attached to them is put into its owner's graveyard by pre-priority processing.

Ingrid Shadowstorm, 4, Alliance, Ally—Human Warlock, 3 ATK (Shadow), 5 Health
Opposing heroes lose and can't have flip powers.

Flip powers are hero payment powers that involve flipping that hero. Opponents may use flip powers while Ingrid is on the chain, but not "in response to her entering play."

Keegana Silvershield, Alliance, Hero—Dwarf Paladin (Protection), Mining/Jewelcrafting, 29 Health (5), Flip Keegana >>> Exhaust all opposing heroes and allies. Keegana deals 1 holy damage to each of them. Use only on your turn.

Keegana deals 1 holy damage to each opposing character, whether or not it was exhausted this way.

Manaspark Gloves, 3, Armor—Cloth, Hands (1), 0 DEF

At the start of your turn, if a player has fewer cards in hand than each other player, he draws a card.

Hand sizes are compared before you draw a card in your draw step. If there's a tie for fewest cards in hand, this effect does nothing.

Mission: The Abyssal Shelf, Quest

Pay (6) to complete this quest.

Reward: Roll six dice one at a time from 6 inches above play. For each die that lands on an opposing ally, put damage on it equal to that roll.

Before this effect resolves, each player is free to move his or her allies, but they must remain lying flat and wholly on the table within the boundaries of that player's "normal play area," which has the approximate dimensions of a playmat. Each opposing ally token must be temporarily proxied with a normal card. In addition, any opponent who is concerned about potential damage to a card may similarly proxy it.

Allies can't be positioned so they overlap other characters. A die "hits" an ally if it comes to rest touching that ally or any object(s) touching or overlapping that ally, including sleeves, counters, or other cards.

Dice must be six-sided, between one and two centimeters wide, and must be rolled from at least six inches above play. If players can't agree on what dice to use, they may call a judge. "Rolling" dice includes simply dropping them. Each die is rolled individually and removed after it comes to rest. The same die can and usually will be rolled six times. As a die drops, players can't interfere with it or any cards in play.

Natural Genesis, 3, Druid, Ability—Restoration

Ongoing: Each player may place an additional resource during his turn.

Multiple copies of Natural Genesis are cumulative. For example, if two Natural Genesis cards are in play, each player may place up to three resources during each of his or her turns. If you've placed fewer resources this turn than the number you're currently allowed, you may place another one. Once a resource has been placed on the chain, it can't be interrupted by removing a Natural Genesis from play in response.

Neophyte Morandi, 3, Ally—Draenei Paladin, 1 ATK (Holy), 3 Health

Aldor Reputation (Can't put Scryer cards in your deck.)

If an ally in your party other than Morandi would be dealt damage, it's dealt to Morandi instead.

If there are multiple copies of Morandi in your party and another ally would be dealt damage, you choose which Morandi is ultimately dealt that damage by choosing the order in which the replacements apply.

On the Brink, 1, Rogue, Ability—Assassination Combo

Attach to target ally.

Ongoing: When attached ally becomes exhausted, destroy it.

If an ally with On the Brink attached to it becomes exhausted, the triggered effect will destroy that ally on resolution, even if On the Brink is no longer attached to it.

Paper Airplane, 1, Ability

Put Paper Airplane on top of target player's deck. (He owns it for the rest of the game.)

If you gain ownership of another player's Paper Airplane, it will enter your deck, hand, graveyard, or removed from game zone (rather than that other player's) while you own it.

If it's sleeved differently from the rest of your deck, that fact is public knowledge at all times, even while it's in a non-public zone. For example, any player who shuffles or cuts your deck can legally cut to it. However, you have the option of resleeving it if you have a spare sleeve (or you can desleeve a card from your side deck.)

Pride of the Fel Horde, Quest

Pay (2) to complete this quest.

Reward: If you have no ready resources, draw a card.

The orientation of your resources is checked on resolution.

Razorsaw, 6, Ally—Demon, Unique, 7 ATK (Ranged), 4 Health

Long-Range (Defenders deal no combat damage to this character.)

When Razorsaw enters play, he deals 4 ranged damage to target ally in your party. When Razorsaw leaves play, he deals 4 ranged damage to target ally.

If there are no other targetable allies in your party when Razorsaw enters play, he must target himself. If there are no targetable opposing allies when Razorsaw leaves play, he must target a friendly ally.

Ring of Flowing Light, 1, Item, Ring (2)

[Activate], Exhaust X of your equipment >>> Your hero heals X damage from itself.

The activation of Ring of Flowing Light does *not* count as one of the X equipment you exhausted.

Runesong Dagger, 2, Weapon—Dagger, Melee (1), 1 ATK, 2 Strike

When you draw a card, put a verse counter on Runesong Dagger.

(1), Remove three verse counters >>> Your hero deals 3 arcane damage to target ally.

Multiple cards are drawn one at a time, so if you draw two cards, you put two verse counters on Runesong Dagger, and so on. You must remove three counters from a single Runesong Dagger to use its power.

Salt the Wounds, 1, Warrior, Instant Ability—Fury

Your hero deals 1 melee damage to each opposing hero and ally with damage.

Draw a card.

Your hero deals 1 melee damage to each opposing hero with damage and each opposing ally with damage. You draw a card whether or not any damage is dealt this way.

Touch of Ice, 1, Mage, Instant Ability—Frost

Your hero deals 1 frost damage to target hero or ally. If a hero is dealt damage this way, the next time its controller would draw a card this turn, he skips drawing that card instead.

Multiple cards are drawn one at a time, so if a target hero's controller would next draw three cards this turn, he or she draws two instead. If you target the same hero with two Touches of Ice on the same turn, and its controller would next draw three cards that turn, he or she draws one instead, and so on.

Unrelenting Assault, 5, Warrior, Ability—Arms

You can't play other cards this turn.

If you've played no other cards this turn, when your hero attacks this turn, you may pay (1). If you do, ready your hero and all of your Melee weapons.

You can still use powers, complete quests, and place resources as usual this turn. This card checks whether you've played any other cards this turn as it resolves. If you have, it does nothing except stop you from playing other cards this turn. Otherwise, you may pay (1) every time your hero attacks this turn.

Vindicator Belian, 1, Ally—Draenei Paladin, 1 ATK (Holy), 1 Health
Aldor Reputation (Can't put Scryer cards in your deck.)
If an ally in your party other than Belian would be dealt damage, it's dealt to Belian instead.

Vindicator Khorin, 5, Ally—Draenei Paladin, 3 ATK (Holy), 4 Health
Aldor Reputation (Can't put Scryer cards in your deck.)
If an ally in your party other than Khorin would be dealt damage, it's dealt to Khorin instead.

See Neophyte Morandi.

Vindicator Zalreth, 7, Ally—Draenei Paladin, 5 ATK (Holy), 5 Health
Aldor Reputation, Protector
When Zalreth is destroyed, you may remove him from the game. If you do, put an ally card from your graveyard into play if its cost is less than or equal to the number of resources you have.

You may remove Zalreth from the game only if he has remained in your graveyard continuously since his destruction. Opponents may remove ally cards from your graveyard in response to his effect, but you don't choose an ally card until it resolves, at which time your opponents can no longer respond.

Voren'thal the Seer, 8, Ally—Blood Elf Mage, Unique, 5 ATK (Fire), 8 Health
Scryer Reputation (Can't put Aldor cards in your deck.)
If you would draw a card, draw two instead.

Multiple cards are drawn one at a time, so if you would draw two cards, you draw four instead, and so on.