World of Warcraft™ TCG Raid Rules

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R1. General

R100. Raid fundamentals

R100.1   Raid decks are played by a Boss player against a number of raiding players. Each raiding player needs a deck and hero. If a raiding player has an Alliance hero, then no raiding player can have a Horde hero, and vice versa. No other restrictions apply. For example, Traitor heroes can raid with non-Traitors.

R100.2   A Boss player wins if no other players remain in the game. The raiding players win if the final Boss is destroyed by fatal damage.

R100.3   A Boss player's action phase is normal in all ways except that he or she can't place a resource.

R100.4   A Boss player's end phase follows his or her action phase, and is normal in all ways except that a Boss player's maximum hand size is ten cards. Each raiding player has a maximum hand size of seven cards as usual. Each player must discard down to his or her maximum hand size during the wrap-up step of his or her turn as usual.

R101. Boss fundamentals

R101.1   A Boss is any hero in a Boss player's party. Bosses have powers on both sides. Such powers function only if they're on the side currently visible.

   R101.1a   Only one side of a Boss has a type line and damage icon. Bosses enter play with that side face up. Even while its other side is visible, a Boss has that type line and damage icon.

   R101.1b   A modifier that flips a Boss turns it over regardless of which side is visible (but see R101.3a).

R101.2   If a Boss is destroyed, any allies in that Boss player's party stay in play unless otherwise specified in these rules.

R101.3   **Boss "immunity"**

   R101.3a   Bosses can be destroyed only by fatal damage. Opposing modifiers can't turn a Boss over or remove its powers (unless that Boss is the source of the modifier that does so).

   R101.3b   Opposing modifiers can't destroy a Boss player's resources or otherwise remove them from his or her resource row.

   R101.3c   A Boss player has a separate graveyard for each of his or her decks. Opposing modifiers can't remove cards from any of these graveyards. A Boss player doesn't lose the game if any of these decks runs out of cards. If that happens, he or she shuffles that deck's graveyard into that deck and continues drawing from it. This doesn't use the chain.

R101.4   Some Bosses are represented by multiple cards, and "swap" between those cards during a raid. As one Boss card swaps with another:

- The old card is removed from the game and the new card enters play face up.
- The new card enters play ready unless otherwise specified.
- The new card enters play **undamaged**. Any excess damage doesn't carry over.
- Attachments attached to the old card stay attached to the new card.
- Modifiers affecting the old card continue to affect the new card within their durations.
- None of this uses the chain.

R2. *Onyxia's Lair*™

R200. Starting the raid

R200.1   The Boss player shuffles the Main deck and the Event deck.

R200.2   The Boss player starts the game with Onyxia Stage 1 in play.

R200.3   Each player puts the top seven cards of his or her deck into hand and may mulligan as usual. The Boss player uses the Main deck.

R200.4   The Boss player takes the first turn and skips his or her first draw step. Play proceeds clockwise with all raiding players drawing a card during their first draw step.

R201. Boss player's turn

R201.1   The Boss player's start phase consists of a ready step and draw step. As the draw step starts, he or she draws cards equal to the current Stage (R203.1). This doesn't use the chain.

R201.2   The Event phase follows the Boss player's start phase. As it starts, the Boss player reveals the top card of the Event deck and adds it to the chain. Event cards can't be interrupted by players.

    R201.2a   As the last part of resolving an event card, put it into the Boss player's resource row face down and ready.

    R201.2b   Some event modifiers have a duration of "this turn" or "until your next turn." Such an event may be left face up in the Boss player's resource row until its duration expires, as a reminder. This doesn't change its functionality; it's still a face-down resource.

R201.3   The Boss player's action phase follows his or her Event phase.

R202. Boss destruction

R202.1   If Onyxia Stage 1 or 2 takes fatal damage, swap (R101.4) her with the next stage Onyxia. The new Onyxia enters play with the same readiness as the old Onyxia.

R202.2   If Onyxia Stage 3 takes fatal damage, the Boss player loses.

R203. Raid-specific concepts

R203.1   **Stage**

R203.1a   There are three different stages:

- Stage 1 starts as the raid starts.
- Stage 2 starts as Onyxia Stage 2 enters play following the destruction of Onyxia Stage 1.
- Stage 3 starts as Onyxia Stage 3 enters play following the destruction of Onyxia Stage 2.

R203.1b   Some ability cards have bold text that says "Stage X Only," where X is 1, 2, or 3. Such cards can be played only during that stage.

R203.2   **Event**

R203.2a   Event is a new card type specific to *Onyxia's Lair*™. The Boss player adds the top card of the Event deck to the chain as each Event phase (R201.2) starts.

R203.3   **Whelp**

R203.3a   If text refers to a Whelp, it's referring to a Dragonkin ally token named Onyxian Whelp with 1 [fire] ATK / 1 health.

R3. *Molten Core*™

R300. Starting the raid

R300.1   The Boss player shuffles the Main, Minion, and Ragnaros decks.

R300.2   If the raid is to be played in the standard rather than the "full clear" mode, the Boss player randomly chooses three rune cards to be the Rune deck and removes the rest from the game. The chosen runes are not revealed to the raiding players. In a "full clear" raid, all rune cards become the Rune deck.

R300.3   The Boss player orders the Rune deck from lowest to highest Boss number, then sets it aside until required (R301.5a).

R300.4   The Boss player starts the game with Lucifron and two Flamewaker Protectors in play.

R300.5   Each player puts the top seven cards of his or her deck into hand. The Boss player uses the Main deck and can't mulligan. Raiding players may mulligan as usual.

R300.6   The raiding player to the left of the Boss player takes the first turn, and then play proceeds clockwise. All players draw a card during their first draw step.

R301. Boss player's turn

R301.1 The Boss player's start phase consists of a ready step and draw step. The Boss player readies all cards (including runes) and ally tokens he or she controls during his or her ready step and draws one card during his or her draw step. That card is drawn from the Main deck before Ragnaros awakens (R303.1), and from the Ragnaros deck thereafter.

R301.2 The New Boss phase (R301.5) follows the Boss player's start phase.

R301.3 The Minion phase follows the New Boss phase. As it starts, the Boss player places the top card of the Minion deck face down into his or her resource row without looking at it. This doesn't use the chain. Next, a priority window opens. As it closes, the Minion phase ends.

R301.4 The Boss player's action phase follows his or her Minion phase.

R301.5 **New Boss phase**

R301.5a As a New Boss phase starts, if there is a Boss in play, that phase ends and the Boss player's Minion phase starts immediately. If there is no Boss in play, the following happens in order:

- The Boss player reveals the next rune in the rune deck, which identifies the next Boss on its type line. If there are no more runes, the next Boss is Majordomo Executus.

- The Boss player identifies the ally tokens associated with the next Boss as follows:

Order	Boss	Ally Tokens	Rune
2	Magmadar		Kress
3	Gehennas	2 Flamewaker	Mohn
4	Garr	8 Firesworn	Blaz
5	Baron Geddon		Zeth
6	Shazzrah		Mazj
7	Sulfuron Harbinger	4 Flamewaker Priest	Koro
8	Golemagg the Incinerator	2 Core Rager	Theri
9	Majordomo Executus	4 Flamewaker Elite, 4 Flamewaker Healer	

- A priority window opens, an effect is added to the chain, and then the Boss player gets priority. That effect can't be interrupted by players. As it resolves, the next Boss, its rune (if applicable), and its associated ally tokens all enter play at the same time. As that window closes, the New Boss phase ends.

R302. Boss destruction

R302.1   As a Boss is destroyed, the Boss player does the following in order, without using the chain:

- Removes that Boss from the game.
- Turns all face-up runes face down.
- Removes all Minion cards in his or her resource row from the game face up.

R302.2   Next, an effect is added to the chain, then the turn player gets priority. That effect can't be interrupted by players. As it resolves, the Boss player puts those Minion cards into his or her ally row.

R302.3   If a Main deck card refers to "your hero" while no Boss is in play, it's referring to the last Boss that left play.

> *Example: You are the Boss player and your hero is Golemagg. You play Flames of the Incinerator on your turn. Before the start of your next turn, Golemagg is destroyed. Flames of the Incinerator deals 4 damage at the start of your next turn because "your hero" is still referring to Golemagg. After the next Boss enters play, Flames of the Incinerator deals 1 damage at the start of each of your turns.*

> *Flames of the Incinerator, 2, Ability — Molten Core*
> *Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character, or 4 damage if your hero is Golemagg.*

R303. Raid-specific concepts

R303.1   **Awakening**

R303.1a   Majordomo Executus is the penultimate Boss. He can't be destroyed. At the end of each turn, if the Boss player controls no allies while Executus is in play, he flips. When he does, Ragnaros awakens, which means the Boss player does the following in order, without using the chain:

- Removes Majordomo Executus from the game.
- Removes the Main deck and its graveyard from the game.
- Removes his or her hand from the game.
- Removes any allies in his or her party from the game.
- Removes all Minion cards in his or her resource row from the game face up.

R303.1b   Next, an effect is added to the chain, then the turn player gets priority. That effect can't be interrupted by players. As it resolves, the Boss player does the following in order, without using the chain:

- Puts those Minion cards into his or her ally row.
- Puts Ragnaros into play with his Submerged side face up.
- Shuffles the Ragnaros deck, puts the top seven cards into hand, and can't mulligan. The Boss player draws from the Ragnaros deck for the rest of the raid.

R303.2 **Minions and ally tokens**

R303.2a   As each Minion phase starts, the Boss player places the top card of the Minion deck face down into his or her resource row without looking at it. Only Minion cards can enter the Boss player's resource row. If a modifier tells the Boss player to put a card from his or her deck into his or her resource row, that card is taken from the Minion deck.

R303.2b   Minions and ally tokens put into play by the Boss player can't leave play unless they are destroyed (either directly or by fatal damage).

R303.3 **Rune**

R303.3a   Rune is a new card type specific to *Molten Core*™. Like resources, runes can be exhausted to pay resource costs whether face up or face down. However, runes are not resources. Modifiers that count resources don't count runes, and vice versa.

Example: *Volcanic Lair reads, "At the start of your turn, if you have five or more resources, destroy target opposing hero." This counts only face-down Minion cards in the Boss player's resource row; it doesn't count runes.*

R303.3b   Each rune is associated with the Boss specified on its type line, and enters play as that Boss enters play. Runes enter play face up in the Boss player's rune row, next to his or her resource row. Each rune has one or more powers that function while it stays face up.

R303.3c   As part of destroying a Boss (R302), its rune is turned face down. A face-down rune stays in the rune row and can still be exhausted to pay resource costs. Runes can't leave play.

R304. *Molten Core*™ FAQ

What is The Bomb? Is it related to the Living Bomb ability?

The Bomb is an element of the Baron Geddon encounter, generated by the powers of the Rune of Zeth. At the end of each of the Boss player's turns, he or she chooses an opposing hero to be The Bomb. Players may wish to write down which hero is The Bomb, or mark it with a distinctive counter. At the start of each of the Boss player's turns, Baron Geddon deals 5 fire damage to The Bomb and each ally in The Bomb's party. The Boss player then chooses a new (or the same) hero to be The Bomb at the end of his or her turn, and so on.

Living Bomb is an ongoing ability that is particularly powerful during the Baron Geddon encounter, but it isn't related to the mechanics of The Bomb.

Ancient Core Hound, Ally—Core Hound Minion, 3 ATK (Melee), 3 Health
When Ancient Core Hound enters play, roll a die. <p> 1-2: Exhaust all opposing allies. <p> 3-4: Ancient Core Hound deals 2 fire damage to each ally in a party of your choice. <p> 5-6: Put an opposing ally into its owner's hand.

The Boss player rolls a die as the triggered effect resolves, then chooses a party (3-4) or opposing ally (5-6) as required. Ancient Core Hound **can** put an untargetable ally into its owner's hand.

Azuresong Mageblade, 4, Weapon—Sword, Melee (1), 1 ATK, 3 Strike
When you draw a card, put a verse counter on Azuresong Mageblade. <p> (1), Remove three verse counters >>> Draw a card.

To use the power of a particular Azuresong Mageblade, you must remove three counters from that particular card. Using the second power to draw a card will trigger the first power.

Benediction, 5, Priest, Two-Handed Weapon—Staff, Melee (1), 1 ATK, 4 Strike
When your hero heals damage with an ability, draw a card. <p> Exhaust your hero >>> Put a card named Anathema from your graveyard into play.

Benediction triggers multiple times if your hero heals damage from multiple characters with a single ability, but it triggers only once for each character, regardless of how much damage is healed. Anathema is a card from the *Through the Dark Portal* set. Having both in play will cause a uniqueness violation.

Rune of Kress, Rune—Magmadar, Boss 2
At the end of your turn, roll a die. <p> 1: Nothing happens. <p> 2-3: Magmadar deals 1 fire damage to each hero and ally in a party of your choice. <p> 4-5: Magmadar deals 3 fire damage to an opposing hero or ally. <p> 6: Each opponent puts an ally from his party into its owner's hand.

The Boss player rolls a die as the triggered effect resolves, then chooses a party (2-3) or opposing character (4-5) as required. He or she **can** choose an untargetable character. If the die roll is 6, each opponent chooses an ally from his or her party.

Shadowstrike, 3, Two-Handed Weapon—Polearm, Melee (1), 3 ATK, 3 Strike
(1), Destroy Shadowstrike >>> If your hero has Enchanting, draw two cards.

Your hero has Enchanting if it has the Enchanting profession on its type line.

Shazzrah, Hero—Flamewaker, Boss 6, 13 Health
[Front]: Shazzrah has +2 ATK while attacking and can attack only heroes. <p> (1) >>> Flip Shazzrah. Use only once per turn.
[Back]: When Shazzrah flips to this side, drop him from at least three feet above play. He deals 5 arcane damage to each opposing hero and ally he lands on. <p> At the start of your turn, flip Shazzrah.

Before Shazzrah's triggered effect resolves, each player is free to move his or her characters, but they must remain lying flat and wholly on the table within the boundaries of that player's "normal play area," which has the approximate dimensions of a playmat. Each opposing ally token must be temporarily proxied with a normal card. Characters can't be positioned so they overlap other characters. As Shazzrah drops, players can't interfere with him or any cards in play. Shazzrah lands on a character if it comes to rest touching that character or any object(s) touching or overlapping that character, including sleeves, counters, or other cards. And if you think of any other way to mess with him, that doesn't work either!

R4. *Magtheridon's Lair*™

R400. Starting the raid

R400.1   The Boss player shuffles the Main deck.

R400.2   The Boss player starts the game with Chained Magtheridon and five Channelers in play.

R400.3   Each player puts the top seven cards of his or her deck into hand and may mulligan as usual.

R400.4   The raiding player to the left of the Boss player takes the first turn, and then play proceeds clockwise. All players draw a card during their first draw step.

R401. Boss player's turn

R401.1   The Boss player's start phase consists of a ready step and draw step.

   R401.1a   As the Boss player's ready step starts, he or she readies all of his or her cards in play. Simultaneously, he or she also places a card from the Blood pile into his or her resource row face down and ready. Simultaneously, if Magtheridon is Unleashed, the Boss player also gains a Blood (R402.2). None of this uses the chain.

   R401.1b   As the Boss player's draw step starts, he or she draws a card, or two cards if Magtheridon is Unleashed. None of this uses the chain.

R401.2   The Boss player's action phase follows his or her start phase as usual.

R402. Raid-specific concepts

R402.1   **Unleashing**

   R402.1a   If a Channeler would leave play, remove it from the game instead. When the last Channeler leaves the Boss player's party, or the Boss player places his or her fifth resource, flip Magtheridon. This triggers an effect that can't be interrupted by players. As it resolves, the Boss player does the following:

- Gain a Blood (R402.2)
- Put all five Cubes (R402.3) into play
- Put Magtheridon's Lair (R402.4) into play with its Cooldown side face up
- Swap (R101.4) Chained Magtheridon with Unleashed Magtheridon.

R402.2   **Blood**

R402.2a   As each of the Boss player's turns start, he or she places a Blood card into his or her resource row face down and ready. These cards are normal resources for the rest of the game; they are no longer Blood cards.

R402.2b   After Magtheridon is Unleashed, the Boss player also gains a Blood at the same time. To gain a Blood, take a card from the Blood pile and put it into play face up. Blood cards in play are not resources. Raiding players can't interact with them in any way.

R402.2c   Some cards allow the Boss player to destroy Blood cards to pay a cost. A Blood that has been destroyed doesn't enter a graveyard; it's simply put back into the Blood pile.

R402.2d   If the Boss player runs out of Blood cards, he or she can use any other means, such as counters or dice, to represent the number of Blood in play and resources in his or her resource row.

R402.3   **Cube**

R402.3a   Cube is a new card type specific to *Magtheridon's Lair*™. All five Cubes enter play as Magtheridon is unleashed (R402.1) and stay in play for the rest of the raid. Raiding players can't interact with Cubes except as follows:

- During each raiding player's turn, that player may exhaust a character in his or her party to attach a Cube to that character. A character can be exhausted this way regardless of how long it has been in that player's party. The same player can exhaust multiple characters this way, but no more than one Cube can be attached to the same character at the same time.

- A character can exhaust to attach a Cube even if that Cube is already attached to another character. If it does, that Cube detaches from the first as it attaches to the second.

- Having a Cube attached doesn't stop a character from readying. If a character readies while it has a Cube attached, that Cube detaches.

R402.4   **Lair**

R402.4a   Lair is a new card type specific to *Magtheridon's Lair*™. Magtheridon's Lair enters play with its Cooldown side face up as Magtheridon is unleashed (R402.1) and stays in play for the rest of the raid. Raiding players can't interact with it in any way.

R402.4b   At the end of each of the Boss player's turns, flip Magtheridon's Lair.

R402.4c   While its Nova side is face up, at the start of the Boss player's turn, if any Cubes are unattached, Magtheridon deals 10 fire damage to each opposing character, including those with Cubes attached.

R402.4d   When it flips to its Cooldown side, put 2 damage on each character with a Cube attached, and then detach all Cubes.

R403. *Magtheridon's Lair*™ **FAQ**

Cleave Apart, 2, Instant Ability
Destroy an ability, ready ally, and equipment controlled by target raiding player.

You choose the three cards as this resolves. You can target a player who doesn't control all three.

Eredar Wand of Obliteration, 4, Weapon—Wand, Wand (1), 1 ATK (Shadow), 1 Strike
When your hero deals shadow damage to an opponent's hero, you may destroy an ability, ally, or equipment you control. If you do, that opponent destroys an ability, ally, or equipment he controls.

That opponent chooses the card he destroys. It need not be the same type of card you destroyed.

Fel Ruination, 2, Ability
Play only if seven or more Bloods are in play. <p> Raiding players destroy an ability, ally, or equipment they control for each Blood in play.

If there are seven Bloods in play, the raiding players must destroy a total of seven cards they control, rather than seven cards each. Raiding players collectively choose the cards to be destroyed as this resolves. They can't choose cards that "can't be destroyed."

Fiery Pits, 2, Ability
Raiding players put 15 damage divided as they choose on any number of heroes and/or allies in their parties, putting no more than fatal damage on each character.

"More than fatal damage" is damage in excess of a character's health. Raiding players must put a total of 15 damage on characters in their parties, rather than 15 damage each.

Glaive of the Pit, 7, Two-Handed Weapon—Polearm, Melee (1), 5 ATK, 1 Strike
Opposing heroes have -5 health.

If you play a second Glaive of the Pit, uniqueness destroys one before hero destruction is checked.

Liar's Tongue Gloves, 4, Armor—Leather, Hands (1), 2 DEF
(1), [Activate] >>> Name a card type and remove a card in your hand from the game face down. Target opponent guesses whether that card has that type, then reveals it. If he's right, put it into your graveyard. Otherwise, put it into your hand and draw two cards.

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

Superior Mana Oil, 1, Item
Superior Mana Oil enters play attached to one of your weapons. <p> At the start of your turn, you may reveal the top card of your deck. If it's an ability card, put it into your hand. Otherwise, put it into your graveyard.

This is the first non-ability attachment. You can play it even if you have no weapons. You choose one of your weapons as it resolves. If you can't, it enters your graveyard rather than play.

Toss About, 2, Ability
Play only if one or more Bloods are in play. <p> Each raiding player rolls a die. If one or more players roll odd, Magtheridon deals 1 melee damage to each of those players' heroes, and then all raiding players roll again.

Raiding players roll repeatedly until all of them roll even at the same time. Once players start rolling, nobody gets priority until all players roll even, and so each player must keep rolling, even if his or her hero accumulates fatal damage.