Molten Core™ Raid Deck Rules

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Frequently Asked Questions

Molten Core™ **Treasure Pack cards are legal for sanctioned constructed play from June 15, 2007.**

Do runes count as resources?

Runes can be exhausted to pay resource costs, but they are not actually resources.

> **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.*

Can any of the Boss player's decks be customized?

The Boss player's decks were not designed to be customized.

When is a character dealt fatal damage?

A character is dealt fatal damage if it has damage less than its health before that damage is dealt, and damage equal to or greater than its health after that damage is dealt.

What does it mean if a character can't be dealt damage? What does it mean if a character can't be healed?

A card or effect that would deal damage to or heal damage from such a character can still be played. However, as it resolves, it doesn't deal or heal that damage.

What happens if a **Molten Core**™ ***Main deck card refers to "your hero" while no Boss is in play?***

While no Boss is in play, "your hero" refers to the last Boss that left play.

What happens if a card says to put a Lava Spawn into play, but all of the Lava Spawn ally tokens are already in play?

If all of the Lava Spawn ally tokens that came in the Raid Deck are already in play, you can use any object to represent a Lava Spawn.

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.

Specific Cards

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 around, although they must remain within the boundaries of that player's "normal play area," which has the approximate dimensions of a playmat. Characters can't be positioned so they overlap other characters. As Shazzrah drops, players can't interfere with him or any cards in play. If Shazzrah lands on a stack of cards (or a counter, die, or any other object), any characters under that area of Shazzrah that would have touched him are dealt damage, including cards underneath other cards. And if you think of any other way to mess with him, that doesn't work either!

MC1. Raid Sequence

MC100. Starting the raid

MC100.1   *Molten Core*™ is designed for three to five raiding players. Each raiding player needs a deck, and all raiding players' heroes must belong to the same faction.

MC100.2   The Boss player shuffles each of his or her three decks (Main, Minion, and Ragnaros). These decks and their respective graveyards must be kept separate throughout the raid.

MC100.3   If the raid is to be played in the standard rather than the "full clear" mode, the Boss player chooses three rune cards at random and removes the rest from the game. The chosen runes are not revealed to the raiding players. All remaining runes are ordered from lowest to highest by the Boss numbers specified on their type line, then set aside face down in a rune deck until they enter play.

MC100.4   Lucifron enters play with two Flamewaker Protector ally tokens.

MC100.5   The Boss player and all raiding players each draw a starting hand of seven cards. The Boss player draws from the *Molten Core*™ Main deck and can't mulligan. Raiding players may mulligan as normal.

MC100.6   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. The Boss player takes his or her first turn after all raiding players have taken their turns.

MC101. Boss player's turn

MC101.1   The Boss player has a normal start phase consisting 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, and from the Ragnaros deck thereafter.

MC101.2   The new Boss phase (MC102) follows the Boss player's start phase.

MC101.3   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. Any waiting triggered effects are added to the chain, and then the Boss player gets priority. As that window closes, the Minion phase ends.

MC101.4   The Boss player's action phase follows the Minion phase. This is a normal action phase in all ways except that the Boss player can't place a resource.

MC101.5   The Boss player's end phase follows his or her action phase. This is a normal end phase in all ways except that the Boss player's maximum hand size is ten cards. Each raiding player has a maximum hand size of seven cards as normal.

MC102. New Boss phase

MC102.1 As a new Boss phase starts, if there is a Boss in play, that new Boss phase ends and the Boss player's Minion phase starts immediately. If there is no Boss in play, the following happens:

MC102.1a 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.

MC102.1b The Boss player identifies the ally tokens associated with the next Boss as follows:

Order	Boss	Ally Tokens	Rune
1	Lucifron	2 Flamewaker Protector	
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	

MC102.1c A priority window opens, a "new Boss" effect is added to the chain, and then the Boss player gets priority. As that effect 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.

MC102.1d The Boss player can attack with a Boss or use its activated (⬆) powers regardless of how long it has been under his or her control.

MC103. Boss destruction

MC103.1 As a Boss is destroyed, the Boss player does the following in order. None of these actions uses the chain.

- Removes that Boss from the game.

- Turns all runes face down. Face-down runes stay in the rune row and can still be exhausted to pay resource costs.

- Removes all Minion cards in his or her resource row from the game face up.

MC103.2 Next, a "Boss destruction" effect is added to the chain, and then the turn player gets priority. As that effect resolves, the Boss player puts those Minion cards into his or her ally row.

MC103.3 All Minions and ally tokens stay in play even if the current Boss is destroyed.

MC103.4   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.*

MC104. Endgame

MC104.1   Majordomo Executus is the last Boss before Ragnaros awakens. Majordomo Executus can't be destroyed. At the end of each turn, if there are no allies in the Boss player's party and Majordomo Executus is in play, he flips and Ragnaros awakens.

MC104.2   As Ragnaros awakens, the Boss player does the following in order. None of these actions uses 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.

MC104.3   Next, a "Ragnaros awakens" effect is added to the chain, and then the turn player gets priority. As that effect resolves, the Boss player does the following in order. None of these actions uses 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 and draws an opening hand of seven cards, which can't be mulliganed. Opposing modifiers can't replace or prevent the drawing of this opening hand. The Boss player continues to draw from the Ragnaros deck for the rest of the raid.

MC105. Winning the raid

MC105.1   The Boss player wins if no raiding players remain in the game.

MC105.2   The raiding players win if Ragnaros is destroyed by fatal damage. The Boss player doesn't lose if a deck runs out of cards (MC200.3).

MC2. Raid Concepts

MC200. *Molten Core*™ Boss immunity

MC200.1   A Boss is any hero controlled by the Boss player. A Boss can be destroyed only by fatal damage. An opposing modifier can't turn a Boss over or remove its powers, unless that Boss is the source of that modifier.

MC200.2   Opposing modifiers can't destroy the Boss player's resources or otherwise remove them from his or her resource row.

MC200.3   Opposing modifiers can't remove cards from a Boss player's graveyard. Any time the Boss player runs out of cards in a deck, he or she shuffles that deck's graveyard into that deck and continues drawing from it. This doesn't use the chain, nor does it cause the Boss player to lose the game.

MC201. Double-sided Bosses

MC201.1   *Molten Core*™ Bosses are heroes with powers on both sides. Such powers function only if they are on the side of the hero that is currently face up.

MC201.2   Only one side of a Boss has a type line and damage type icon. Each Boss enters play with that side face up. Even while its other side is face up, a Boss has that type line and damage type.

MC201.3   If a modifier flips a Boss, it turns it over regardless of what side it's on.

MC202. Minions

MC202.1   During each Minion phase, the Boss player places the top card of the Minion deck face down into his or her resource row without looking at it. As part of destroying a Boss, all Minion cards in the Boss player's resource row enter play as allies (MC103).

MC202.2   Only Minion cards can enter a 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.

MC202.3   Minions can't leave play unless they are destroyed (either directly or by fatal damage). The same is true of ally tokens put into play by the Boss player.

MC203. Runes

MC203.1   Rune is a new card type. Like resources, runes can be exhausted to pay resource costs. However, runes are not actually resources. The Boss player readies all runes during his or her ready step.

MC203.2   Each rune is associated with a Boss and enters play as its associated Boss enters play (MC102). 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.

MC203.3   As part of destroying a rune Boss, 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.

Glossary

Boss: Any hero controlled by the Boss player. Each Boss has a number on its type line, and Bosses are fought in numerical order. The first boss is Lucifron, who enters play as the raid starts. Any time there is no Boss in play, the next Boss enters play during the new Boss phase. Each Boss enters play with its associated rune and ally tokens. The Boss player can attack with a Boss or use its activated (⏧) powers regardless of how long it has been under his or her control.

Deck, Main: The deck of 45 ability cards from which the Boss player draws before Ragnaros awakens. As a raid starts, the Boss player draws a hand of seven cards from the Main deck.

Deck, Minion: The deck of 30 ally cards from which the Boss player places resources during the Minion phase of each of his or her turns.

Deck, Ragnaros: The deck of 25 ability cards from which the Boss player draws after Ragnaros awakens. As Ragnaros awakens, the Boss player removes his or her hand from the game and draws a new hand of seven cards from the Ragnaros deck.

Friendly: Friendly cards are controlled by you and other players on your team. Opposing cards are controlled by opponents.

Full clear: In the full clear mode, raiding players face all seven rune Bosses, rather than the three chosen at random at the start of a standard game.

Graveyard: The Boss player has three decks (Main, Minion, and Ragnaros), each of which has a separate graveyard. If a Minion card is put into a graveyard, it's put into the Minion graveyard, and so on. Opposing modifiers can't remove cards from a Boss player's graveyard.

Lucifron: The starting Boss, who enters play as the raid starts.

Majordomo Executus: The last Boss before Ragnaros awakens. Majordomo Executus can't be destroyed. At the end of each turn, if all allies have been removed from the Boss player's party, Majordomo Executus flips and then is removed from play. After that, Ragnaros awakens.

Minion: During each Minion phase, the Boss player places a card from the Minion deck face down into his or her resource row without looking at it. As a Boss is destroyed, all cards in the Boss player's resource row are removed from play, then enter play face up in his or her ally row. Minions stay in play until destroyed, even if the current Boss leaves play. Minions can't leave play unless they are destroyed (either directly or by fatal damage).

Mulligan: The Boss player can't mulligan at any time. Raiding players can mulligan as normal.

Ragnaros: The final Boss of *Molten Core*™. As Ragnaros awakens (MC104.2), he enters play on his Submerged side.

Resource: Raiding players place resources as normal, but the Boss player does not. Rather, during each Minion phase, the Boss player places a card from the Minion deck face down into his or her resource row without looking at it. When a Boss leaves play, all cards in the Boss player's resource row are removed from play, and then they enter play face up in his or her ally row. The Boss player's resources can't be destroyed or otherwise removed from play by opposing modifiers.

Rune: There are seven runes, and each is associated with the Boss specified on its type line. Each rune is put face up into the Boss player's rune row as its Boss enters play, and is turned face down as that Boss is destroyed. Whether face up or face down, a rune can be exhausted to pay resource costs, but it isn't a resource. Modifiers that count resources don't count runes, and vice versa.

Rune Boss: A Boss associated with a rune. Each Boss other than Lucifron, Ragnaros, and Majordomo Executus is a rune Boss.

Rune row: As a rune Boss enters play, its associated rune is put face up into the Boss player's rune row, which is next to his or her resource row. As that Boss is destroyed, its rune is turned face down, but stays in the rune row. Whether face up or face down, runes can't be removed from the Boss player's rune row.

Token: As a Boss enters play, its associated ally tokens enter play at the same time. Each token is associated with the Boss specified on its type line. Tokens stay in play until destroyed, even if the current Boss leaves play. Tokens put into play by the Boss player can't leave play unless they are destroyed (either directly or by fatal damage). As normal, they cease to exist outside the play zone.

Credits

Molten Core™ **Design Lead**: Danny Mandel, Mike Girard

Molten Core™ **Development Lead**: Brian Kibler, Ken Ho

Molten Core™ **Design and Development Team**: Eric Bess, Ben Cichoski, Antonino DeRosa, Mike Hummel, Jeff Liu, Morgan Whitmont

World of Warcraft® **TCG Engine Design**: Mike Hummel, Brian Kibler, Danny Mandel

Additional Engine Design: Eric Bess, Ben Brode, Shawn Carnes, Ben Cichoski, Jeff Donais, Dave Hewitt, Ken Ho, Cory Jones, Paul Ross, Kate Sullivan, Morgan Whitmont

Editing: Cate Gary (lead), Nicholas Rogone, Kate Sullivan, Rob Vaux

Rules Team: Paul Ross (lead), Edwin Teh