

Worldbreaker™ Frequently Asked Questions

Updated December 3, 2010

Compiled by Edwin Teh, with contributions from Dave DeLaney, Jennifer Dery and Simon Key

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

1. Rules updates

1.1 Striking with Weapons

- You can only strike with a weapon as your hero attacks or defends. This is the only time you can strike with a weapon.
- Striking a weapon associates that weapon with your hero for this combat. It doesn't use the chain.
- While associated, your hero has that weapon's ATK and damage type. Your hero also has Long-Range while associated with a weapon with Long-Range
- A weapon stops being associated with a hero as it changes zones, changes controllers, or stops being a weapon.

1.2 Totems

- Most previous rules for Totems have been removed. The only rules for all Totems are:
 - Totems can't attack.
 - While in play, a Totem is also an ally.
- Totems from Worldbreaker onwards are "Ability Ally" and count as both card types in all zones.
- Previously printed Totems are not receiving functional errata. While in play, they count as both "Ability" and "Ally", but are only "Ability" in all other zones.

1.3 Equipment

- Equipment is now a card type.
 - The six card types are ability, ally, equipment, hero, location, and quest.

1.4 Forms

- Forms from Worldbreaker onwards aren't destroyed when you strike with a weapon or play a non-Feral ability.
- Previously printed Forms are not receiving functional errata, so striking with a weapon and playing non-Feral abilities will still destroy them.

2. New keyword powers

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

Prevent all non-combat damage that would be dealt to this character.

- **Stash: [Text]** is a keyword power that cards can have. It means:

As this card enters your resource row from anywhere, if it would enter face down, you may have it enter face up, then immediately turn it face down instead. When you do, [text].

- As a card with such a power enters your resource row face down, you may stash it no matter where it came from or whether it had powers there. For example, you may stash a card that is put into your resource row from play while it has no powers.
 - While you stash, a card is blank except for its stash power. As a result, it doesn't violate uniqueness.
 - A triggered effect from a card's stash power is controlled by the player whose resource row that card enters.
 - Some Mounts have a power that triggers "when you place a resource into your resource row face up." Such a power triggers when you stash a resource that is placed. You choose in what order the Mount and stash triggered effects are added to the chain.
 - Some Green Dragonkin have a power that triggers "when a resource you control is turned face down." Such a power triggers when you stash. You choose in what order the Dragonkin and stash triggered effects are added to the chain.
 - You can't stash if keywords have been sabotaged.
- **Time is Money** is a keyword power that characters can have. It means:

This character can use [Activate] powers from the turn it enters your party.

3. Specific cards

*Alexstrasza the Life-Binder, 25, Master Hero—Red Dragonkin Aspect, 0 [Fire] / 40 Health
You pay (X) less to play Alexstrasza, where X is the combined ATK of allies you control.
Assault 5 <p> Allies you control can't be destroyed.*

Allies you control can still be damaged, and will accumulate any damage dealt to or put on on them. Damage can't be put on a character in excess of its health. Destruction "by the game" (such as uniqueness violations) can't be stopped.

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.

Blessing of the Kindred, 1, Paladin, Instant Ability—Protection Blessing

*Ongoing: **As this ability enters play, name a class.** <p> Friendly allies of that class have +1 / +1.*

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.

Boomer, 2, Hunter, Ally—Bat, Pet (1), 3 [Nature] / 3 Health

Once on each of your turns: Emit a sonic blast >>> Exhaust target hero or ally. This ally deals 1 nature damage to it.

You can target an exhausted character and it will be dealt 1 nature damage.

Contagious Poison, 1, Rogue, Instant Ability—Assassination Poison

Attach to target hero or ally that was dealt combat damage by your hero this turn.

Ongoing: At the start of your turn, you may reattach this ability to target hero or ally. Then, your hero deals 2 nature damage to attached character.

Your hero deals damage to attached character, even if you don't reattach this.

Emerald Lifewarden, 4, Ally—Green Dragonkin, 3 [Nature] / 3 Health

You can place an additional resource on each of your turns.

Stash: Reveal the top card of your deck. If it's a quest, put it into your hand.

Additional resources can be placed face up or down. Multiple copies of this are cumulative. For example, if you control two, you can place two additional resources, and so on. To determine if you can place an additional resource, check if the number of additional resources you've already placed this turn is less than the number of copies of this you currently control. Once a resource has been placed on the chain, it can't be interrupted by removing this from play in response, nor will such removal cause any resources to be destroyed.

Eranikus, 5, Ally—Green Dragonkin Consort, Eranikus (1), 5 [Nature] / 6 Health

At the start of your turn, reveal the top card of your deck, then place it into your resource row ready as an additional resource.

Quests and locations may be placed face up or face down. Other card types can be placed only face down. If the revealed card has a stash power, you may stash it.

Flourish, 3, Druid, Ability—Balance

Reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

Stash: Your hero heals 2 damage from itself.

See Eranikus.

Furan Rookbane, 6, Alliance, Ally—Night Elf Druid, 6 [Arcane] / 5 Health

When this ally enters play, reveal the top card of your deck. You may place it into your resource row exhausted as an additional resource.

See Eranikus.

King Genn Greymane, 5, Alliance, Ally—Worgen Warrior King, Genn (1), 4 [Melee] / 4 Health

Aberration <p> This ally has +2 / +2 for each other Worgen you control.

*While this ally is ready, **opposing heroes and allies** can't attack other Worgen you control.*

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

Mana Shift, 5, Mage, Ability—Arcane

Gain control of any number of opposing abilities with combined cost less than or equal to the number of resources you control. For each of those abilities that's attached, you may reattach it.

You control each of those abilities until it leaves play. To reattach an ability, detach it and then attach it to another card in play that matches its attach description. This doesn't add it to the chain, so its non-ongoing text isn't reprocessed. You may reattach it to an untargetable card even if its attach description is targeted.

Mottled Drake, 2, Ally—Dragonkin, Mount (1), 0 [Nature] / 3 Health

When you place a resource into your resource row face up, ready target Dragonkin ally you control. Your hero heals all damage from it. <p> (Mounts can't attack or be attacked.)

You can target a ready Dragonkin ally, and all damage will still be healed from it. This triggers when you place a quest or location face up into your resource row, or when you stash a resource that is placed. It doesn't trigger if a face-up resource enters your resource row any other way.

Prized Beastmaster's Mantle, 4, HuSh, Equipment—Armor—Mail, Shoulder (1), 1 DEF

Non-[Horde], non-[Alliance] allies you control have +3 [Health].

*Stash: Your hero heals 3 damage from target **non-[Horde], non-[Alliance]** ally you control.*

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

The intent for this card is to work with Pets.

Repurposed Lava Dredger, 3, DrPa, Equipment—2H Weapon—Mace, Melee (1), 1 ATK, 3 Strike

(3), [Activate] >>> Reveal the top card of your deck and an additional card for each heirloom counter on this equipment. Place each revealed card into your resource row exhausted as an additional resource.

Stash: Add an heirloom counter to target equipment you control.

See Eranikus.

Ripple, 2, Mage, Ability—Arcane

Your hero deals 1 arcane damage to each opposing hero and ally.

Stash: The next time your hero would deal damage with an ability this turn, it deals that much +1 instead.

If an ability resolves to create multiple packets of damage dealt by your hero in the presence of this stash modifier, then all of those packets are considered to be “the next time” and are replaced.

Sava'gin the Reckless, 3, Horde, Ally—Troll Druid, 8 [Nature] / 1 Health

This ally attacks opposing heroes and allies at random.

Stash: Your hero deals 2 nature damage to target random opposing hero or ally.

As this is proposed as an attacker, first identify the set of legal proposed defenders (for example, by excluding elusive characters), and then randomly choose from that set.

As you stash, first identify the set of legal targets (for example, by excluding untargetable characters), and then randomly choose from that set.

Strangulate, 3, Death Knight, Instant Ability—Blood

Interrupt target ability.

Stash: Opponents can't play abilities this turn.

Opponents can play instant abilities in response to the stash. Ability is a card type. Using a power is not playing an ability.

Unstable Infusion, 2, Mage, Ability—Arcane

Your hero deals arcane damage to target hero or ally equal to the cost of an equipment in that character's party.

The amount of arcane damage your hero deals is checked as this resolves. If the target's controller doesn't control an equipment at that time, no damage is dealt.

Valerie Worfield, Horde, Hero—Undead Hunter (Survival), 28 Health

[Front]: (3) >>> Flip Valerie.

[Back]: Prevent the first 1 damage that would be dealt to Valerie each turn.

This doesn't heal or remove any damage already dealt the turn she flips face-down, nor does it prevent any further damage that turn if 1 damage has already been dealt to her, or if 1 damage that would have been dealt to her has already been prevented.

Vigil of the Light, 6, PaPr, Ability—Holy

Put target ally from your graveyard into play. If you do, attach this ability to it.

Ongoing: At the start of each turn, your hero heals all damage from attached ally.

If the target doesn't enter play, this enters your graveyard rather than play.

Vorix Zorbuzz, Horde, Hero—Goblin Rogue (Assassination), 27 Health

[Front]: (3) >>> Flip Vorix.

*[Back]: **If** Vorix would deal melee damage, he deals that much nature damage +1 instead.*

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

Wyvern Sting, 1, Hunter, Instant Ability—Survival Talent Sting

Survival Hero Required <p> Attach to target ally, or target hero or ally if you control a Ranged weapon.

Ongoing: Attached character can't attack or exhaust unless its controller pays (2).

You only need to control a Ranged weapon as you play this targeting a hero.

If a character is affected by this, its controller must pay (2) as an additional cost to propose that character as an attacker. There is no additional cost for a character affected by this to exhaust to attack. If that character is also affected by a "must attack if able" modifier, that character is unable to attack (and consequently need not attack) unless its controller chooses to pay (2). If the proposal is interrupted, the resources paid remain exhausted.

If a character is affected by this, it can't exhaust for any other reason unless its controller chooses to pay (2).

Ysera the Dreamer, 20, Master Hero—Green Dragonkin Aspect, 3 [Nature] / 40 Health

You pay (1) less to play Ysera for each face-down resource you control.

Mend 3 <p> At the start of your turn, you may draw a card.

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.