

World of Warcraft TCG Year One FAQ

Including: Heroes of Azeroth, Through the Dark Portal, and Fires of Outland
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Last updated: December 21, 2007

1. General

When can I use a power? When can I complete a quest?

You can use a power or complete a quest any time you have priority, including during opponents' turns.

When can I attack with an ally? When can I use an ally's activated powers?

You can propose a combat only during your non-combat action phase while the chain is empty.

You can propose an ally as an attacker or use its activated (⚡) powers only if it has been in your party continuously since the start of your most recent turn. Only allies have this restriction. An ally with ferocity can be proposed as an attacker regardless of how long it has been in your party.

When can I protect?

You can exhaust a character to protect only during the protect point of a combat step (see **Combat**) and only if an opposing character is attacking. If you do, the proposed defender stops being the proposed defender and the character you exhausted becomes the defender. A proposed defender can't protect itself.

This doesn't use the chain and is the only time a character can protect. For example, you can't protect against damage dealt with an ability or power.

Protecting with a character is not using an activated (⚡) power, so you can protect with an ally regardless of how long it has been in your party.

Can I exhaust armor to prevent non-combat damage?

Yes. Armor can be exhausted to prevent any type of preventable damage that would be dealt to your hero.

Can I exhaust more than one armor to prevent a single packet of damage?

Yes. You can exhaust any number of armor until you reduce a packet of damage to 0.

Do exhausted defenders deal combat damage? Are elusive attackers dealt combat damage?

Attackers and defenders deal combat damage during combat conclusion whether ready or exhausted.

Elusive means only that a character can't be proposed as a defender. An elusive character that attacks or protects is dealt combat damage as normal.

Can I flip an exhausted hero? Can I strike with a weapon while my hero is exhausted?

Yes and yes. Striking with a weapon doesn't exhaust your hero.

Can I flip a face-down hero back up?

Currently, there's no way to do this. As a result, hero flip powers can be used only once per game.

Can I complete an exhausted quest?

Yes. In addition, you can exhaust a quest to help pay its own completion cost.

Can I exhaust a resource for a resource point to spend later?

No. Resources can't be exhausted to pay future costs.

Can fatal damage be healed?

No. A character with fatal damage is destroyed before any player gets priority.

Can a character accumulate damage greater than its health?

Yes. For example, if a character with 1 health is targeted with Mind Blast, it's dealt 2 shadow damage, and its controller discards two cards.

Mind Blast, 5, Priest, Ability—Shadow (Azeroth-80R)

Your hero deals 2 shadow damage to target hero or ally. Its controller discards a card for each damage dealt.

Do ranged characters have long-range? What if both attacker and defender have long-range?

The long-range keyword is always spelled out in a card's text box; the ranged damage icon (bow and arrow) does not represent long-range.

If both an attacker and defender have long-range, the defender deals no combat damage and the attacker deals combat damage as normal.

What does and doesn't use the chain?

Playing a card or placing a resource adds that card to the chain. Using a power, completing a quest, proposing a combat, or striking with a weapon adds an effect to the chain. Cards or effects on the chain are also called links.

Exhausting a character to protect or exhausting an armor to prevent damage doesn't use the chain. Damage isn't added to the chain (although links that deal damage are added to the chain as normal).

Can I interrupt an effect by destroying its source?

No. Once an effect has been added to the chain, destroying its source won't interrupt it. For example, if you activate Lt. Commander Dudefella to deal 1 damage to an opposing hero and Dudefella is destroyed in response, his effect will still do 1 frost damage to that hero as it resolves.

Lt. Commander Dudefella, 3, Alliance, Ally—Human Mage, 1 ATK (Frost), 3 Health (Azeroth-203R)

(1), [Activate] >>> Dudefella deals 1 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

What is priority?

A player's option to add a link to the chain is called priority. Only one player can have priority at a time. As a priority window opens, the turn player is the first to get priority. That player may add a link or pass priority clockwise to the next player. If a player adds a link, he or she gets priority again after adding that link. After a link resolves, priority returns to the turn player.

What is a priority window?

All priority windows in the game generally work the same way. As a priority window opens, any waiting triggered effects are added to the chain, and then the turn player gets priority. If that player adds to the chain, he or she gets priority again, and so on. Once all players pass in succession, the most recent card or effect on the chain resolves, and then the turn player gets priority. Once all players pass in succession while the chain is empty, the current priority window closes and the game advances.

What happens at start of turn?

As a turn starts, the turn player readies all of his or her cards in play. This doesn't use the chain. Next, a priority window opens and any waiting triggered effects (including start-of-turn effects) are added to the chain. After that window closes, the turn player draws a card. This doesn't use the chain.

What happens at end of turn?

As an end phase starts, a priority window opens and any waiting triggered effects (including end-of-turn effects) are added to the chain. After that window closes, the wrap-up step starts, during which no players get priority. The turn player must discard down to his or her maximum hand size (which is usually seven cards), modifiers that last until end of turn expire, and then the turn ends.

2. Combat

2.1 Proposal

- You can propose a combat any time you have priority during your non-combat action phase while the chain is empty. To do so, choose a ready hero or ally in your party to be the proposed attacker, and something it can attack to be the proposed defender. This doesn't target anything, and puts a proposal effect on the chain. The proposed attacker doesn't exhaust yet.
- A hero can be proposed as an attacker whether or not its controller has a weapon. A hero can be proposed as a defender even if there are allies in that hero's party. A character can be proposed as a defender even if exhausted. Currently, no more than one attacker and one defender can be proposed in a single combat.
- Next, you get priority to add to the chain (which you rarely will do). If you pass, other players get priority to add to the chain. This is their chance to interrupt your proposal by exhausting your proposed attacker or playing cards like Frost Nova (see **Specific Cards**).
- If the proposal effect is no longer legal as it tries to resolve, it's interrupted and you get priority in your action phase. Otherwise, a combat step starts and your attacker exhausts. A character "attacks" as it exhausts to become an attacker and is "attacking" from this time onwards. Before this time, no characters are attacking, defending, or in combat.

2.2 Combat Step

- Next, the first of two priority windows opens: the **attack window**. Any effects that triggered when the attacker attacked (such as Voss Treebender's) are added to the chain, and then you (the turn player) get priority. Non-instant cards can't be played during a combat step.

*Voss Treebender, 1, Horde, Ally—Tauren Druid, 2 ATK (Nature), 1 Health (Azeroth-266C)
When Voss Treebender attacks, you may exhaust target hero or ally.*

- After the attack window closes, any player opposed to the attacker may exhaust a character in his or her party that can protect. If that happens, the proposed defender stops being the proposed defender, and that exhausted character becomes the proposed defender and starts protecting. None of this uses the chain. This is called the **protect point**. Immediately after the protect point, the proposed defender becomes the defender.
- A character “protects” as it exhausts during the protect point, and is “protecting” from this time onwards. It's not protecting before this time, even if it has the protector keyword.
- Something “defends” against an attacker as it becomes a defender. It does so whether it was proposed as a defender or protected, and is “defending” from this time onwards. The attacker and defender also “enter combat” with each other at this time, and are “in combat” with each other from this time onwards.

Example: You attack Grunt Baranka with High Overlord Saurfang. Immediately after the protect point, both powers trigger. Saurfang's effect is added to the chain first because it's your turn, so Baranka's resolves first. As it does, both Baranka and Saurfang are destroyed.

*Grunt Baranka, 2, Horde, Ally—Orc Warrior, 2 ATK (Melee), 2 Health (Dark Portal-212C)
Protector <p> When Grunt Baranka defends against an ally, destroy her. If you do, destroy all attacking allies.*

*High Overlord Saurfang, 8, Horde, Ally—Orc Warrior, Unique, 9 ATK (Melee), 4 Health (Dark Portal-214E)
Protector <p> When an ally enters combat with High Overlord Saurfang, destroy that ally.*

- Next, the second of two priority windows opens: the **defend window**. Any effects that triggered when the defender protected or defended are added to the chain, and then you (the turn player) get priority. A player can strike with a ready weapon only while a defend window is open and his or her hero is in combat. As a weapon's strike effect resolves, its controller adds the current ATK and damage type of that weapon to his or her hero.

2.3 Combat Conclusion

- After the defender window closes, the combat concludes. During **combat conclusion**, no player gets priority. The attacker and defender deal combat damage to each other only if both are still in play. Armor can be exhausted to prevent damage to heroes as normal. None of this uses the chain.
- Finally, the combat step ends and a priority window opens in your action phase. Any effects that triggered during combat conclusion are added to the chain, and then you get priority.

3. Totems

- A Totem is an ability with “Totem” on its type line. A Totem that loses its powers is still a Totem.
- Each Totem has a health value but no printed ATK. Totems can’t gain ATK.
- Totems can be proposed as defenders, and can be protected like any other proposed defender. Totems can’t be proposed as attackers.
- Totems aren’t allies, but they can be targeted as though they were allies while they are in play.

Example: *You can target a Totem with Vanquish, but can’t target a Totem card with Resurrection.*

Resurrection, 4, Priest, Ability—Holy (Azeroth-86R)

Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you have.

Vanquish, 4, Ability (Azeroth-171C)

Destroy target ally.

Example: *Frost Nova deals no damage to Totems because they aren’t allies.*

Frost Nova, 4, Mage, Instant Ability—Frost (Azeroth-55R)

Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Example: *Your opponent controls a hero, an ally, and a Totem. You play Chain Lightning. You can target the Totem for 3 damage. However, if you target the hero or the ally, you can’t choose to do 2 or 1 damage to the Totem as the link resolves, because Totems aren’t allies.*

Chain Lightning, 5, Shaman, Ability—Elemental (Azeroth-106R)

Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to another hero or ally. Your hero may deal 1 nature damage to another hero or ally.

- As part of pre-priority processing, each attachment checks whether it’s attached to a card type specified in its attach description. If not, it’s detached and put into its owners’ graveyard.

Example: *You can attach Polymorph to a Totem, but the Polymorph is put into its owner’s graveyard immediately. You can attach Fireball to a Totem and your hero will deal 4 fire damage to it, but the Fireball is put into its owner’s graveyard immediately.*

Fireball, 4, Mage, Ability—Fire (Azeroth-53U)

Attach to target hero or ally, and your hero deals 4 fire damage to it. <p> Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

Polymorph, 2, Mage, Ability—Arcane (Azeroth-58C)

Attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses all powers, and is a Sheep.

4. Specific Cards

Aleyah Dawnborn, Horde, Hero—Blood Elf Paladin (Holy), Mining/Enchanting, 29 Health (Dark Portal-10)
(4), Flip Aleyah Dawnborn >>> When an ally in your party deals combat damage this turn, Aleyah heals that much damage from herself.

This modifier triggers every time any applicable ally deals combat damage this turn.

Ambush, 3, Rogue, Instant Ability—Assassination Combo (Dark Portal-79R)
Play only if your hero has stealth. <p> Your hero deals melee damage to target exhausted hero or ally equal to 5 plus the ATK of one of your Daggers.

You can play Ambush even if you don't have a Dagger. You choose a Dagger on resolution. If you don't have any at that time, your hero deals 5 melee damage.

Arcane Shot, 2, Hunter, Instant Ability—Marksmanship (Azeroth-33C)
Your hero deals 1 arcane damage to target hero or ally. <p> Draw a card.

If the target is no longer legal on resolution, the entire card is negated, so you don't draw a card.

Arcane Torrent, 3, Horde, Instant Ability (Dark Portal-133U)
Blood Elf Hero Required <p> Interrupt all other ability cards. Opponents can't play abilities this turn.

Opponents can play abilities in response to Arcane Torrent, and they will resolve before it does. An ability is a card type. Using a power is not playing an ability.

Aspect of the Viper, 8, Hunter, Ability—Beast Mastery, Aspect (1) (Dark Portal-31R)
Ongoing: At the end of your turn, you may ready all of your resources.

This power triggers at the start of your end phase. If you choose to ready your resources, you can exhaust them to pay resource costs during your end phase.

Avenger's Shield, 4, Paladin, Ability—Protection Talent (Outland-46R)
Protection Hero Required <p> Exhaust up to three target heroes and/or allies, and each of them can't ready during its controller's next ready step. Your hero deals 1 holy damage to each of those characters.

All targets are dealt damage and can't ready even if they were already exhausted as this card resolved. Each of them can't ready even if the 1 holy damage that would have been dealt to it was prevented.

Backstab, 3, Rogue, Instant Ability—Combat Combo (Azeroth-91R)
Your hero deals melee damage to target exhausted hero or ally equal to 3 plus the ATK of one of your Daggers.

You can play Backstab even if you don't have a Dagger. You choose a Dagger on resolution. If you don't have any at that time, your hero deals 3 melee damage.

Barman Shanker, 2, Rogue, Weapon—Dagger, Melee (1), 2 ATK, 2 Strike (Azeroth-315U)
Barman Shanker has +2 ATK while your hero is attacking an exhausted hero or ally.

Barman Shanker has +2 ATK only during the defend window while your hero is attacking an exhausted hero or ally.

Barnathrum, Lord of Pain, 4, Alliance, Ally—Human Warlock, 3 ATK (Shadow), 4 Health (Dark Portal-155C)
(1), [Activate] >>> Double the damage on each ally.

If a modifier (like Barnathrum's) adds damage to a character but doesn't specify that it deals that damage, that damage is put on that character, and so it can't be replaced or prevented.

Berserker Rage, 4, Warrior, Ability—Fury (Outland-91R)
You may destroy any number of abilities attached to your hero. <p> Ongoing: Your hero has +1 ATK while attacking for each 5 damage on it.

You can play this card even if your hero has no abilities attached. Your hero has +1 ATK while attacking if it has 5 to 9 damage, +2 if it has 10 to 14, and so on.

Berserking, 3, Horde, Ability (Dark Portal-134U)
Troll Hero Required <p> Ongoing: When your hero is dealt damage, put a berserk counter on Berserking. <p> When your hero attacks, remove all berserk counters from Berserking. Your hero has +1 ATK this combat for each counter removed this way.

You add one berserk counter for each packet dealt to your hero, regardless of the size of that packet.

Blink, 2, Mage, Instant Ability—Arcane (Azeroth-48C)
Draw a card. <p> If your hero is defending, remove all attackers from combat.

Blink can be played outside of combat. Currently, each combat can have only one attacker, so Blink removes only that attacker from the current combat.

Boat to Booty Bay, 4, Ability, Unique (Dark Portal-138E)
Ongoing: [Activate] >>> Remove an ally in your party from the game. Use only on your turn. <p> [Activate], Destroy Boat to Booty Bay >>> Put all ally cards removed by Boat to Booty Bay into play under your control. Use only on your turn.

Ally cards return to play ready and with no damage counters. If you destroy this card to use its power, it returns all ally cards that were removed by the card you destroyed and only that card. If you remove an ally in your party with Boat to Booty Bay, and then that Boat leaves and reenters play, that ally card can't be returned because it was removed by a different card.

Bonshanks, 3, Horde, Ally—Undead Warrior, 3 ATK (Melee), 2 Health (Dark Portal-201C)
When Bonshanks is destroyed, destroy target ally.

If your opponents control no allies (or only untargetable allies) as this triggered effect is added to the chain, you must target a friendly ally.

Brainwash, 5, Priest, Instant Ability—Shadow (Dark Portal-67R)
Gain control of target attacking ally.

The target ally stops attacking as it changes control. You gain control of it until it leaves play.

Breanna Greenmother, 6, Alliance, Ally—Night Elf Druid, 4 ATK (Nature), 5 Health (Outland-112R)
Allies in your party can use activated powers from the turn they enter your party.

Breanna's power means that each ally in your party ignores the usual restriction of not being able to activate unless it's been in your party continuously since the start of your most recent turn. While you control Breanna, you can activate allies in your party regardless of how long they have been there.

Cannibalize, 2, Horde, Ability (Dark Portal-136U)

Undead Hero Required <p> Remove any number of ally cards in graveyards from the game. Your hero heals 2 damage from itself for each card removed this way.

You can remove ally cards from any number of different graveyards.

Chain Heal, 2, Shaman, Ability—Restoration (Outland-74C)

Target up to three heroes and/or allies. Your hero heals 3, 2, and 1 damage from them, respectively.

You can't target the same character twice. You can target fewer than three characters. If you choose two, for example, your hero heals 3 and 2 damage from them, respectively.

Chain Lightning, 5, Shaman, Ability—Elemental (Azeroth-106R)

Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to another hero or ally. Your hero may deal 1 nature damage to another hero or ally.

Chain Lightning has a single target. If that target is illegal as Chain Lightning tries to resolve, the entire card is interrupted. You can target a Totem with Chain Lightning, but you can't choose to deal 2 or 1 damage to a Totem as Chain Lightning resolves.

Chromatic Cloak, 4, Armor—Cloth, Back (1), 0 DEF (Azeroth-282U)

If your hero would deal damage with an ability, it deals that much +1 instead.

An ability is a card type. Using a power like Ta'zo's is not dealing damage with an ability.

Cleave, 4, Warrior, Ability—Fury (Azeroth-138R)

Your hero deals X melee damage to each of up to two target allies, where X is 1 plus the ATK of one of your Melee weapons.

You can play Cleave even if you don't have a Melee weapon. You choose a Melee weapon on resolution. If you don't have any at that time, your hero deals 1 melee damage.

Convalescence, 2, Priest, Instant Ability—Holy (Dark Portal-69C)

Your hero heals all damage from target ally. You may destroy an ability attached to that ally.

You can target an ally with no damage and/or no abilities attached to it.

Corki's Ransom, Alliance, Quest (Outland-227C)

Put Corki's Ransom into its owner's hand and pay (2) to complete this quest. <p> Reward: Draw a card.

You pay costs in any order, so you can exhaust Corki's Ransom to help pay for itself before putting it into its owner's hand.

Crown of Destruction, 5, Armor—Mail, Head (1), 1 DEF (Dark Portal-252R)

At the end of each player's turn, that player destroys one of his abilities, allies, or equipment.

That player must choose an ability, ally, or equipment that can be destroyed. He can't choose a card that can't be destroyed or a card type that he doesn't control.

Deacon Markus Hallow, Alliance, Hero—Human Priest (Shadow), Herbalism/Alchemy, 26 Health (Outland-1) (6), Flip Deacon Markus Hallow >>> Gain control of target opposing ally if its controller has no cards in his hand. Use only on your turn.

Count cards in that opponent's hand only as this effect resolves. If you gain control of the target ally, it stays under your control regardless of any changes in that opponent's hand size.

Death Coil, 1, Warlock, Ability—Affliction (Outland-83U)

Remove target ally in an opponent's party from the game. At the start of your next turn, that opponent puts that ally into play under his control, and your hero deals 2 shadow damage to it.

That ally enters play ready and with no damage, and then your hero deals 2 shadow damage to it before any player gets priority.

Distract, 3, Rogue, Ability—Subtlety (Dark Portal-81C)

Exhaust all allies in target player's party. They can't ready during that player's next ready step.

Allies in that player's party are flagged as Distract resolves. None of those allies can ready during that player's next ready step, even if they were already exhausted.

Dragon's Breath, 3, Mage, Instant Ability—Fire Talent (Outland-39R)

Fire Hero Required <p> Your hero deals 3 fire damage divided as you choose to any number of target heroes and/or allies. A character dealt damage this way loses all powers this turn.

You can't target a character unless you allocate at least 1 of the 3 fire damage to it as you do so. A card's powers are the text in its text box, as well as any keywords or quoted text added to it by modifiers. If a character loses all powers, it effectively has a blank text box, but it can later gain powers from cards like Face Smash.

Dramla Lifebender, 6, Horde, Ally—Undead Warlock, 4 ATK (Fire), 5 Health (Dark Portal-207R)

Undead Hero Required <p> You can play ally cards from your graveyard. <p> If an ally would be put into your graveyard from play, remove it from the game instead.

The first power allows you to play ally cards from your graveyard if otherwise legal. It's active only while Dramla is in play. You can still play ally cards from your hand.

The second power doesn't stop you from paying destroy costs. If a cost involves putting a card into a graveyard from play, and Dramla replaces that action, that part of the cost is still satisfied. Similarly, if a card says, "destroy [a card]. If you do," and Dramla replaces the action of putting that [card] into a graveyard from play, the "if you do" is still satisfied. If Dramla herself would be put into your graveyard from play, her own modifier removes her from the game instead.

The Dying Balance, Quest (Dark Portal-315C)

Pay (2) to complete this quest. <p> Reward: Reveal the top two cards of your deck. If they have different card types, put one into your hand and the other on the bottom of your deck. Otherwise, put both on the bottom of your deck.

The different card types are ability, ally, armor, hero, item, quest, and weapon.

Earth Elemental Totem, 2, Shaman, Instant Ability—Enhancement, Earth Totem (1), 1 Health (Dark Portal-92R)
Ongoing: When Earth Elemental Totem enters play, put an Earth Elemental ally token with 2 ATK / 2 health, and protector into play. <p> (Totems can be attacked or targeted like allies.)

This card has received errata. As a result, you put a token into play regardless of how Earth Elemental Totem enters play. The Totem and the token are independent. Damaging or destroying one doesn't impact the other. As usual, the Totem stays in play for the rest of the game unless removed.

Enfea Contha, 5, Alliance, Ally—Draenei Shaman, 4 ATK (Nature), 4 Health (Outland-116R)
[Activate] >>> Enfea Contha heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

You can't use this power unless you target both an opposing ally and a friendly ally.

Eviscerate, 2, Rogue, Instant Ability—Assassination Finishing Move (Azeroth-97R)
As an additional cost to play Eviscerate, remove up to five Combo cards in your graveyard from the game. <p>
Your hero deals melee damage to target hero or ally equal to 2 plus the number of Combo cards removed this way.

You can play Eviscerate even if you don't have a Combo card in your graveyard. You remove Combo cards on announcement. If you remove none at that time, your hero deals 2 melee damage.

Evocation, 1, Mage, Ability—Arcane (Dark Portal-50R)
Ongoing: (2) >>> Draw a card. <p> When a card leaves your hand, destroy Evocation.

A card leaves your hand when it goes to any other zone.

Exodar Peacekeepers, 2, Alliance, Ally—Draenei Warrior, Unlimited, 2 ATK (Melee), 1 Health (Outland-117C)
When Exodar Peacekeepers enters play, it heals 1 damage from target hero or ally for each ally named Exodar Peacekeepers in your party.

You count Exodar Peacekeepers in your party as this effect resolves. Each one that enters play will usually heal at least 1 damage, because it counts itself.

Explosions!, 4, Ability (Outland-104C)
Your hero deals 2 fire damage divided as you choose to any number of target allies.

You can't target a character unless you allocate at least 1 of the 2 fire damage to it as you do so.

Eye of Kilrogg, 2, Warlock, Ability—Demonology (Dark Portal-105C)
Look at target opponent's hand and choose a card. Remove that card from the game.

You look at that player's hand and choose a card as Eye of Kilrogg resolves. Players can respond before you do so. Once a card is chosen, that player can't respond by playing or discarding it.

Faith Healer's Boots, 4, Armor—Cloth, Feet (1), 0 DEF (Outland-197E)
[Activate] >>> Put an ally card from your graveyard into your hand. Use only if your hero healed damage this turn.

You can use this power only if your hero actually healed damage this turn. Trying to heal characters with no damage or that can't be healed doesn't count.

The Fare of Lar'korwi, Quest (Outland-233R)
Pay (3) to complete this quest. <p> Reward: Ally cards in your hand are instant this turn until you play an ally.

As you add an ally card to the chain, any other ally cards in your hand stop being instant, so you can't play any of them in response to the first.

Filthy Tricks, 6, Rogue, Ability—Assassination Combo (Outland-67R)

Ongoing: Cards in your graveyard are Combo cards.

While you control Filthy Tricks, each card in your graveyard has the Combo tag in addition to any others, so you can remove it from the game to pay the additional cost of a Finishing Move.

Fire Elemental Totem, 2, Shaman, Instant Ability—Elemental, Fire Totem (1), 1 Health (Outland-77C)

Ongoing: When Fire Elemental Totem enters play, put a Fire Elemental ally token with 2 ATK / 1 health, and ferocity into play. <p> (Totems can be attacked or targeted like allies.)

The Totem and the token are independent. Damaging or destroying one doesn't impact the other. As usual, the Totem stays in play for the rest of the game unless removed.

Forbidden Knowledge, 8, Warlock, Ability—Demonology (Azeroth-124R)

Remove your deck from the game. <p> Ongoing: If you would draw a card, choose a card you removed this way and put it into your hand instead.

The ongoing power refers only to cards you removed with that copy of Forbidden Knowledge, and not to any other cards in your RFG zone. Any other copy of Forbidden Knowledge is a different card, and refers only to cards removed by itself. You don't lose the game if you run out of “cards you removed,” because the draw continues to be replaced. You do lose the game if Forbidden Knowledge leaves play and you are required to draw from your empty deck. If you control two or more copies of Forbidden Knowledge and one replaces a draw event, there is no draw event left for the others to replace, so you only get one “card you removed.”

Fortune Telling, 8, Ability (Dark Portal-143R)

Turn your deck over.

This modifier turns your deck over as it's created, and continues to reverse the orientation of your deck zone for the rest of the game. After your deck has been turned over, the top is still the side furthest from the table and the bottom is still the side closest to the table. You still draw cards from the top. All cards in your deck become face up and public. Any player can look at them, but not reorder them. Decks are always shuffled and cut face down. Turning your deck over a second time returns it to its original orientation.

Frostbolt, 3, Mage, Instant Ability—Frost (Azeroth-56U)

Your hero deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

Frost Funnel, 3, Mage, Instant Ability—Frost (Outland-41C)

Your hero deals 1 frost damage to each of up to two target heroes and/or allies. A character dealt damage this way can't attack this turn.

Frost Nova, 4, Mage, Instant Ability—Frost (Azeroth-55R)

Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Frost Shock, 2, Shaman, Instant Ability—Elemental (Azeroth-109C)

Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

If a proposed attacker is “frozen” in response to the combat proposal, it doesn't exhaust and that combat step doesn't start. If an attacker is “frozen” mid-combat (after the attacker has exhausted), that combat step concludes as normal. If all the frost damage that would be dealt to a character is prevented, that character is not “frozen.”

Gamon, 1, Horde, Ally—Tauren Warrior, Unique, 1 ATK (Melee), 1 Health (Dark Portal-209U)
Any hero or ally can attack Gamon. (Including characters in your party.)

His power allows any friendly character (other than himself) to propose a combat against him if otherwise legal. Any protector opposed to the attacker may protect as usual.

Garrote, 1, Rogue, Instant Ability—Assassination (Outland-68U)
Play only if your hero has stealth. <p> Attach to target hero or ally. <p> Ongoing: At the start of your turn, your hero deals 1 melee damage to attached character. The controller of a character dealt damage this way can't play abilities this turn.

The attached character's controller can play instant abilities in response to this triggered effect. An ability is a card type. Using a power is not playing an ability.

Goldenmoon, 3, Alliance, Ally—Night Elf Rogue, 2 ATK (Melee), 2 Health (Dark Portal-165U)
Elusive <p> You can have an additional Pet while your Pets have different names.

If Goldenmoon is in your party, you can have up to two Pets with different names in your party. If two Goldenmoons are in your party, you can have up to three Pets with different names in your party, and so on. Having two Pets in your party with the same name causes a uniqueness violation, as does Goldenmoon leaving your party while you have the maximum number of Pets.

Gone Fishin', 3, Ability (Outland-106R)
Ongoing: (2), [Activate] >>> Draw three cards and skip your next turn. Use only on your turn.

To skip a turn is to replace that turn with nothing. If two modifiers each tell a player to skip his or her next turn, that player skips his or her next two turns, and so on.

Greatsword of Forlorn Visions, 5, Two-Handed Weapon—Sword, Melee (1), 3 ATK, 1 Strike (Outland-213R)
When your hero deals combat damage with Greatsword of Forlorn Visions, put a +1 DEF counter on each of your armor.

You add one counter to each of your armor for each packet of combat damage your hero deals with this weapon, regardless of the size of that packet.

Greefer, 3, Horde, Ally—Troll Rogue, 3 ATK (Melee), 2 Health (Dark Portal-211C)
Opponents can't complete quests.

To complete a quest is to add its reward effect to the chain. Greefer's power has no impact on reward effects already on the chain.

The Haunted Mills, Horde, Quest (Dark Portal-301R)
Undead Hero Required <p> Pay (3) to complete this quest. <p> Reward: Remove an ally card in your graveyard from the game. If you do, draw a card for each ally card you've removed with quests named The Haunted Mills.

You choose an ally card in your graveyard as the reward effect resolves. If you successfully remove an ally card from your graveyard each time you complete a quest with this name, you draw one card the first time you do so, two cards the second time you do so, and so on. Only cards removed during the current game are counted.

Headmaster's Charge, 5, Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike (Azeroth-325E)
When you play an ability, you may exhaust a hero or ally in your party. If you do, draw a card.

As this triggered effect resolves, you may choose one ready character in your party and exhaust it. If you do, draw one card.

Inner Fire, 4, Priest, Ability—Discipline (Dark Portal-71R)

Inner Fire enters play with three charge counters on it. <p> Ongoing: Prevent all damage that would be dealt to your hero. When damage is prevented this way, remove a charge counter from Inner Fire. If you removed the last one, destroy Inner Fire.

You must remove one charge counter for each packet prevented this way, regardless of the size of that packet.

Intercept, 1, Warrior, Instant Ability—Fury (Dark Portal-121C)

Exhaust target hero or ally, and your hero deals 1 melee damage to it.

You can target an already-exhausted character.

Inventor's Focal Sword, 3, Weapon—Sword, Melee (1), 1 ATK, 2 Strike (Azeroth-330R)

(2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.

You can only target an ability in play. To attach an ability to another character, first detach it and then attach it to another character that matches its attach description. If it can't be, that ability stays where it is. Reattaching an ability in this way doesn't add it to the chain, so its non-ongoing text is not reprocessed. You may reattach it to an untargetable card, even if its attach description is targeted.

Jin'do's Evil Eye, 4, Item, Neck (1) (Dark Portal-264R)

At the start of each player's turn, the first opponent to that player's left names a card. That card can't be played this turn.

That player names a card as this triggered effect resolves. Players can respond before that card is named. Once a card is named, cards with that name can't be played this turn by any player. Placing a resource is different from playing a card.

Jubilee Arcspark, 3, Alliance, Ally—Gnome Mage, 3 ATK (Arcane), 3 Health (Outland-125R)

Untargetable <p> When Jubilee Arcspark is revealed from your deck by a quest, draw a card.

This “draw a card” effect goes on the chain after the reward effect of the quest that revealed Jubilee has finished resolving.

King Mukla, 7, Ally—Gorilla, Unique, 6 ATK (Melee), 5 Health (Dark Portal-244R)

When King Mukla enters play, you may gain control of target ally with cost 3 or less.

You control that ally until it leaves play, whether or not King Mukla stays in your party.

Koringar the Heavy, 7, Horde, Ally—Tauren Warrior, 5 ATK (Melee), 5 Health (Dark Portal-219U)

(3) >>> This turn, Koringar has all the payment powers of all other allies.

Koringar's modifier continuously checks all other allies in play this turn. As a result, he gains the payment powers of all other allies whether or not those powers or those allies existed as his effect resolved. If a copied power self-references the original ally's name, use Koringar's name in its place.

Korthas Greybeard, 1, Alliance, Ally—Dwarf Paladin, 1 ATK (Melee), 2 Health (Dark Portal-174C)

*Protector <p> [Activate] >>> Prevent the next 1 damage that would be dealt to target hero or ally **this turn**.*

This card has received errata. The bold text above updates the printed card text.

Kryton Barleybeard, 1, Alliance, Ally—Dwarf Priest, 2 ATK (Holy), 1 Health (Azeroth-193U)
(2), Destroy Kryton Barleybeard >>> Put target ability into its owner's hand.

An “ability” is an ability card in play, and an “ability card” is an ability card in some other zone. If a power is meant to interact with a card in a zone other than the play zone, that zone will be spelled out in that power's text.

Kryton can target only an ongoing ability in play. For example, he can't target an ability card on the chain (because his power doesn't say “interrupt target ability card”) or an ability card in a graveyard (because his power doesn't say “put target ability card from a graveyard into its owner's hand”).

Latro's Shifting Sword, 4, Weapon—Sword, Melee (1), 3 ATK, 2 Strike (Outland-215U)
Your hero has dual wield. <p> You pay (2) less to strike with other Swords.

If you already have a Melee weapon, and your hero doesn't have dual wield, you can play this without violating uniqueness because your hero gains dual wield before uniqueness is checked.

Lay on Hands, 1, Paladin, Instant Ability—Holy (Dark Portal-61R)
Your hero heals all damage from target hero or ally. Exhaust all of your resources. Skip your next turn.

To skip a turn is to replace that turn with nothing. If two modifiers each tell a player to skip his or her next turn, that player skips his or her next two turns, and so on.

Lazy Peons, Horde, Quest (Dark Portal-303C)
Orc Hero Required <p> Lazy Peons enters play exhausted. <p> Exhaust Lazy Peons to complete this quest. <p>
Reward: Draw a card.

Quests may be placed face up or face down. If you place Lazy Peons face down, it enters play ready.

Leeroy Jenkins, 4, Alliance, Ally—Human Paladin, 6 ATK (Melee), 1 Health (Azeroth-198E)
When Leeroy Jenkins enters play, exhaust all other allies in your party. They can't ready during your next ready step.
<p> Say "Leeerooooo Jenkins!" >>> Leeroy has ferocity this turn.

All other allies in your party when Leeroy enters play can't ready during your next ready step, not just the ones exhausted by Leeroy.

Leeza, Tomb Robber, 2, Horde, Ally—Undead Rogue, 2 ATK (Melee), 2 Health (Dark Portal-221C)
Stealth (Can't protect against this character.) <p> When Leeza deals combat damage, you may remove target card in a graveyard from the game.

When Leeza deals fatal combat damage to an ally, you may target that card with her triggered effect.

Life Arc, 3, Shaman, Instant Ability—Elemental (Outland-79C)
Your hero heals all damage from target friendly ally, then deals that much nature damage to target opposing ally.

You can't play this card unless you target both a friendly ally and an opposing ally.

Lor'themar Theron, 9, Horde, Ally—Blood Elf Paladin, Unique, 8 ATK (Melee), 7 Health (Outland-171E)
Exhaust a Blood Elf in your party >>> Interrupt target ability card.

You can exhaust Theron to pay the cost of his own power, and because it's not an activated (👤) power, you can do so as soon as he enters your party.

Mana-Etched Pantaloons, 5, Armor—Cloth, Legs (1), 1 DEF (Outland-199R)
[Activate] >>> Draw a card. Use only if you have seven or more cards in your hand.

Use this power only if you have seven or more cards in your hand as you activate this card. It doesn't matter how many cards are in your hand as this effect resolves.

Mana Tide Totem, 4, Shaman, Ability—Restoration Talent, Water Totem (1), 1 Health (Dark Portal-99R)
Restoration Hero Required <p> Ongoing: At the start of your turn, draw a card for each hero and ally in your party. <p> (Totems can be attacked or targeted like allies.)

You don't draw a card for each Totem in your party, because a Totem is not an ally.

Megamorph, 8, Mage, Ability—Arcane (Outland-43R)
Target any number of allies in one party. <p> Ongoing: Those allies can't attack or protect, lose all powers, and are Sheep.

Each target has the Sheep tag in addition to any others. A card's powers are the text in its text box, as well as any keywords or quoted text added to it by modifiers. If a character loses all powers, it effectively has a blank text box, but it can later gain powers from cards like Face Smash.

Mind Control, 2+X, Priest, Ability—Shadow (Azeroth-81R)
Attach to target ally with cost X. <p> Ongoing: You control attached ally. <p> When you play a card, destroy Mind Control.

Placing a resource is different from playing a card, and doesn't destroy Mind Control.

Mind-numbing Poison, 3, Rogue, Instant Ability—Poison (Dark Portal-84U)
Attach to target hero that was dealt combat damage by your hero this turn. <p> Ongoing: At the start of attached hero's controller's turn, that player exhausts one of his ready resources.

This power triggers after that player readies his or her resources to start the turn. In response to this triggered effect, that player can exhaust any or all of his or her resources to add links to the chain. If that player has any ready resources as this effect resolves, he or she must choose one and exhaust it.

Moonfire, 2, Druid, Instant Ability—Balance (Outland-24R)
Attach to target hero or ally, and your hero deals 1 arcane damage to it. <p> Ongoing: At the start of your turn, if Moonfire is in play, your hero deals 1 arcane damage to attached character. <p> (1) >>> Put Moonfire into its owner's hand.

Your hero deals 1 damage only if Moonfire is in play continuously from the start of your turn until its triggered effect resolves. If the attached character is fatally damaged this way, there's no opportunity to return Moonfire to hand before that character is destroyed and Moonfire is put into a graveyard.

Mortal Strike, 2, Warrior, Instant Ability—Arms Talent (Azeroth-145R)
Arms Hero Required <p> Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of one of your Melee weapons. That character can't be healed this turn.

You can play Mortal Strike even if you don't have a Melee weapon. You choose a Melee weapon on resolution. If you don't have any at that time, your hero deals 1 melee damage.

Mutilate, 2, Rogue, Instant Ability—Assassination Talent (Outland-70R)

Assassination Hero Required <p> Your hero deals melee damage to target hero or ally equal to 1 plus the combined ATK of your Daggers.

You can play Mutilate even if you don't have a Dagger. You calculate the combined ATK of your Daggers in play on resolution. If you don't have any at that time, your hero deals 1 melee damage.

Naolin Sunsurge, 4, Horde, Ally—Blood Elf Mage, 3 ATK (Arcane), 2 Health (Dark Portal-225R)

Blood Elf Hero Required <p> When you play an ability for the first time on each of your turns, draw a card. <p> At the end of your turn, if you didn't play an ability this turn, destroy Naolin Sunsurge.

This power triggers the first time you play any ability on your turn. It never triggers twice during the same turn, even if the second ability you play that turn is different from the first. An ability is a card type. Using a power is not playing an ability.

Nyn'jah, 4, Horde, Ally—Troll Rogue, 3 ATK (Melee), 3 Health (Dark Portal-226C)

When Nyn'jah enters play, you may ready target opposing equipment. You control that equipment while Nyn'jah remains in your party.

Move that equipment to your hero row. It functions normally whether or not it shares any trait icons with your hero, and regardless of any other deck-building restrictions it has (such as Fire Hero Required or Aldor Reputation).

One-Thousand-Battles, 3, Horde, Ally—Tauren Druid, 3 ATK (Melee), 5 Health (Outland-181C)

Protector <p> At the start of your turn, an opponent chooses one: One-Thousand-Battles can't attack this turn; or One-Thousand-Battles must attack this turn if able.

If you have multiple opponents, you first choose one of them, and then that opponent chooses a mode.

Operation Recombobulation, Alliance, Quest (Dark Portal-292R)

Gnome Hero Required <p> Pay (4) to complete this quest. <p> Reward: When an opposing non-token ally is destroyed this turn, you may put an ally card from your graveyard into your hand.

This modifier triggers every time any applicable ally is destroyed this turn.

Ophelia Barrows, 4, Horde, Ally—Undead Warrior, 1 ATK (Melee), 5 Health (Azeroth-253C)

Protector <p> (1) >>> Remove target ally card in any graveyard from the game. If you do, Ophelia Barrows heals 1 damage from herself.

You can use Ophelia's power even if she has no damage on her.

Outrider Zarg, 4, Horde, Ally—Orc Hunter, 4 ATK (Melee), 2 Health (Dark Portal-227C)

Ferocity <p> At the end of your turn, if Outrider Zarg dealt no damage this turn, destroy him.

If a packet is completely prevented, it ceases to exist and so deals no damage.

Penelope's Rose, 4, DrMaPrLo, Item, Off-Hand (1) (Dark Portal-266U)

When you complete a quest, draw a card.

You draw a card before the reward effect resolves.

Pick Pocket, 1, Rogue, Ability—Subtlety (Outland-71C)

Name a card, and then target opponent reveals his hand and discards all cards with that name.

You name a card as Pick Pocket resolves. Target opponent can respond by playing instants or discarding cards if able *before* you name a card. Once you name a card, there's no opportunity for your opponent to do anything before revealing his or her hand and discarding all cards with that name.

Polymorph, 2, Mage, Ability—Arcane (Azeroth-58C)

Attach to target ally. <p> Ongoing: Attached ally can't attack or protect, loses all powers, and is a Sheep.

Polymorph is an ongoing ability. An ally's powers are described in its text box. If an ally “loses all powers,” it effectively has a blank text box. Polymorph doesn't change or remove the card type of the attached ally. That ally can still be exhausted to complete The Love Potion, for example. You can Polymorph a Totem, but the Polymorph is put into your graveyard before the next player gets priority. An ally with Polymorph attached to it can later gain powers from cards like Face Smash.

Prophet Velen, 9, Alliance, Ally—Draenei Shaman, Unique, 7 ATK (Nature), 8 Health (Outland-138E)

Exhaust a Draenei in your party >>> Prophet Velen deals 1 nature damage to target opposing hero or ally and heals 1 damage from target friendly hero or ally.

You can exhaust Velen to pay the cost of his own power, and because it's not an activated (⚡) power, you can do so as soon as he enters your party.

Rampage, 3, Warrior, Ability—Fury Talent (Outland-96R)

Fury Hero Required <p> Ongoing: When your hero deals combat damage with a weapon, put a slaughter counter on Rampage. <p> Your hero has +1 ATK while attacking for each slaughter counter on Rampage.

You add one slaughter counter for each packet of combat damage your hero deals with a weapon, regardless of the size of that packet.

Readiness, 3, Hunter, Ability—Survival Talent (Outland-33R)

Survival Hero Required <p> You can play ability cards from your graveyard this turn. <p> If an ability card would enter your graveyard this turn, remove it from the game instead.

You can play ability cards from your graveyard if otherwise legal. You can still play ability cards from your hand. All ability cards that would enter your graveyard from any other zone are removed from the game, except ability cards that are face-down resources entering the graveyard from play. You can still destroy or discard an ability card to pay a cost. Readiness itself is removed from the game as it resolves.

Reaver of the Infinities, 6, Two-Handed Weapon—Axe, Melee (1), 2 ATK, 0 Strike (Outland-217E)

(15) >>> Reaver of the Infinities has +[Infinity] ATK this turn.

As this effect resolves, choose any positive integer greater than 1 million to represent infinity (∞).

Righteous Defense, 1, Paladin, Instant Ability—Protection (Outland-52U)

Remove target friendly defending ally from combat, and your hero becomes a defender. Opposing heroes and allies can't attack that ally this turn.

Your hero enters combat with the attacker and stays in combat until the combat concludes normally.

Ring of the Unliving, 4, Item, Ring (2) (Dark Portal-268E)

Your hero can't be destroyed. <p> While your hero has fatal damage, when it's dealt damage, destroy that many of your equipment and/or resources.

When your hero is dealt fatal damage, the Ring's power doesn't trigger, and so you don't destroy any cards. Only when your hero already has fatal damage and is dealt more damage does the Ring's power trigger. As its triggered effect resolves, if you run out of other equipment and resources to destroy, you must destroy the Ring, causing your hero to be destroyed by fatal damage.

Rise to the Challenge, 15, Ability (Azeroth-167E)

*Attach to your hero and remove all damage from it. <p> Draw cards until you reach your maximum hand size. <p> Ongoing: **Attached** hero has +10 health.*

This card has received errata. The bold text above updates the printed card text.

Rite of Vision, Horde, Quest (Dark Portal-306R)

Tauren Hero Required <p> During your turn, pay (3) to complete this quest. <p> Reward: Put a Spirit Guide ally token with 1 ATK / 1 health into play. At the start of your next turn, remove that token from the game. If you do, choose a card from your collection, reveal it, and put it into your hand.

In a tournament, your collection is your side deck. In casual play, your collection includes all cards in your possession but excludes the cards with which you started the current game. Any time you're told to choose a card from your collection and put it into a game zone, you must choose a legal card.

Shadow Bolt, 3, Warlock, Ability—Destruction (Azeroth-132U)

Your hero deals 3 shadow damage to target hero or ally. When that character is destroyed this turn, its controller discards a card.

The controller of a Totem destroyed by Shadow Bolt must discard a card.

Shadowmeld, 3, Alliance, Ability (Dark Portal-131U)

Night Elf Hero Required <p> Ongoing: Your hero is elusive and untargetable. <p> At the start of your turn, destroy Shadowmeld.

Players can target your hero in response to you playing Shadowmeld. However, you can't play Shadowmeld in response to a link targeting your hero, because Shadowmeld is not instant.

Silencing Shot, 4, Hunter, Instant Ability—Marksmanship Talent (Outland-35R)

Marksmanship Hero Required <p> You may exhaust one of your Ranged weapons rather than pay Silencing Shot's cost. <p> Your hero deals 2 ranged damage to target hero or ally. If you targeted a hero, its controller can't play abilities this turn, and you may interrupt an ability card he played.

You may interrupt an ability card that player played only if it's on the chain as Silencing Shot resolves. The "can't play abilities" restriction applies whether or not you interrupted an ability card. The controller of a targeted hero can play any number of instant abilities in response to Silencing Shot, and those abilities can't be interrupted by it.

Silvermoon Sentinels, 2, Horde, Ally—Blood Elf Paladin, Unlimited, 1 ATK (Melee), 2 Health (Outland-184C)

When Silvermoon Sentinels enters play, it deals 1 holy damage to each hero for each ally named Silvermoon Sentinels in your party.

You count Silvermoon Sentinels in your party as this effect resolves. Each one that enters play will usually deal at least 1 holy damage to each hero, because it counts itself.

Sinister Strike, 2, Rogue, Instant Ability—Combat Combo (Azeroth-102C)

Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of one of your Melee weapons.

You can play Sinister Strike even if you don't have a Melee weapon. You choose a Melee weapon on resolution. If you don't have any at that time, your hero deals 1 melee damage.

Slam, 3, Warrior, Ability—Fury (Dark Portal-124U)

Your hero deals melee damage to target hero or ally equal to 1 plus the ATK of one of your Melee weapons.

You can play Slam even if you don't have a Melee weapon. You choose a Melee weapon on resolution. If you don't have any at that time, your hero deals 1 melee damage.

Slow, 3, Mage, Ability—Arcane Talent (Outland-45R)

Arcane Hero Required <p> Attach to target hero. <p> Ongoing: Attached hero's controller can't play more than one card per turn. (This doesn't include placing resources.)

If a player has already played one or more cards this turn as this card attaches to his or her hero, that player can't play any more cards this turn. Placing a resource is different from playing a card.

Solanian's Belongings, Horde, Quest (Dark Portal-307C)

Pay (4) to complete this quest. <p> Reward: Choose one: Put an ability card from your graveyard on top of your deck; or draw a card. If your hero is a Blood Elf, you may choose both.

If you choose both rewards, you perform them in the printed order on resolution, so you put an ability card from your graveyard on top of your deck and then draw that card.

Spellsteal, 3, Mage, Ability—Arcane (Dark Portal-54R)

Gain control of target ability. If it's attached to a hero or ally, you may attach it to another hero or ally.

You can only target an ability in play. If it's not attached to a character, simply move it to your hero row. To attach an ability to another character, first detach it and then attach it to another character that matches its attach description. If it can't be, that ability stays where it is. Reattaching an ability in this way doesn't add it to the chain, so its non-ongoing text is not reprocessed. You may reattach it to an untargetable card, even if its attach description is targeted.

Stormstrike, 1, Shaman, Instant Ability—Enhancement Talent (Dark Portal-101R)

Enhancement Hero Required <p> Ready your hero and one of your Melee weapons. <p> The next time your hero would deal nature damage this turn, it deals that much damage +2 instead.

You can play Stormstrike whether or not you have a Melee weapon. If a link resolves to create multiple packets of nature damage in the presence of Stormstrike's modifier, then all of those packets are considered to be "the next time" and are replaced.

Take the Shot, 2, Hunter, Ability—Marksmanship (Outland-36C)

Your hero deals ranged damage to target hero or ally equal to 1 plus the ATK of one of your Ranged weapons.

You can play Take the Shot even if you don't have a Ranged weapon. You choose a Ranged weapon on resolution. If you don't have any at that time, your hero deals 1 ranged damage.

Test of Faith, Horde, Quest (Dark Portal-308C)

Pay (1) to complete this quest. <p> Reward: Discard your hand, then draw a card.

If you have no cards in hand as this reward effect resolves, you simply draw a card.

Thunderfury, Blessed Blade of the Windseeker, 9, Weapon—Sword, Melee (1), 6 ATK, 5 Strike (Dark Portal-283E)
When you strike with *Thunderfury*, choose up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.

You can't choose the same character twice. You can choose fewer than five characters. If you choose three, for example, your hero deals 5, 4, and 3 nature damage to them, respectively.

Thysta Spiritlasher, 5, Horde, Ally—Orc Warlock, 3 ATK (Fire), 5 Health (Dark Portal-236U)
At the end of each player's turn, if no damage was dealt this turn, *Thysta Spiritlasher* deals 3 fire damage to that player's hero.

If a packet is completely prevented, it ceases to exist and so deals no damage.

Timeslicer, 3, Weapon—Dagger, Melee (1), 1 ATK, 0 Strike (Outland-225U)
Your hero has dual wield. (Can have a second one-handed Melee weapon instead of an Off-Hand equipment. Can strike with a second Melee weapon during the same combat.)

If you already have a Melee weapon, and your hero doesn't have dual wield, you can play this without violating uniqueness because your hero gains dual wield before uniqueness is checked.

Tiril Dawnrider, 1, Horde, Ally—Blood Elf Rogue, 1 ATK (Melee), 1 Health (Dark Portal-237C)
Ferocity <p> At the end of your turn, put *Tiril Dawnrider* into his owner's hand.

This power triggers only if *Tiril* is in play.

Totemic Call, 4, Shaman, Instant Ability—Elemental (Azeroth-117R)
Choose one or more: If you have an Air Totem, ready your hero and one of your Melee weapons; or if you have an Earth Totem, allies in your party have +1 ATK this turn; or if you have a Fire Totem, your hero deals 2 fire damage to target hero or ally; or if you have a Water Totem, draw two cards.

This card has received errata. You target a hero or ally only if you choose the fire mode. If you do, and that target is no longer legal on resolution, the entire card is negated.

Totem of Coo, Alliance, Quest (Outland-228C)
Pay (3) to complete this quest. <p> Reward: Draw a card, then draw another card for each other quest named *Totem of Coo* you have.

Totem of Coo is not a Totem. It counts only face-up quests in your resource row.

Tracker Gallen, 2, Alliance, Ally—Night Elf Hunter, 0 ATK (Ranged), 2 Health (Azeroth-219C)
Tracker Gallen has +1 ATK for each ally in your party.

Gallen counts himself, but he doesn't count Totems.

Travel Form, 2, Druid, Instant Ability—Feral, Form (1) (Dark Portal-29R)
Ongoing: Exhaust your hero >>> You pay (1) less to complete your next quest this turn.

If you have some way to ready your hero, you can use this power, ready your hero, then use it again to pay (2) less to complete your next quest this turn, and so on. Costs can't be reduced below 0.

Tyler Falconbridge, 1, Alliance, Ally—Human Rogue, 2 ATK (Melee), 1 Health (Outland-147U)
Stealth (Can't protect against this character.) <p> *Tyler Falconbridge* is a Combo card while in a graveyard.

While *Tyler* is in a graveyard, he has the Combo tag in addition to any others, so you can remove him from the game to pay the additional cost of a Finishing Move.

Ubel Sternbrow, 4, Alliance, Ally—Dwarf Paladin, 1 ATK (Melee), 6 Health (Outland-148U)
Protector <p> Ubel Sternbrow can protect himself.

You can exhaust Ubel to protect, even if he is the proposed defender.

Vorden the Shadowbringer, 6, Horde, Ally—Orc Warlock, 3 ATK (Shadow), 3 Health (Outland-191R)
When Vorden enters play, destroy any number of allies in your party, then destroy an opposing ally for each ally destroyed this way.

You choose all allies to be destroyed. You can choose untargetable allies. You can choose Vorden himself. You can't choose Totems. Once this triggered effect resolves and you choose the allies in your party to be destroyed, there's no opportunity for your opponents to do anything before you destroy the opposing allies.

Voss Treebender, 1, Horde, Ally—Tauren Druid, 2 ATK (Nature), 1 Health (Azeroth-266C)
When Voss Treebender attacks, you may exhaust target hero or ally.

This effect is added to the chain during the attack window and resolves before characters can protect.

Watcher Mal'wi, 4, Horde, Ally—Troll Hunter, 3 ATK (Ranged), 3 Health (Azeroth-269C)
When an opposing ally enters play, Watcher Mal'wi deals 1 ranged damage to it.

If an opposing ally enters play at the same time as Mal'wi, Mal'wi deals 1 ranged damage to it.

Winter's Grasp, 3, Mage, Ability—Frost (Azeroth-60U)
Ongoing: Opposing allies can't attack heroes or allies in your party unless their controller pays (1) for each attacker.

If an ally is affected by Winter's Grasp, its controller must pay (1) as an additional cost to propose that ally as an attacker. If that ally is also affected by a "must attack if able" modifier, that ally is unable to attack (and consequently need not attack) unless its controller chooses to pay (1).

After you pay (1) to propose an attacker, an opponent can respond by "freezing" it with a card like Frost Nova. If that happens, the proposed attacker doesn't exhaust, the combat step doesn't start, and the resource you paid remains exhausted.

World in Flames, 8, Mage, Ability—Fire (Azeroth-61R)
Ongoing: If your hero would deal fire damage, it deals double that much instead.

If you control two copies of World in Flames, fire damage that your hero would deal is quadrupled, and so on.

Zenith Shadowforce, Alliance, Hero—Human Warlock (Demonology), Herbalism/Tailoring, 28 Health (Dark Portal-9)
(2), Flip Zenith Shadowforce >>> Turn target opposing hero face down.

Turning a hero face down doesn't use its flip power. Your opponent can flip the target hero in response if able. If the target hero is already face down as Zenith's effect resolves, nothing happens. Using Zenith's power has no impact on flip effects already on the chain.