

Crown of the Heavens™ Frequently Asked Questions

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This set is legal for sanctioned Constructed play from February 7, 2012.

1. New keyword powers

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

You pay (1) less to play allies with printed cost 4 or more.

Harmonize is cumulative.

If you control 2 cards with **Harmonize**, you pay (2) less to play allies with printed cost 4 or more.

If you control 3 cards with **Harmonize**, you pay (3) less to play allies with printed cost 4 or more.

Etc.

Harmonize doesn't state "to a minimum of 1". It is possible to pay (0) to play an ally with printed cost 4 or more if you control enough cards with **Harmonize**.

2. Concepts

- **Unless** - Some cards say to do [something] "unless" a player does [something else]. This is the same as, "that player may do [something else]. If he does not, do [something]."
- **Double** - Some cards say to "double" the ATK/DEF/Health of other cards in play. Double, in this instance is dependent upon all other modifiers affecting that [thing] and will always be applied last regardless of time stamp order.

3. Specific Cards

The Battle Is Won, the War Goes On, Quest

On your turn: Pay (2) to complete this quest. <p> Reward: Choose a standard class. Put a 1 [Melee] / 1 [Health] ally token into play with the chosen class.

There are ten standard classes: Death Knight, Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior.

Bladestorm, 6, Warrior, Ability—Arms

Arms Talent <p> Attach to target weapon you control. <p> Ongoing: Attached weapon has +3 ATK. <p> When this ability enters play, your hero deals melee damage to each opposing ally equal to attached weapon's ATK.

The +3 ATK from this ability is included when determining the amount of damage dealt to each opposing ally.

Boundless Thievery, 1, Rogue, Ability—Subtlety

Eternal <p> Reveal cards from the top of target opponent's deck equal to the number of resources you control. You may choose a revealed ally or equipment and play it immediately, paying costs as normal. Then, put the rest on the bottom of that player's deck.

You pay all costs associated with that ally or equipment, including any additional or alternate costs.

You don't have to choose any cards. If this happens, you put all revealed cards on the bottom of that player's deck.

Bromor the Shadowblade, 2, Alliance, Ally—Dwarf Rogue, 2 [Melee], 3 Health

Stealth <p> When your hero strikes with a weapon, add a +1 ATK counter to that weapon.

The new value of the associated weapon's ATK will immediately be reflected in your hero's ATK that combat.

Bubblesmash, 4, Monster Ally—Murloc Hunter, 4 [Nature], 2 Health
This and other Murloc allies you control have Smash.

Having additional instances of **Smash** has no effect.

Corrupted Hippogryph, 2, Monster Ally—Hippogryph, Mount (1), 0 [Nature], 3 Health
Opponents pay (1) more to complete quests. <p> When an opponent places a resource face up into his resource row, this ally deals 3 nature damage to his hero. (Mounts can't attack or be attacked.)

This power triggers when an opponent stashes a resource being placed into their resource row.

Despair of Undeath, 5, Death Knight, Ability—Unholy
Put a 3 [Melee] / 3 [Health] Ghoul ally token into play. Opposing allies have -1 [Health] this turn for each Ghoul you control.

The -[Health] value is locked in on resolution.

Dual Empower abilities (Bark and Bite, Bash and Slash, Fear and Loathing, Preserve and Protect, Rime and Freezin')
Empower [Class X]: [text]. <p> Empower [Class Y]: [text].

Targets must be chosen, even if you don't control cards of the specified class. You can target the same card for both powers, but only if it can be legally targeted by those powers.

If you don't control cards of the specified class as these abilities resolve, the power for that class does nothing.

If you control both of the required classes as these abilities resolve, you process the text in the order that's printed on the card.

Essence of Aggression/Defense/Focus/Light/War, 5, Ability
You pay (2) less to play this ability if you control a [Class X] hero or ally. <p> You pay (2) less to play this ability if you control a [Class Y] hero or ally.

The cost reduction for these cards is 0, 2 or 4. You will not pay more than 4 less to play these cards through their own powers. (Note: This does not include Essence of Rage.)

Farseer Nobundo, 5, Ally—Draenei Shaman, Nobundo (1), 3 [Nature], 8 Health
You may look at the top card of any opponent's deck at any time. <p> At the start of your turn, guess whether the top card of your deck has a higher or lower cost than the top card of target opponent's deck. Then, both players reveal the top card of their deck. If you guessed correctly, draw a card.

"At any time" means any time you have priority to do so.

Grag'tok, 4, Monster Ally—Ogre Mage, 3 [Fire], 5 Health
When an ally with 6 or more ATK enters play under your control, this ally deals 1 fire damage to each opposing hero and ally.

If an ally with less than 6 ATK has its ATK is increased above 6 by a modifier as it's entering play, Grag'tok's power will trigger.

If an ally with 6 or more ATK has its ATK is lowered below 6 by a modifier as it's entering play, Grag'tok's power will not trigger.

Gravelord Adams, 6, Horde, Ally—Undead Death Knight, 5 [Shadow], 5 Health
When you play this ally, you may pay (1) any number of times. <p> Put a 3 [Melee] / 3 [Health] Ghoul ally token into play for each (1) paid this way.

This ally's power triggers when he is added to the chain, not when he enters play. Ghoul tokens from this power will enter play before Gravelord Adams does.

Gronn Skullcracker, 9, Monster Ally—Gronn, 6 [Melee], 12 Health

Monster Hero Required <p> You may reveal this ally from your opening hand once. If you do, your hero has +3 ATK on your first turn. <p> *Smash* <p> This ally has +6 ATK for each Ogre hero and ally you control.

Your 'opening hand' is the cards you have in your hand as the first turn of the game starts.

You reveal Gronn only after you have made mulligan decisions. If you mulligan, you reveal Gronn after you do so, not before.

Harpy Matriarch, 3, Monster Ally—Harpy Mage, 2 [Frost], 2 Health

Empower Monster: When this ally enters play, if you control another Monster hero or ally, target player chooses an ability he controls. Destroy that ability.

These two actions (choosing and destroying) are not being performed by the same player. The targeted player can choose an ability that can't be destroyed. If they do, the rest of the power will do nothing.

Hexamorph, 2, Mage, Shaman, Instant Ability—Arcane Elemental

Target ally loses and can't have powers this turn. Draw a card.

If the only target of this card is made illegal, you will not draw a card.

High Prophet Barim, 3, Monster Ally—Tol'vir Paladin Priest, Barim (1), 1 [Holy], 1 Health

Other allies you control have +ATK equal to Barim's ATK and +[Health] equal to Barim's [Health].

As Barim's ATK/Health changes, so does the ATK/Health of other allies you control.

Horngrim, 2, Horde, Ally—Troll Druid, 1 [Nature] / 3 Health

Harmonize <p> This ally can't be targeted by opponents.

This power doesn't grant him the keyword **Untargetable**.

Iso'rath, Monster Hero—Iso'rath, [Front]: 21, [Back]: 32 Health

[Front]: Your starting and maximum hand sizes are nine cards. <p> (10) >>> Flip Iso'rath face down.

[Back]: Your starting and maximum hand sizes are nine cards. <p>[Activate] >>> Destroy target non-hero card.

Deckbuilding: You can't put [Horde], [Alliance], or class cards in your deck.

If you mulligan while Iso'rath is your hero, you will put the top 9 cards of your deck into your hand.

Iso'rath can only use neutral cards. A card is neutral if it has no trait icons outside its text box.

Jadefire Felsworn, 6, Monster Ally—Satyr Demon Warlock, 5 [Shadow] / 5 Health

When this ally enters play, he deals 5 shadow damage to target opposing hero unless its controller chooses and destroys an ally he controls.

See 'Unless' above.

If the hero's controller does not control any allies, then he cannot destroy an ally he controls. As a result, his hero will be dealt the 5 shadow damage.

Jadefire Hellcaller, 3, Monster Ally—Satyr Demon Warlock, 4 [Shadow], 2 Health

When this ally enters play, he deals 4 shadow damage to target opposing hero unless its controller chooses and discards a card.

See 'Unless' above.

If the hero's controller does not have any cards in hand, then he cannot discard a card. As a result, his hero will be dealt the 4 shadow damage.

Lazarus Marrowbane, 2, Horde, Ally—Undead Warrior, 0 [Melee] / 7 Health

This ally can protect your hero.

This power doesn't grant him the keyword **Protector**.

Leeching Fever, 3, Death Knight, Ability—Unholy Disease

*Attach to target hero. <p> Ongoing: At the start of your turn, your hero deals 1 shadow damage to attached hero. Then, if that hero has 15 or more damage, destroy this ability. **If you do**, your hero deals 5 shadow damage to target hero or ally and heals 5 damage from itself.*

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

Magical Ogre Idol, 4, DkDrHuMaPaPrRoShLoWa, Equipment—Item

This item enters play exhausted. <p> On your turn: [Activate], Destroy this item >>> This turn, your hero becomes an Ogre Monster hero and has +6 ATK and Smash.

Your hero's type line becomes: Monster Hero—Ogre for the duration of this power.

Maimgor's Bite, 4, RoSh, Equipment—1H Weapon—Axe, Melee (1), 1 [Melee], 0 Strike

Dual Wield <p> Double the ATK of this and other weapons you control.

See 'Double' above.

You first determine the ATK of this and all weapons before doubling that value. If you have Maimgor's Bite and To Arms! in play, Maimgor's Bite has 12 ATK. If you have two To Arms! and Maimgor's Bite in play, Maimgor's Bite has 22 ATK. $[(1 + 5 + 5) * 2 = 22]$

Master's Embrace, 3, Hunter, Warlock, Ability—Beast Mastery Demonology

Choose one: Search your deck for a Pet, reveal it and put it into your hand; or attach to target Pet. <p> Ongoing: Attached Pet has +4 / +4.

The ongoing portion of this ability is processed only if you choose the second mode. If you choose the first mode, then this ability is placed in the graveyard after resolving and does not enter play.

Miniature Voodoo Mask, 1, MaPrLo, Equipment—Item, Trinket (2)

As this item enters play, name an ability or equipment with cost 3 or less. <p> Opposing cards in play with the chosen name lose and can't have powers.

This power does not affect cards being stashed. While you stash, a card is blank except for its stash power.

Monstrous Void, 4, Warlock, Ability—Demonology

Play only if an opposing hero has 15 or more damage on it. <p> Put a 5 [Shadow] / 5 [Health] Void Terror Demon Monster ally token into play for each Demon and/or Monster hero and ally you control.

The number of Demons and Monsters you control is checked as this card resolves.

Muln Earthfury, 5, Ally—Tauren Shaman, Muln (1), 5 [Nature], 4 Health

Harmonize, Protector <p> When Muln enters play, reveal cards from the top of your deck equal to the number of cards with Harmonize you control. Put all revealed allies with cost 4 or more into your hand and the rest on the bottom of your deck.

Muln counts himself when determining the number of cards to reveal.

Overload, 2, Mage, Instant Ability—Arcane

Interrupt target ally.

This interrupts allies that are being played on the chain. It does not interrupt the payment powers of allies in other zones, and does not stop allies being put into play by a resolving effect.

Shaafun, 4, Warlock, Monster Ally—Felhunter Demon, Pet (1), 4 [Shadow] / 4 Health

When this ally enters play, he deals 1 shadow damage to target opposing ally for each Demon and/or Monster hero and ally you control.

The number of Demons and Monsters you control is checked as this card resolves.

Heroes and allies that are both Demons and Monsters are counted only once when determining the amount of damage being dealt.

Shadow Word: Despair, 1, Priest, Instant Ability—Shadow

Your hero deals 2 shadow damage to target ally. Remove the top two cards of that ally's controller's deck from the game.

You remove the top two cards even if no damage is dealt with this ability. If this card is interrupted, you do not remove the top two cards.

Shroud of the Archmage/High Priest/Nethermancer, 6, Mage/Priest/Warlock, Ability

Attach to your hero. <p> Ongoing: Attached hero has: [Activate] >>> [text]. <p> [Activate] >>> [text]. <p> [Activate] >>> [text].

These abilities give your hero three different activated powers. Activating one of these powers **does not** activate the other two.

Sniper Training, 5, Hunter, Ability—Survival

*Survival Talent <p> Attach to target hero. <p> Ongoing: (1) >>> The next time attached hero would be dealt exactly 1 damage **this turn**, it's dealt 5 damage instead.*

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

Throk the Conqueror, 5, Monster Ally—Ogre Lord Warrior, 6 [Melee], 6 Health

This ally can't attack unless you control another ally with 6 or more ATK.

If you control two of this ally, and both of them have 6 or more ATK, then both of them can attack.

Tristani the Sunblade, 4, Horde, Ally—Blood Elf Rogue, 5 [Melee] / 4 Health

Stealth <p> When this ally deals combat damage to an opposing hero, that hero's controller reveals a random card from his hand. This ally deals melee damage to that hero equal to that revealed card's cost unless its controller discards that card.

See Unless concept above.

If the player doesn't or can't discard that revealed card, their hero will be dealt that damage.

Vylokx, 6, Monster Ally—Satyr Demon Warlock, 5 [Shadow], 5 Health

When this ally enters play, he deals 2 shadow damage to each non-Demon, non-Monster hero and ally. <p> Other Demon and Monster allies you control have +2 / +2.

Vylokx deals damage to those characters that are neither Demons, nor Monsters. If the character is one, or both, it will not take any damage.

Allies that are both Demons and Monsters will have +2 / +2, not +4 / +4.

Zazzo Dizzleflame, 4, Alliance, Ally—Gnome Warlock, 1 [Fire], 5 Health

On your turn: [Activate] >>> Destroy another target ally. If you do, that ally's controller reveals cards from the top of his deck until he reveals an ally. He puts that revealed ally into play and shuffles the rest into his deck.

If that player reveals his entire deck, and no allies are revealed, then this power resolves and does nothing further. That player then shuffles his deck and play continues.