

Wrathgate™ Frequently Asked Questions

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This set is legal for sanctioned Constructed play from May 25, 2010.

1. For each Hunter and Warrior you control / the number of Rogues and Shaman you control

- A character with two different applicable classes counts twice.

2. Argent Crusade reputation

- Reputations are neither keywords nor powers; they are deckbuilding restrictions.
- A deck can include cards of one reputation only if it contains no cards of any other reputation.

3. Specific cards

Nuvon Dawnfury, Horde, Hero—Blood Elf Mage (Arcane), Mining/Skinning, 25 Health (Wrathgate-17)

On your turn: Flip Nuvon, discard a Mage >>> When you draw a card this turn, Nuvon may deal 1 arcane damage to target ally.

Resolving Nuvon's flip creates a triggered modifier that triggers when you draw a card. The triggered effect it creates is "Nuvon may deal 1 arcane damage to target ally." That target is not chosen until that triggered effect is added to the chain.

Multiple cards are drawn one at a time, so if you draw two cards, this power triggers twice and you may target a different ally for each triggered effect.

Highlord Tirion Fordring, 10, Master Hero—Human Paladin, 2 [Holy] / 37 Health (Wrathgate-21E)

[Druid], [Paladin], [Priest], or [Shaman] Hero Required <p> Argent Crusade Reputation

Unique allies you own everywhere can't be targeted by opponents.

On your turn: [Activate] >>> Put target Unique ally from your graveyard into play.

Face down resources usually have no tags or card type, and so they can be targeted by opponents as usual.

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, and a hero removed from the game this way can't leave that RFG zone. 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.

Flash of Brilliance, 3, Mage, Ability—Arcane (Wrathgate-45R)

Ongoing: At the start of your turn, you may destroy this ability. If you do, search your collection for an Ongoing [Mage] ability, reveal it, and put it into your hand.

For Classic constructed and limited formats, your collection is your side deck. For Core constructed and casual play, your collection includes all cards in your possession but excludes the cards with which you started the current game. Any time you're told to choose a card from your collection and put it into a game zone, you must choose a legal card. Once a card has been chosen, it is considered part of the deck for the remainder of the game and can't be chosen again. After the game, such a card must be returned to your collection before the next game begins.

Frozen Solid, 3, Mage, Instant Ability—Frost (Wrathgate-46U)

The next time target opponent would draw a card this turn, you draw one instead.

Multiple cards are drawn one at a time, so if a target opponent would next draw three cards this turn, you draw one and he draws two instead.

Lesson of the Arcane, 3, Mage, Instant Ability—Arcane (Wrathgate-48C)

You may exhaust a non-hero Mage you control rather than pay this ability's cost.

If a Mage you control is defending, remove it from combat and draw a card.

If this is played outside of a combat step or before the protect point, nothing happens as it resolves.

Lesson of the Divine, 3, Paladin, Instant Ability—Protection (Wrathgate-53C)

You may exhaust a non-hero Paladin you control rather than pay this ability's cost.

Exhaust target hero or ally. It can't ready during its controller's next ready step. Draw a card.

The target can't ready during its controller's next ready step even if it was already exhausted. If the target is no longer legal as this effect tries to resolve, you don't draw a card.

Holy Guardian, 2, Priest, Ally—Guardian, Pet (1), 3 [Holy] / 3 Health (Wrathgate-60R)

Protector <p> Damage that this ally would deal is unpreventable.

If shadow ([Shadow]) damage would be dealt, prevent all but 1 of it.

If a link resolves to create multiple packets of preventable shadow damage, each of them is reduced to 1.

Spirit of Redemption, 25, Priest, Instant Master Hero—Spirit Holy Talent, 0 Health (Wrathgate-64R)

Holy Hero Required <p> You pay (1) less to play Spirit of Redemption for each damage on your hero.

Spirit of Redemption can't be destroyed while you control an ally.

If you control no allies, this Master hero is destroyed as part of pre-priority processing (because it has 0 health). It can still be damaged, and accumulates any damage dealt to it. However, damage can't be put on it because damage can't be put on a character in excess of its health.

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Master Poisoner, 2, Rogue, Ability—Assassination Talent (Wrathgate-68R)

Assassination Hero Required <p> Ongoing: You pay (1) less to play Poisons.

At the start of your turn, your hero deals 1 nature damage to each opposing hero and ally for each Poison attached to it.

For each opposing hero and ally, count the number of Poisons attached to it and your hero deals that much nature damage to that character.

Raze, 2, Rogue, Ability—Assassination (Wrathgate-70R)

Finishing Move (To play, remove X Combo cards in your graveyard from the game, where X is 5 or less.)

Destroy each opposing ally and equipment with cost X.

If X is 0, destroy each opposing ally and equipment with cost 0. A token's cost is always 0.

*Surge of Life - **WRG**, 3, Shaman, Instant Ability—Restoration (Wrathgate-78C)*
Your hero heals 3 damage from target ally. You may ready that ally.

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

A deck for constructed play (including the side deck, if applicable) can include up to four copies of Surge of Life from Through the Dark Portal and four copies of Surge of Life from Wrathgate. If a decklist is used, it must be clear which card is in your deck.

Dread Doomguard, 5, Warlock, Ally—Doomguard Demon, Pet (1), 4 [Shadow] / 7 Health (Wrathgate-82R)
At the start of your turn, choose at random "ability," "equipment," or "resource."
When this ally deals damage while attacking, you may destroy target card of the kind chosen this turn.

If you didn't choose for this turn (for example, Staff of the Ashtongue Deathsworn is in play), the second trigger doesn't add an effect to the chain because legal targets can't be chosen for it.

Hit and Run, 2, RoSh, Instant Ability—Combat Enhancement Combo (Wrathgate-96U)
Exhaust up to X target opposing cards, where X is the number of Rogues and Shaman you control.

The number of targets is locked in as you play this card. Removing Rogues or Shaman in response has no impact.

Holy Barrier, 3, PaPr, Ability—Protection Discipline (Wrathgate-97U)
Ongoing: [Activate] >>> Prevent the next X damage that would be dealt to target ally this turn, where X is the number of Paladins and Priests you control.

The amount of damage this effect prevents is locked in as it resolves.

Master's Stable, 3, HuLo, Ability—Beast Mastery Demonology (Wrathgate-99U)
Ongoing: You can control an additional Pet. <p> Pets you control have +1 / +1 for each Hunter and Warlock you control.

If you control two of this, you can have up to three Pets, and so on. Losing control of one while you have the maximum number of Pets causes a uniqueness violation.

Nurturing Spirit, 1, DrPr, Ability—Restoration Holy (Wrathgate-100U)
Attach to your hero. <p> Ongoing: Attached hero has Mend 1 for each Druid and Priest you control.

You may target a different character for each "Mend 1" your hero has.

Strength of Battle, 1, ShWa, Ability—Enhancement Fury (Wrathgate-101U)
This turn, weapons you control have Assault 1 for each Shaman and Warrior you control.

The amount of "Assault" your weapons have this turn is locked as this resolves. Having "Assault 1" twice is effectively the same as having "Assault 2".

Landro's Gift, 2, Ability (Wrathgate-102U, Wrathgate Loot-1L)
Search your deck for a Loot card, reveal it, and put it on top of your deck. Then, if an opponent controls more resources than you, draw a card.

A Loot card is a card with the word "loot" in its collector number. Unscratched Loot cards aren't legal in any sanctioned tournament.

Bantham, Jadedist Apprentice, 2, Alliance, Ally—Human Warrior, 3 [Melee] / 3 Health (Wrathgate-108C)
Protector <p> This ally has -2 / -2 while attacking.

A character starts attacking immediately after it exhausts to attack.

Bronthea the Resolute, 6, Alliance, Ally—Dwarf Paladin, 5 [Holy] / 5 Health (Wrathgate-111U)
You can strike with [Paladin] weapons you control while this ally is in combat.
[Paladin] armor you control can prevent damage that would be dealt to this ally.

A card is a [class icon] card if that icon appears on that card outside of its text box, regardless of the class of its controller's hero. You can strike with [Paladin icon] weapons you control during any defend window in which this is in combat. If you do, she gains that weapon's ATK and damage type this combat.

Justicar Ularu, 5, Alliance, Ally—Draenei Shaman, 5 [Frost] / 5 Health (Wrathgate-120U)
When this ally enters combat for the first time on each of your turns, ready him if a Priest is defending.

An attacker and a defender enter combat with each other immediately after the protect point. This power triggers only once per turn.

Kaelyn Vineminder, 4, Alliance, Ally—Night Elf Druid, 3 [Nature] / 5 Health (Wrathgate-121C)
When this ally enters play, target opposing ally can't ready during its controller's ready step while this ally remains under your control.

You can target a ready ally. If you do, this modifier does *not* exhaust it.

Katoka Dreadblade, 5, Horde, Instant Ally—Orc Warrior, 4 [Melee] / 3 Health (Wrathgate-141R)
When this ally enters play, you may exhaust target hero or ally. If it's not your turn, this ally deals 1 melee damage to that character. If it's your turn, draw a card.

You will draw a card/this will deal damage to the target even if you choose not to exhaust it (but not if the target is illegal as this effect tries to resolve).

Vuz'din, 3, Horde, Ally—Troll Mage, 2 [Arcane] / 4 Health (Wrathgate-154C)
Opposing abilities lose and can't have powers.

This only affects opposing abilities in play. An ongoing ability remains ongoing, and an attachment remains an attachment and retains both its attach and host descriptions.

While you control this, pre-ongoing text on a resolving ability is processed as usual. Each power on an opposing ability that triggers "when" it enters play is lost just before it triggers, so each such power doesn't trigger. However a power on an ability that does something "as" it enters play is processed as usual. Similarly, each ability with a power that says it enters play with a specified number of counters enters play with that specified number.

Eitrigg, 7, Ally—Orc Warrior, Unique, 8 [Melee] / 7 Health (Wrathgate-162E)
Argent Crusade Reputation <p> Protector <p> Cards everywhere are Unique.

Each card has the Unique tag in addition to any others. A uniqueness violation occurs any time a player controls two or more Unique cards in play with the same name, and must be repaired before the game continues. The violating player chooses a violating card to be destroyed by the game, and continues to do so until the violation is repaired. Destruction "by the game" can't be replaced. If multiple violations occur simultaneously, the turn player repairs all his violations first, then the next player clockwise, and so on. None of this uses the chain. A card with no name can't have the same name as another card, so face-down resources are not destroyed.

Aurius, 4, Ally—Human Paladin, Unique, 3 [Holy] / 5 Health (Wrathgate-167E)
When a friendly Paladin is destroyed, it may deal 3 unpreventable holy damage to target hero or ally.

When this itself is destroyed, it may deal 3 unpreventable holy damage to target hero or ally.

Gloves of Token Respect, 3, MaPrLo, Armor—Cloth, Hands (1), 1 DEF (Wrathgate-172R)
On your turn: (2) >>> Put a 1 [Nature] / 1 [Health] Spider ally token into play.
[Activate], Destroy this armor >>> Put a copy of target ally token into play.

The second power puts an ally token into play with printed information identical to that of the target.

Leggings of the Honored, 2, DrRo, Armor—Leather, Legs (1), 1 DEF (Wrathgate-175U)
This armor has +4 [DEF] if an ally entered a graveyard this turn.

This armor gains the [DEF] bonus each turn if an ally entered a graveyard from anywhere that turn. It gains the bonus only once per turn, regardless of the number of allies that entered a graveyard that turn.

Sympathy, 3, MaPrLo, Armor—Cloth, Chest (1), 1 DEF (Wrathgate-178U)
If an ally you control would be dealt damage, 1 of it is dealt to your hero instead.

This modifier potentially allows one packet to be replaced with two packets. Any attributes not specifically modified remain unchanged in the modified packet(s) (for example, combat damage). Because it's a "redirection" modifier, any non-prevention and non-redirection modifiers must be applied first. The timing of the application of this modifier is decided by the destination player (so he may apply prevention or other redirection beforehand).

Platinum Disks of Swiftzness, 1, DkDrHuMaPaPrRoShLoWa, Item, Trinket (2) (Wrathgate-184R)
[Activate] >>> You pay (1) less to play your next ally that shares a class with your hero this turn.

The ten classes are Death Knight, Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior. A card shares a class with another card only if each has that tag on its type line.

For example, a  Pet doesn't share a class with a Hunter hero.

Statue Generator, 3, DkDrHuMaPaPrRoShLoWa, Item (Wrathgate-185R, Wrathgate Loot-2L)
When this item enters play, remove target ally from the game. If you do, add three marble counters, and that ally's owner puts it into play under his control when this item leaves play.
At the start of your turn, remove a marble counter. If none remain, destroy this item.

That ally returns to play only if it remained removed from the game continuously until its return. It returns to play ready and undamaged.

Lifeblade of Belgaristrasz, 2, Rogue, Weapon—Dagger, Melee (1), 1 ATK / 1 Strike (Wrathgate-193R)
Finishing Move: Rogue (To play, remove X Rogues in your graveyard from the game, where X is 5 or less.)
*When this weapon enters play, your hero deals X **melee** damage to target hero or ally and heals X damage from itself.*

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

This is a Finishing Move in all zones. X is locked in as you play it. If it enters play any other way, X is 0.

Spire of Sunset, 2, DrMaPrShLo, Two-Handed Weapon—Staff, Melee (1), 1 ATK / 3 Strike (Wrathgate-196R)
On your turn: (2), Exhaust your hero >>> Your hero deals fire damage to target hero or ally equal to the number of different classes among heroes and allies you control.

The ten classes are Death Knight, Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior. Count each class only once, for a maximum of 10 fire damage. An ally with two different applicable classes counts twice.

Staff of Trickery, 3, DrHu, Two-Handed Weapon—Staff, Melee (1), 1 ATK / 3 Strike (Wrathgate-197C)
*Exhaust your hero, discard a card >>> Ready or exhaust target card if it shares a **card** type with the card you discarded.*

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

The eight card types are ability, ally, armor, hero, item, location, quest, and weapon. Equipment isn't a card type. If the target shares a type with the card you discarded as this resolves, you must ready it if it's exhausted, or exhaust it if it's ready.

*Paladin Training - **WRG**, Paladin, Quest (Wrathgate-202U)*
Pay (2) to complete this quest. <p> Reward: Target hero or ally you control has Protector this turn. Prevent all damage that it would be dealt while protecting this turn.

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

A deck for constructed play (including the side deck, if applicable) can include up to four copies of Paladin Training from March of the Legion and four copies of Paladin Training from Wrathgate. If a decklist is used, it must be clear which card is in your deck.

Cycle of Life, Quest (Wrathgate-207C)
If an ally entered play and an ally left play this turn: Pay (2) to complete this quest. <p> Reward: Draw a card.

This quest can be completed if the same ally entered and left play this turn.