

# *Drums of War*<sup>TM</sup> Frequently Asked Questions

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**This set is legal for sanctioned Constructed play from November 14, 2008.**

## 1. Locations

- Locations are a new card type. Like quests, they can't be played; they can only be placed as resources. Unlike quests, a location stays face up in your resource row even after you use its power(s).
- Any time you control more than one location, choose one to remain face up and turn the rest face down.

### 1.1 Capacity

- Some locations have a capacity value and tower icon in their lower right corner. Such a location will also have a power that "adds" one or more [description] counters. This means you put that many counters on that location. A location can't have [description] counters in excess of its capacity.
- Any time you control a face-down resource with counters, remove those counters.

## 2. New character keywords

- **Berserking** is a keyword power that characters can have. It means:

*This character has +1 ATK for each damage on it.*

- **Conspicuous** is a keyword power that characters can have. It means:

*Opposing heroes and allies can protect against this character.*

- **Diplomacy** is a keyword power that characters can have, followed by a [description]. It means:

*You pay (1) less to play [description] allies, to a minimum of (1).*

- **Shadowmeld** is a keyword power that characters can have. It means:

*This character is **elusive** and **untargetable** while ready.*

- **War stomp** is a keyword power that characters can have. It means:

*When this character attacks or defends, you may exhaust target opposing hero or ally.*

## 3. Finishing move

- **Finishing move** is now a keyword power that abilities can have, optionally followed by a [description]. If no [description] is specified, the default is "Combo." It means:

*As an additional cost to play, remove X [description] cards in your graveyard from the game, where X is 5 or less.*

## 4. On your turn:

Some payment powers are preceded by a colon. The text to the left of that colon restricts when that power can be used. For example, a power preceded by “On your turn:” has the same restriction as one followed by “Use only on your turn.” Powers with either wording function identically.

## 5. Specific cards

*Alexi Barov, 5, Horde, Ally—Undead Rogue, Unique, 5 [Melee] ATK / 5 Health*

*At the start of your turn, put three Peasant ally tokens into play with 1 [Melee] ATK / 1 health and ferocity. At the end of the next turn, destroy them.*

Destroy them even if Alexi has left play or lost his powers.

*Aquatic Form, 1, Druid, Instant Ability—Feral, Form (1)*

*Ongoing: You may complete quest cards from your graveyard. As you do, remove them from the game as an additional cost.*

All costs (other than turning the quest face down) must still be paid, and any other restrictions on completing it must still be observed. A cost of “destroy this quest” can’t be paid from a non-play zone. Corki’s Ransom has received errata to clarify that its cost can be paid only from play.

*Arcanite Dragonling, 1, Item, Trinket (2)*

*(1) >>> Arcanite Dragonling is also an ally with 2 [Melee] ATK / 2 health and **protector** this turn.*

Arcanite Dragonling can attack if it’s been in its current party continuously since the start of its controller’s most recent turn (even if it hasn’t been an ally all that time). Its modifier never overwrites any earlier modifiers that add to or subtract from Arcanite Dragonling’s ATK or health. As this turn ends, any damage is removed from Arcanite Dragonling, and any of its “attached ally” or “attached character” attachments are destroyed.

*Arena Master, Arena Quest*

*Pay (4) to complete this quest.*

*Reward: Each player chooses an ally in his party. If you chose the ally with the highest ATK, draw two cards.*

You draw cards only if your ally has the outright highest ATK. (Nothing happens in the event of a tie.)

You draw cards even if no other player has an ally in his party. (In that case, you draw cards even if the only ally in your party has 0 ATK.)

*Aura of Accuracy, 3, Paladin, Ability—Holy, Aura (1)*

*Ongoing: You pay (1) less to play cards and effects with one or more targets, to a minimum of (1).*

You don’t pay less to play a *card* that has a payment power (like Myriam) or a triggered power (like Tatulla) that targets because, in each case, it’s the effect that has one or more targets, not that card itself.

*Battle Tactics, 7, Warrior, Ability—Protection*

*Ongoing: Opposing heroes and allies must attack each turn if able. <p> When an opponent proposes a combat, you may change the proposed defender. (It must be a legal choice for the attacker.)*

If you choose to change a proposed defender, that proposal effect is updated before it resolves. If the proposed attacker is a saboteur, you can’t change a proposed sabotage into a non-sabotage, or vice versa.

*Continuum Blade, 5, Weapon—Sword, Melee (1), 1 ATK, 2 Strike*

*At the start of each player's turn, if he didn't take the last turn, he takes an extra turn after this one.*

Let's consider a sequence of turns in the middle of a game between players A and B. If player A plays Continuum Blade during the first turn, the sequence will be ABBAABB, and so on until the Blade leaves play. However, if player B destroys the Blade during the second turn of this sequence (after it triggers for the first time), the sequence becomes ABBABAB, and so on. In other words, when the Blade triggers and grants an extra turn, that turn is still taken even if the Blade leaves play before it starts.

*Consul Rhys Lorgrand, 3, Alliance, Ally—Human Priest, 3 [Holy] ATK / 3 Health*

*Human Hero Required <p> Diplomacy: [Alliance] allies <p> Rhys has +1 ATK / +1 health for each different [Alliance] race among allies in your party other than Human. (Draenei, Dwarf, Gnome, and Night Elf)*

Rhys counts each different Alliance race among allies in your party (whether or not those allies have an Alliance icon) other than human for a maximum of +4 ATK / +4 health.

*Crusader Strike, 5, Paladin, Instant Ability—Retribution Talent*

*Retribution Hero Required <p> Your hero deals melee damage to target hero or ally equal to 3 plus the ATK of one of your Melee weapons. <p> You may put an ongoing Judgement or Seal card from your graveyard into play.*

Judgement of Light and Judgement of Wisdom have received errata. Both now have the Judgement tag.

*Enemies, Old and New, Horde, Quest*

*Pay (3) to complete this quest. <p> Reward: Draw a card. You may remove a counter from target card in play.*

You can't remove damage (even if damage is being represented by counters).

*Enslaved Abyssal, 4, Warlock, Ally—Abyssal Demon, Pet (1), 5 [Fire] ATK / 7 Health*

*Fire Resistance <p> At the end of your turn, if you didn't play a Demon or Demonology card this turn, choose an opponent. He gains control of Enslaved Abyssal, and it loses this power.*

Enslaved Abyssal doesn't lose **fire resistance**. It doesn't regain the lost power while it remains in play, so it doesn't change control again (unless something else causes it to change control).

*Feral Charge, 2, Druid, Instant Ability—Feral Talent*

*Feral Hero Required <p> Play only if your hero is in bear form. <p> Interrupt target card.*

Cards that have been placed on the chain can't be targeted for interruption.

*The Final Message to the Wildhammer, Horde, Quest*

*On your turn, pay (2) to complete this quest.*

*Reward: Draw a card. Put a Message item token into play with "If your hero would be dealt damage, it's dealt that much +1 instead." At the start of your next turn, remove that item from the game.*

This is the first card that puts a non-ally token into play.

*Gladiator's Regalia, 8, Mage, Arena Armor Set—Cloth, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 5 DEF*  
*Opposing allies lose and can't have powers. <p> [Activate] >>> Your hero deals 2 fire damage to target hero or ally.*

Each armor set is one card with five uniqueness tags: Chest (1), Hands (1), Head (1), Legs (1), and Shoulder (1). Controlling any other armor with one of these tags causes a uniqueness violation as usual.

*Greater Chain Lightning, 7, Shaman, Ability—Elemental*

*Target up to five heroes and/or allies. Your hero deals 5, 4, 3, 2, and 1 nature damage to them, respectively.*

Damage amounts are assigned to targets as you play Greater Chain Lightning.

*Grounding Totem, 1, Shaman, Ability—Enhancement, Air Totem (1), 4 Health*  
*Ongoing: Opposing cards and effects must target Grounding Totem if able.*

Grounding Totem is a “magnet.” While a magnet is in play, any opponent who adds a link with one or more targets must choose that magnet as one of those targets if it can be legally chosen. If two or more magnets are in play, that player must choose so as to include the maximum possible number of magnets.

*Hibernate, 2, Druid, Instant Ability—Balance*  
*Put target non-token ally into its owner's resource row face down, then exhaust it.*

As a card in play enters your resource row face down, it loses its name, powers, text, types, tags, and traits.

It also becomes a different card (even though it hasn't changed zones). This means that any modifiers affecting it or that would have affected it previously don't affect it in your resource row unless they specify that they do, any counters or damage on it are removed as part of it becoming a resource, its attachments are destroyed by the game, it becomes an illegal target for any links targeting it, and it's removed from any combat. Modifiers that persist while that card “remains in your party” expire.

*Ice Barbed Spear, 5, Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 2 Strike*  
*Each opponent can't draw cards unless he pays (1) for each card.*

Cards are drawn one at a time, so if an opponent would draw two cards, for example, he may pay (1) to draw one of them, look at it, and then decide whether to pay another (1) to draw the second.

*Immobilize, 4, Ability—Balance Subtlety*  
*Attach to target ability, ally, equipment, or resource and exhaust it. <p> Ongoing: Attached card can't ready during its controller's ready step.*

All attachments (including Immobilize) attached to a Totem are destroyed as part of PPP.

*In Defense of Halaa, Alliance, Quest*  
*Pay (3) to complete this quest.*  
*Reward: Draw a card. You may choose a counter on target card in play and add another of those counters to it.*

You can't add damage (even if damage is being represented by counters).

*Keward Rocksalt, 3, Alliance, Ally—Dwarf Warrior, 3 [Melee] ATK / 2 Health*  
*Protector <p> Opposing allies have -1 health while Keward is defending.*

If an undamaged ally with 4 health attacks Keward, it will be destroyed during that combat's conclusion.

*Lohn'goron, Bow of the Torn-heart, 6, Weapon—Bow, Ranged (1), 3 ATK, 3 Strike*  
*When you strike with Lohn'goron, your hero has long-range this combat.*  
*Exhaust an ally in your party >>> It deals 1 ranged damage to target hero.*

Allies can be exhausted to use this power regardless of how long they've been in your party.

*Lolly the Unsuspecting, 4, Alliance, Ally—Gnome Mage, 2 [Arcane] ATK / 3 Health*  
*All targets are chosen at random.*

For each target description a link has, first identify the set of legal targets (for example, by excluding **untargetable** cards), and then randomly choose from that set. If that set contains one or more magnets (cards that must be targeted if able), randomly choose from among only those magnets unless all of those magnets have already been chosen for that link.

*Maleo the Blur, Horde, Hero—Tauren Druid (Feral), Alchemy/Jewelcrafting, 28 Health (2), Flip Maleo >>> This turn, Maleo is in cat form and has Form (1) until you strike with a weapon or play a non-Feral ability.*

If you control another Form while your hero has Form (1), you must immediately destroy that Form (or your hero) to repair the uniqueness violation. Maleo loses both **cat form** and Form (1) if you strike with a weapon or play a non-Feral ability.

*Masquerade Gown, 6, Armor—Cloth, Chest (1), 0 DEF  
[Activate] >>> Target ally in your party becomes a copy of a second target ally in your party this turn.*

If either target is illegal on resolution, nothing happens. As a card becomes a copy of a second card, the first card loses all of its printed information, and then its printed information becomes identical to that of the second card. The first card is still the same card. Any links targeting it continue to do so. Modifiers to that card still apply within their durations, but they modify its new printed information. If a non-token card becomes a copy of a token, that card doesn't become a token, and vice versa.

*Medallion of the Alliance, 2, Alliance, Item, Trinket (2), 1 DEF  
(1), Put Medallion of the Alliance on the bottom of your deck >>> Interrupt target ability card that's targeting your hero if it was played by a [Horde] player. <p> (This item can prevent damage like an armor.)*

*Medallion of the Horde, 2, Horde, Item, Trinket (2), 1 DEF  
(1), Put Medallion of the Horde on the bottom of your deck >>> Interrupt target ability card that's targeting your hero if it was played by an [Alliance] player. <p> (This item can prevent damage like an armor.)*

These are the first non-armor cards with DEF values. An Alliance player is one who controls an Alliance hero, and a Horde player is one who controls a Horde hero.

*Merciless Gladiator's Battlegear, 8, Warrior, Arena Armor Set—Plate, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 8 DEF  
If your hero would deal damage with a weapon, it deals double that much instead.  
[Activate] >>> Exhaust target hero or ally, and your hero deals 1 melee damage to it.*

See *Gladiator's Regalia*.

*Moonflare, 3, Druid, Ability—Balance  
Ongoing: When a resource enters play under your control, your hero may deal 1 arcane damage to target ally.*

A card entering your resource row from play doesn't trigger Moonflare's power.

*Mystic Denial, 5, Mage, Instant Ability—Arcane  
Interrupt target card.  
Ongoing: When an opponent plays a card, destroy Mystic Denial. If you do, interrupt that card.*

Cards that have been *placed* on the chain can't be targeted for interruption.

*Natural Conduit, 3, Shaman, Instant Ability—Elemental  
Your hero deals 3 nature damage to target ally and heals 3 damage from itself.*

No damage is healed if the target is illegal on resolution.

*Netherbane, 1, Weapon—Axe, Melee (1), 2 ATK, 2 Strike  
Cards in play you control can't be removed from the game.*

Cards in play you control can still be destroyed or put into their owners' hands.

*Nyn'jah's Tabi Boots, 6, Armor—Leather, Feet (1), 1 DEF*

*Other players can't use payment powers during your turn.*

*You can use the payment powers of any cards in play during your turn (including opposing cards).*

Quest reward powers are not payment powers. Using a power of an opposing card is otherwise identical to using a power of a card you control. Such a power is read from your perspective (the player using the power), so “opposing” means opposed to you, and so on. Any resource costs must be paid with your resources as usual.

You may flip an opposing hero to use its flip power, exhaust an opposing ally to use its activated power (as long as that card has been in its current party continuously since the start of its controller's most recent turn), or pay even more exotic costs (like removing poison counters from an opposing Form of the Serpent or destroying an opposing Bringer of Death).

*Oakenclaw, Alliance, Hero—Night Elf Druid (Feral), Alchemy/Engineering, 27 Health*

*(1), Flip Oakenclaw >>> This turn, Oakenclaw is in bear form and has Form (1) until you strike with a weapon or play a non-Feral ability.*

See *Maleo the Blur*.

*The Oathkeeper, 4, Two-Handed Weapon—Mace, Melee (1), 6 ATK, 2 Strike*

*When The Oathkeeper enters play, choose an oath: "I won't play cards;" or "I won't draw cards."*

*You can't break **the oath you took**.*

This card has received errata. The chosen oath applies only to the oathmaker (the player under whose control The Oathkeeper entered play). While The Oathkeeper is under that player's control, the second power creates a modifier that says he or she either “can't play cards” or “can't draw cards.” While The Oathkeeper is under another player's control, no player is bound by that weapon's oath.

*Primal Totem, 1, Shaman, Instant Ability—Elemental, Earth Totem (1), 1 Health*

*Ongoing: When one of your Totems is destroyed, it deals 1 nature damage to each opposing hero and ally.*

When Primal Totem itself is destroyed, it deals 1 nature damage to each opposing hero and ally.

*Ransack, 4, Rogue, Ability—Assassination*

*Destroy the card with the lowest cost among abilities, allies, and equipment in play. If two or more are tied, destroy all with that cost.*

Look at all abilities, allies, and equipment in play as a single set, determine the lowest cost among them, and then destroy all cards in that set with that cost.

*A Rare Bean, Quest*

*Pay (2) to complete this quest. <p> Reward: Choose a rarity, then reveal the top three cards of your deck. Put a revealed card with that rarity into hand and the rest on the bottom of your deck.*

The color of a card's collector number represents that card's rarity: white for common, green for uncommon, blue for rare, purple for epic, and orange for legendary.

*Resourcefulness, 4, Hunter, Ability—Survival Talent*

*Survival Hero Required*

*Ongoing: Heroes and non-token allies in your party can be exhausted to pay costs as though they were resources.*

Affected characters are *not* resources. Affected allies can be exhausted this way regardless of how long they've been in your party.

*Rune of Metamorphosis, 1, Druid, Item, Trinket (2)*

*Your Forms aren't destroyed by abilities you play. (You can still have only one card with Form (1) in play.)*

For example, this means that Shred isn't destroyed when you play a non-Feral ability. However, if you play an ability that destroys all cards in play, your Forms will be destroyed as usual.

*Snipe, 2, Hunter, Instant Ability—Marksmanship*

*When the next ability, ally, or equipment enters play this turn, destroy it.*

Any powers or modifiers that trigger off that card entering play will still trigger. That card can be exhausted or destroyed to pay a cost before it's destroyed. If Snipe is played in response to card A, but an applicable card B enters play after Snipe resolves but before card A does, Snipe will destroy card B.

*Spell Ricochet, 2, Instant Ability—Arcane Protection*

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

An "ability card with a single target" is one that had a single target as it was added to the chain. As Spell Ricochet resolves, choose such a card on the chain, and you may change its target to any other legal target (reading that card's target description from its controller's perspective, so "opposing" continues to mean opposed to that player, and so on). You can't change the target of an "interrupt" card to target itself, but you can change its target to Spell Ricochet to effectively disable it.

*Spell Suppression, 1, Mage, Ability—Arcane*

*Attach to target ability, ally, equipment, or resource. <p> Ongoing: Attached card loses and can't have powers.*

Only powers are lost. An attached ally can still attack, an attached weapon can still strike, an attached resource can still exhaust to pay resource costs, and so on. All attachments (including Spell Suppression) attached to a Totem are destroyed as part of PPP

*Spirits of Auchindoun, Quest*

*Turn one of your other face-up resources face down to complete this quest. <p> Reward: Draw a card.*

You must also turn this quest face down to complete it as usual. If you turn another quest face down to complete this one, there's no way to simultaneously complete that other quest.

*The Staff of Twin Worlds, 6, Two-Handed Weapon—Staff, Melee (1), 1 ATK, 3 Strike*

*Other cards in play have their printed text a second time.*

"Text" refers only to text in a card's text box. Most keywords don't do anything extra while doubled, but **berserking**, **cat form**, **diplomacy**, **inspire**, and **war stomp** do. In general, doubling a payment power does nothing extra unless it can be used only once per [period], in which case the doubled power can also be used once per [period]. If two Staffs are in play, the second one does nothing (except double the printed text of the first), because all other cards in play already have their printed text a second time.

Each power on a card that triggers "when" that card enters play is doubled just before it triggers, so each such power triggers twice. However, a power on a card that does something "as" that card enters play does nothing extra. Similarly, each card with a power that says it enters play with a specified number of counters or damage continues to enter play with that specified number (not double that number).

*Sudden Shot, 3, Hunter, Instant Ability—Marksmanship*

*You pay (1) less to play Sudden Shot for each other ability you've played this turn.*

*Your hero deals 3 ranged damage to target hero or ally.*

You pay (1) less for each other ability you've played this turn, even if it was also named Sudden Shot.

*Suspended Curse, 2, Warlock, Ability—Affliction Curse*

*Attach to target ability, ally, or equipment. <p> Ongoing: At the start of your turn, remove attached card from the game.*

All attachments (including Suspended Curse) attached to a Totem are destroyed as part of PPP.

*Tinker Bixy Blue, 3, Alliance, Ally—Gnome Rogue, 1 [Melee] ATK / 4 Health*  
*If Bixy is undamaged: [Activate] >>> Target player discards a card and you draw a card.*

*Tinker Burnfizzle, 6, Alliance, Ally—Gnome Warlock, 4 [Fire] ATK / 5 Health*  
*If Burnfizzle is undamaged: [Activate] >>> Burnfizzle deals 3 fire damage to each opposing hero and ally.*

Damaging either Tinker in response to its activated effect doesn't interrupt or otherwise impact that effect.  
Damage is checked only as the power is used.

*Transfigure, 4, Mage, Ability—Arcane*  
*Ongoing: [Activate] >>> Target weapon's ATK becomes equal to its strike cost this turn.*

This will overwrite any earlier-timestamped modifiers to that weapon's ATK. Later modifiers can still change its ATK as usual.

*Unending Breath, 2, Warlock, Ability—Demonology*  
*Ongoing: Play with the top card of your deck revealed.*  
*You may complete quest cards from the top of your deck. As you do, remove them from the game as an additional cost.*

See *Aquatic Form*.

*Unholy Power, 4, Warlock, Ability—Demonology Talent*  
*Demonology Hero Required <p> Ongoing: Demons in your party have +3 ATK / +3 health.*

This card has received errata. The word "Ongoing" was omitted.

*Vengeful Gladiator's Vestments, 7, Rogue, Arena Armor Set—Leather, Chest (1), Hands (1), Head (1), Legs (1), Shoulder (1), 6 DEF*  
*When you play a finishing move, you may interrupt target card.*  
*[Activate] >>> Put the top card of your deck into your resource row face down and ready.*

See *Feral Charge* and *Gladiator's Regalia*.

*Veteran's Pendant, 1, Item, Neck (1)*  
*If you win this game, you decide who goes first next game.*

In a two-player game, if your opponent concedes while Veteran's Pendant is on the chain, or if your opponent loses after it leaves play, he or she decides who goes first next game as usual. In a tournament, this modifier applies only to the next game if it's in the same match.

*War of Attrition, 3, Warrior, Ability—Fury*  
*Put any amount of damage divided as you choose on allies in your party. Each opponent divides that much damage among allies in his party. Players can't put more than fatal damage on an ally this way.*

Players can put exactly fatal damage on an ally (and opponents must do so if no alternative exists). All allies with fatal damage are destroyed simultaneously by the first PPP check after this card resolves.

*Water Breathing, 2, Shaman, Ability—Enhancement*  
*Ongoing: You may complete quest cards from your hand. As you do, remove them from the game as an additional cost.*

See *Aquatic Form*.

*Weldon Barov, 5, Alliance, Ally—Human Warrior, Unique, 5 [Melee] ATK / 5 Health*  
*At the end of your turn, put three Peasant ally tokens into play with 1 [Melee] ATK / 1 health and protector. At the end of the next turn, destroy them.*

Destroy them even if Alexi has left play or lost his powers.

*Wylar Surestrike, 2, Alliance, Ally—Night Elf Rogue, 2 [Melee] ATK / 1 Health*  
*Shadowmeld <p> When Wylar deals combat damage to a defending ally, destroy that ally.*

Destroy that ally even if Wylar was destroyed by the exchange of combat damage that triggered his power.