Icecrown™ Frequently Asked Questions

Updated September 14, 2010
Compiled by Edwin Teh, with contributions from Dave DeLaney, Jennifer Dery and Simon Key

This set is legal for sanctioned Constructed play from September 14, 2010.

1. Deckbuilding

- Each hero has special rules. Their decks can include only the cards specified after the word "deckbuilding." That word is neither a keyword nor power, and deckbuilding rules have no impact after a game starts.

- *You can only include either [Alliance] or [Horde] cards.*
  In Constructed tournaments, you pick a faction and your main deck and side deck can include cards with that faction. In Limited tournaments, you pick a faction and your main deck can include cards with that faction. However, if your card pool contains both [Alliance] and [Horde] cards you may side deck between [Alliance] / [Horde] as long as all the cards with a faction in your main deck share a faction.

- A card is neutral if it has no trait icons outside its text box.

- *You can't include cards with other reputations or other text restrictions.*
  Exclusion takes precedence over any inclusions.
  The eleven Scourge Hero's decks can include The Lich King;
  The four Argent Crusade Hero's decks can include Highlord Trion Fordring; and
  Syreian, Angerboda, Savryn, Dalronn and Ufrang's decks can include Kel'Thuzad.
  (Because they all specify that only "other" text restrictions apply).

2. Argent Crusade reputation

- Reputations are neither keywords nor powers; they are deckbuilding restriction*s.*

- A deck can include cards of one reputation only if it contains no cards of any other reputation.

3. Specific cards

Arcane Binding, 2, Mage, Ability—Arcane (Icecrown-39R)
Attach to target hero. <p> Ongoing: As this ability enters play, choose "ability," "ally," or "equipment."
Attached hero's controller can't play more than one card of the chosen kind per turn.

> You choose as this attaches. If a player has already played one or more of the chosen kind this turn as this attaches to his hero, he can't play any more of them this turn. Placing a resource is different from playing a card.

Banshee Soulclaimer, 4, Scourge Ally—Banshee, Unlimited, 4 [Shadow] / 3 Health (Icecrown-148C)
Scourge Hero Required <p> [Alliance] and [Horde] allies have -1 / -1.

> An ally with both factions has -1 / -1 in the absence of any other modifiers.

Bath'rah the Windwatcher, 5, Ally—Troll Shaman, Unique, 5 [Nature] / 5 Health (Icecrown-166E)
When each Shaman you control exhausts for the first time each turn, you may ready it.

> This triggers when an applicable ally exhausts only if that ally hasn't become exhausted previously during the current turn.

Butcher, 3, Rogue, Ability—Assassination (Icecrown-60U)
Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)
Choose X from among "ability," "ally," "equipment," "location," and "quest." Target player reveals his hand and discards a card of each of the chosen kinds.

> You choose as this resolves, and so the target player can respond before you do. Once you have chosen, there's no opportunity for him to do anything before revealing his hand and discarding a card of the chosen kinds.

Chilly Slobberknocker, 3, DrMaPrShLo, Two-Handed Weapon—Staff, Melee (1), 1 [Frost], 5 Strike (Icecrown-191R)
As this weapon enters play, name two damage types. <p> If the first type of damage would be dealt, that much +1 is dealt instead. If the second type of damage would be dealt, that much -1 is dealt instead.

> The eight damage types are arcane, fire, frost, holy, melee, nature, ranged, and shadow.

Close Quarters Combat, 5, Rogue, Ability—Combat Talent (Icecrown-61R)
Combat Hero Required <p> Each player destroys resources he controls until he controls three.

> The turn player chooses first which of his resources to destroy, then the next player clockwise, and so on. After all choices have been made, the chosen resources are destroyed simultaneously.

Cold Hearted, Quest (Icecrown-212C)
Pay (3) to complete this quest. <p> Reward: Draw a card. Target ally's damage type becomes [Frost] this turn.

> As that ally's damage type becomes [Frost], it loses all other damage types this turn.

Conqueror Edge, 4, Horde, Ally—Tauren Death Knight, 3 [Frost] / 5 Health (Icecrown-126U)
When this ally enters play, you may put target [Hunter] equipment on the bottom of its owner's deck.

> A card is a [class icon] card if that icon appears on that card outside of its text box, regardless of the class of its controller's hero.

Deuce, 2, Hunter, Ally—Chimaera Beast Mastery Talent, Pet (1), 4 [Nature] / 3 Health (Icecrown-34R)
Beast Mastery Hero Required <p> While this ally is in your graveyard, you can control an additional Pet.

> If two of these are in your graveyard, you can have up to three Pets, and so on. A uniqueness violation occurs if one leaves your graveyard while you have the maximum number of Pets.

Divert, 1, Rogue, Ability—Subtlety Combo (Icecrown-62C)
Attach to target ability, ally, or equipment you control. <p> Ongoing: Opposing cards and effects must target attached card if able.

> The host 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.

Fel Infernal, 4, Warlock, Ally—Infernal Demon, Pet (1), 4 [Fire] / 4 Health (Icecrown-77U)
When you discard a card, you may pay (1). If you do, this ally deals 1 fire damage to each opposing hero and ally.

> Cards are discarded one at a time, so this power triggers twice if you discard two cards, and so on.

Fingers of Frost, 5, Mage, Ability—Frost Talent (Icecrown-42R)
Frost Hero Required
If you have ten or more cards in your hand, opposing cards can't attack or exhaust until the start of your next turn.

> This checks whether you have ten or more cards in your hand only as it resolves.

Frost Strike, 3, Death Knight, Instant Ability—Frost Talent (Icecrown-22R)
Frost Hero Required <p> Your hero deals frost damage to target hero or ally equal to the ATK of a weapon you control.
Up to X target opposing cards can't attack or exhaust this turn, where X is the ATK of a weapon you control.

> You may target the same opposing hero or ally to be dealt frost damage and to 'can't attack or exahust this turn.'

> The number of targets that 'can't attack or exhaust this turn' is locked in as you play this. Removing weapons in response has no impact.

> The amount of frost damage your hero deals is checked as this resolves. If you don't control a weapon at that time, no damage is dealt.

> Text is processed in order, and so armor can be exhausted to prevent the frost damage before it 'can't exahust this turn.'

Frostweaver Dakar'sith, 3, Horde, Ally—Blood Elf Mage, 3 [Frost] / 2 Health (Icecrown-131R)
Opposing heroes and allies can't attack unless their controller exhausts two other cards he controls for each attacker.

> If a character is affected by this, its controller must exhaust two other cards as an additional cost to propose that character as an attacker. If that character is also affected by a "must attack if able" modifier, it is unable to attack (and consequently need not attack) unless its controller chooses to pay the additional cost.

> If the proposal is interrupted, the proposed attacker doesn't exhaust, the combat step doesn't start, and the two other cards remain exhausted.

Gale Winds, 5, Druid, Ability—Balance Talent (Icecrown-26R)
Balance Hero Required <p> Ongoing: Abilities you control can be exhausted to pay costs as though they were resources.

> Your abilities don't become resources.

Hemet Nesingway, 3, Ally—Dwarf Hunter, Unique, 2 [Ranged] / 4 Health (Icecrown-167E)
Hunters you control can be exhausted to pay costs as though they were resources.

> Your Hunters don't become resources.

A Hero's Burden, Quest (Icecrown-214C)
Pay (1) and name a class to complete this quest. <p> Reward: Reveal the top four cards of your deck. Put a revealed ally of that class into your hand and the rest on the bottom of your deck.

> The ten classes are Death Knight, Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior. An ally is of that class only if it has that tag on its type line.
> For example, a [Hunter icon] Pet is not a Hunter ally.

Hex, 2, Shaman, Ability—Elemental Curse (Icecrown-70C)
Attach to target ally. <p> Ongoing: Attached ally becomes 1 / 1, can't gain or lose ATK or [Health], and is also a Frog.

> This will overwrite any earlier-timestamped modifiers to the host's ATK and health.

Jaina, Lady of Theramore, 4, Alliance, Ally—Human Mage, Unique, 3 [Frost] / 5 Health (Icecrown-104E)
Frost Resistance <p> Each opponent pays (1) more to play cards that share a card type with a card in his graveyard.
You pay (1) less to play cards that share a card type with a card in your graveyard, to a minimum of 1.

> The eight card types are ability, ally, armor, hero, item, location, quest, and weapon.
> Equipment isn't a card type.

King Ymiron, 5, Scourge Ally—Vrykul Death Knight, Unique, 5 [Shadow] / 4 Health (Icecrown-151R)
Scourge Hero Required <p> When this ally enters play, for each Unlimited ally you control, you may search your deck for an ally with the same name as that Unlimited ally and put it into play.

> Decide seperately for each Unlimited ally you control whether you'll search for an ally with the same name, then search for all of them. They all enter play simuntaneously.

Kjaran the Callous, Scourge Hero—Vrykul, 27 Health (Icecrown-15)
Flip Kjaran, remove a Scourge ally in your graveyard from the game >>> Kjaran deals 1 melee damage and 1 ranged damage to target attacker.

> Kjaran deals a total of 2 damage in two simultaneous packets to the same target.

Loate Grimtusk, 3, Horde, Ally—Troll Rogue, 3 [Melee] / 3 Health (Icecrown-138C)
Long-Range (While this ally is attacking, the defender can't deal combat damage to it.)
When this ally attacks, put him from play into his owner's hand at the end of this turn.

> This is only put into its owner's hand if it has remained in play continuously since attacking.

Metamorphosis, 7, Warlock, Master Hero—Demon Warlock Demonology Talent, 1 [Fire] / 35 Health (Icecrown-79R)
Demonology Hero Required <p> At the start of your turn, put your starting hero back into play unless you destroy an ally you control. If you destroyed an ally this way, your hero deals shadow damage equal to that ally's cost to target hero or ally.

> Putting your starting hero back into play works the same as putting a Master hero into play, except your starting hero enters your party flipped the same way it was removed.

> Master heroes start the game in a deck. A deck can include a Master hero with a certain name only if it contains no Master heroes with any other name. A Master hero enters a party face up with the same attachments, counters, damage, and ready/exhausted state as that party's previous hero, and then that previous hero is removed from the game. A Master hero can't be flipped or turned face down. Any links targeting that previous hero now target the Master hero, and any modifiers to that previous hero now apply to the Master hero within their durations.

Necessary Sacrifice, 1, PaLo, Instant Ability—Protection Demonology (Icecrown-94U)
Destroy target Demon, Ghoul, or Scourge ally with cost X or less, where X is the cost of a non-hero Paladin or Warlock you control.

> At this tries to resolve, compare the cost of the target with the cost of a non-hero Paladin or Warlock you control at that time. If the cost of the target is too great on resolution, this is interrupted.

Paint Bomb, 1, Ability (Icecrown-97U, Icecrown Loot-1L)
Attach to target ally.
*Ongoing: **As this ability enters play, name a class. <p>** Allies in attached ally's party have that class and lose all other classes.*

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

> The ten classes are Death Knight, Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior.

Penetrating Shots, X, Hunter, Instant Ability—Marksmanship (Icecrown-36R)
Play only if you control a Ranged weapon. <p> Choose X of the following: Your hero deals 3 ranged damage to target hero; your hero deals 3 ranged damage to target ally; target hero has -3 ATK this turn; or target ally has -3 ATK this turn.

> Each mode may only be chosen once. You may target the same character to be dealt ranged damage and to have -3 ATK this turn.

Portal Stone, 2, DkDrHuMaPaPrRoShLoWa, Item, Hearthstone (1) (Icecrown-183R, Icecrown Loot-2L)
On your turn: (1), [Activate] >>> Remove target ally you control from the game.
On your turn: (1), [Activate] >>> Put an ally removed by a card named Portal Stone into play under your control.

> All counters and damage are removed from an ally as it changes zones, and its attachments are destroyed. The second effect doesn't target. Choose an applicable ally as it resolves. It can retrieve allies removed by other copies of Portal Stone, including those removed by another player. That ally enters play ready, and you control it until it leaves play.

Prayer of Spirit, 4, Priest, Ability—Discipline (Icecrown-57U)
Ongoing: [Activate] >>> Ready a resource you control for each ally you control.

> You can't pay part of a cost, ready resources you control, then continue paying that same cost.

Reckoning, 2, Paladin, Ability—Protection Talent (Icecrown-50R)
Protection Hero Required
Ongoing: When your hero is dealt combat damage on an opponent's turn, you may ready a card you control.

> You may ready a card for each packet of combat damage dealt to your hero on an opponent's turn, regardless of the size of that packet.

Rune Strike, 3, Death Knight, Instant Ability—Frost (Icecrown-24C)
Your hero deals 3 melee damage to target ally, or put that ally on the bottom of its owner's deck if you control a Rune.

> No choices are made when this resolves. If you control a Rune, no damage is dealt and the target is put on the bottom of its owner's deck.

Thunderstorm, 4, Shaman, Instant Ability—Elemental Talent (Icecrown-73R)
*Elemental Hero Required <p> Exhaust all opposing heroes and allies. Your hero deals 1 nature damage to each of them. Ready a resource **you control** for each character dealt damage this way.*

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

Underking Talonox, 3, Scourge Ally—Crypt Lord, Unique, 6 [Melee] / 6 Health (Icecrown-160R)
Scourge Hero Required <p> This ally has -1 / -1 while there is an ability in an opposing graveyard. <p> This ally has -1 / -1 while there is an ally in an opposing graveyard. <p> This ally has -1 / -1 while there is an equipment in an opposing graveyard.

> Count each kind only once, for a maximum of -3 / -3.