

Throne of the Tides™ Frequently Asked Questions

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This set is legal for sanctioned Constructed play from October 11, 2011.

1. Monster Hero errata

(8) >>> Flip Ha'ruh **face down**.

- The four Monster heroes in this set have received errata. The bold text above updates the printed text.

2. New keyword powers

- **Enrage** is a keyword power that some Monster allies can have. It means:

As this enters play, you may reveal the top card of your deck.

- One or more other powers may be granted based on the type of card revealed this way.

- **Empower [thing]**: is a keyword power that cards can have. It refers to powers that check or double-check whether you control a/another [thing]. If you do, one or more actions may be performed.

***Example: Empower Monster:** When this ally enters play, if you control another Monster hero or ally, this ally deals 4 melee damage to target hero or ally.*

- **Eternal** is a keyword power that cards can have. It means:

When this enters your graveyard from anywhere, you may shuffle it into your deck.

- A card's **Eternal** power is active only while that card is in a graveyard and that power hasn't been lost.

- **Delve** is a keyword power that cards can have. It means:

Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom.

- As usual, when placing cards on the bottom of your deck, they can be placed in any order.

- **Smash** is a keyword power that cards can have. It means:

If this would deal more than fatal combat damage to a defending ally, it deals exactly fatal damage to that ally, and the rest to that ally's controller's hero instead.

- This is not applied until after all other replacement/prevention modifiers for that packet have been applied. If that damage is reduced or prevented to at or below fatal for that ally, then no damage will be dealt to the hero this way.
- Damage dealt to a hero this way can be further modified or prevented, but only if that modifier did not affect the original packet.

- **Smash** works as follows:

An ally with 4 ATK and **Smash** attacks an opposing ally with 2 Health.

- If the defending ally is undamaged, then it's dealt 2 damage (fatal) and the hero is dealt 2 damage.
- If the defending ally has 1 damage, then it's dealt 1 damage (fatal) and the hero is dealt 3 damage.
- If the defending ally is undamaged, and the next 4 damage to that ally is prevented, then neither it nor the hero is dealt any damage.
- If the defending ally is undamaged, and the next 3 damage to that ally is prevented, then it's dealt 1 damage (non-fatal) and the hero is not dealt any damage.
- If the defending ally is undamaged, and the next 2 damage to that ally is prevented, then it's dealt 2 damage (fatal) and the hero is not dealt any damage.
- If the defending ally is undamaged, and the next 1 damage to that ally is prevented, then it's dealt 2 damage (fatal) and the hero is dealt 1 damage.
- If the defending ally is removed from combat, then no damage will be dealt to the hero this way since there is nothing for **Smash** to replace.

3. Concepts

- Remaining health is a new concept that means:

The difference between a character's health and the amount of damage it has on it.

- To determine a character's remaining health, you must first determine its total health, taking into account any +/- health modifiers. Then, you subtract the amount of damage on that character. If a character has more than fatal damage, its remaining health is zero.
- Remaining health does not modify the health of a character in any way. It is merely a new way of expressing a character's remaining undamaged health.

4. Specific cards

Amano, Herald of the Sun, 4, Horde, Ally—Tauren Paladin, 4 [Holy] / 4 Health

*Empower Paladin: When this ally enters play, if you control another Paladin hero or ally, **each ally you control with cost 2 or less has +X ATK this turn, where X is its ATK.***

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

Barathex, Undeath's Hand, Alliance, Hero—Night Elf Death Knight, 29 Health

*(6), Flip Barathex >>> Put target ally from an opposing graveyard into play under your control. **If you do, that ally also has Ferocity, "This ally can attack only heroes.", and "At end of turn, destroy this ally."***

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

That ally has those powers until it leaves play. It may lose those powers as usual (eg: Polymorph).

The 'self-destruct' power will attempt to destroy the ally at the end of every turn, not just the turn it entered play.

Bottled Cunning/Death/Elements/Knowledge/Life/Light/Mind/Rage/Spite/Void/Wild, Equipment—Item
Exhaust a Rogue hero or ally you control and destroy this item >>> Target hero or ally has +2 ATK and Stealth this turn.

Exhausting a character is part of the cost for this power. You cannot try to exhaust something that is already exhausted.

Boundless Might, 3, Paladin, Instant Ability—Retribution

Eternal (When this enters your graveyard from anywhere, you may shuffle it into your deck.)<p>Choose one: Target weapon has +1 ATK this turn for each resource you control; or target armor has +1 [DEF] this turn for each resource you control.

The number of resources is locked in as this ability resolves, not when it is added to the chain. This number does not change if the number of resources changes after this power resolves.

Concussive Barrage, 1, Hunter, Instant Ability—Marksmanship

Marksmanship Talent (You can't put Beast Mastery Talents or Survival Talents in your deck.)<p>Your hero deals 2 ranged damage to target hero or ally. That damage is doubled for each other card named Concussive Barrage in your graveyard.

This ability does 2, 4, 8 or 16 damage depending on how many other copies are in the graveyard. For interactions with damage modifiers, like **Inspiring Presence**, you must first determine the amount of damage being dealt with this ability, then apply that damage modifier.

Deathater Stroud, 4, Horde, Ally—Undead Death Knight, 4 [Shadow], 5 Health

When damage is healed from an opposing ally, this ally deals that much shadow damage to that ally's controller's hero.

The amount of damage dealt is equal to the actual amount of damage healed from that ally.

Erunak Stonespeaker, 5, Neutral, Ally—Broken Shaman, Erunak (1), 5 [Fire], 5 Health

*When Erunak enters play, put a 0 [Melee] ATK / 2 [Health] Air, Earth, Fire, or Water **Totem token** into play.*

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

A Totem token represents a totem and has the following properties by default:

- Ability Ally.
- Air Totem (1), Earth Totem (1), Fire Totem (1) or Water Totem (1) appropriately.
- [Nature], [Melee], [Fire] or [Frost] ATK appropriately, unless otherwise specified by the power that generated the token.

Fungal Growth, 4, Druid, Ability—Balance

Balance Talent (You can't put Feral Talents or Restoration Talents in your deck.)<p>Ongoing: At the end of your turn, you may put a 5 [Melee] / 5 [Health] Fungal Behemoth ally token into play if you control five or more allies. Otherwise, you may put a 1 [Melee] / 1 [Health] Treant ally token into play.

If you control 5 or more allies, then you can choose to put a 5/5 ally token into play, or nothing at all. You cannot choose to put a 1/1 ally token into play.

If you do not control 5 or more allies, then you can choose to put a 1/1 ally token into play, or nothing at all.

Jak the Bilgewater Bruiser, Horde, Hero—Goblin Warrior, 30 Health

On your turn: (4), Flip Jak >>> Ready Jak and target weapon you control. You pay (4) less to strike with it this turn.

The weapon you target does not have to be exhausted. You still pay (4) less to strike with it.

Kieron the Loaner, 5, Alliance, Ally—Gnome Rogue, 4 [Nature], 4 Health

When this ally enters play, each opponent draws three cards.<p>At the end of each turn, if an opponent has no cards in his hand, destroy his hero.

This ally can destroy multiple heroes at the same time. An opponent must have no cards in hand as an End Step begins for this power to trigger. If that opponent has one or more cards in their hand before this power resolves, their hero will not be destroyed.

Kinza, Mistress of the Elements, 5, Horde, Ally—Goblin Shaman, 2 [Fire], 7 Health

When you play a non-Ongoing ability, you may pay (2). If you do, copy that ability. (You may choose new targets for the copy.)

The duplicate is added to the chain, and is not “played”. It copies the original’s name, play cost, type, tags, text, and current target, as well as all other choices that have been made for it, including modes, costs, and the value of X. If a duplicate refers to actions taken to pay its cost(s), it’s referring to the actions taken to pay the original’s cost(s). Any other self-references on the duplicate refer to itself rather than the original. Before adding a duplicate to the chain, you may choose new legal targets for it, or leave any of its current targets unchanged, even if they are no longer legal.

Militia Commander Balor, 7, Alliance, Ally—Human Warrior, 4 [Melee], 8 Health

This ally can protect Peasants.<p>At the start of your turn, you may put two 1 [Melee] / 1 [Health] Peasant ally tokens into play.<p>Peasants you control can be exhausted to pay costs as though they were resources.

Peasants you control do not become resources.

Monstrous Essence, 5, Death Knight, Ability—Blood

Ongoing: When a Monster ally you control is destroyed, your hero deals shadow damage to target hero equal to that ally's ATK and heals damage from itself equal to that ally's [Health].

ATK and Health values are based off when that ally was destroyed.

Prazo Whiptrick, 3, Horde, Ally—Goblin Rogue, 3 [Melee], 2 Health

You pay [3] less to play this ally if you played an equipment this turn.

Playing more than one equipment does not reduce his cost any further.

Skullchewer, 5, Death Knight, Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost], 6 Health

As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card's printed powers.

If Skullchewer gains any “as this enters play” powers, they are gained too late to apply as Skullchewer enters play.

If Skullchewer gains any “when this enters play” powers, they will trigger accordingly.

Skullchewer has those powers until it leaves play. He may lose those powers as usual (eg: Polymorph).

Sorrow's End, 4, DkPaWa, Equipment—2H Weapon—Mace, Melee (1), 3 ATK, 3 Strike

Play with the top card of your deck revealed. <p>While a card with cost 3 or more is revealed this way, this weapon has +3 ATK.<p>While a card with cost 3 or less is revealed this way, you pay (3) less to strike with this weapon.

While a card with 3 cost is revealed, this weapon has both bonuses.

Soul Swap, 6, Warlock, Ability—Affliction

Affliction Talent (You can't put Demonology Talents or Destruction Talents in your deck.)<p>Your hero deals shadow damage to target hero equal to half its remaining health, rounded up, and heals 1 damage from itself for each damage dealt this way.

Remaining health - See **Concepts** above.

Toshe Chaosrender, 4, Neutral, Ally—Taunka Shaman, Toshe (1), 0 [Nature], 0 Health

Opponents can't complete quests.<p> You can complete opposing quests. (You get the rewards.)<p>Toshe has +1 / +1 for each opposing face-down resource.

When you complete an opposing quest this way, you must use your own resources to pay any costs. That opposing quest cannot be exhausted to help pay the completion of its own power. (This is an exception to 702.1.) Completing a quest this way follows all other rules for completing quests.

Vendetta, 2, Rogue, Ability—Assassination

Assassination Talent (You can't put Combat Talents or Subtlety Talents in your deck.) Destroy target exhausted ally, or gain control of it if you have no cards in your hand.

If you have no cards in your hand, you gain control of the ally until it leaves play. You cannot choose to destroy it.

Zintix the Frostbringer, 3, Alliance, Ally—Gnome Death Knight, 3 [Frost], 3 Health

When this ally deals damage to an opposing hero, you may search your deck for an attachment and play it immediately targeting that hero, without paying its cost.

The attachment must be able to be attached to that hero. For example, you cannot play an attachment that attaches only to allies.