Reign of Fire™ Frequently Asked Questions

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This set is legal for sanctioned Constructed play from July 23rd, 2013.

1. New keyword powers

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

  Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this card's cost into play. Put the remaining cards on the bottom of your deck.

  - You choose the order of the cards put on the bottom of your deck.

  - Token copies of cards have a cost of 0. Copies of cards on the chain have the same cost as the original card.

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

  As this card is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost.

  - To reveal a card is to turn it face up for all players. A modifier instructing a player to "look at" cards in the deck does not reveal those cards. A modifier instructing a player to reveal the top X cards of a deck reveals those cards simultaneously.

  - A card's **Warp** must be used as soon as it is revealed or not at all. You cannot choose to use the **Warp** power later.

  - If a card with **Warp** is revealed while a link is resolving, before processing the rest of the link, immediately decide whether to remove the card from the game, then whether to play it if you choose to remove it. If you play the card, add it to the chain on top of the link that is currently resolving, then finish resolving that link. Players will have a chance to respond to the card with **Warp** after the link that revealed it finishes resolving. If the rest of that link requires information from that card, its last known information will be used. If the link says to put the revealed card somewhere (on the bottom of your deck, for example), it is not put there.

  - If multiple cards with **Warp** are revealed simultaneously, they can be played in any order. The last one played will resolve first.

  - Multiple instances of **Warp** are not cumulative.

2. New concepts

- Some cards say to put a card of one type into play "as [a different type]." This means that the card enters play with the specified type instead of its printed type, and remains the specified type until it leaves play. It is never seen in play with its printed type, and is never seen out of play with the new specified type.

- Some cards mention "restriction tags." Restriction tags are any tag followed by a number in parentheses, as well as Unique. Pet (1), Ring (2), and Thrall (1) are all examples of restriction tags. Unlimited is NOT a restriction tag.

- Some cards list a trigger event, followed by a "—" and two or more lines. These are each separate trigger powers that look for the same trigger event.

  Example: When this ally enters play— <p> If your hero has less remaining health than an opposing hero, this ally heals 5 damage from your hero. <lb> If you control fewer allies than an opponent, this ally deals 1 melee damage to all opposing allies.<lb> If you have fewer cards in hand than an opponent, draw a card.

  This ally has three triggered powers:

  -When this ally enters play, if your hero has less remaining health than an opposing hero, this ally heals 5 damage from your hero.

  -When this ally enters play, if you control fewer allies than an opponent, this ally deals 1 melee damage to all opposing allies.

  -When this ally enters play, if you have fewer cards in hand than an opponent, draw a card.

3. Returning keyword powers

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

  When this character deals combat damage to a hero, it heals that much damage from your hero.

  o Multiple instances of Absorb on a single character are cumulative. If a character with three instances of Absorb deals combat damage to a hero, it will generate three triggered effects that each heal its controller's hero for the amount of damage dealt.

- **Bloodrush** is a tag word that cards can have. It can denote double-check triggered powers that trigger while an opposing hero has more damage than your hero. It can also denote continuous powers that are only active while an opposing hero has more damage than your hero.

  o A triggered **Bloodrush** power will only trigger if an opposing hero has more damage than your hero at the time it would trigger. If, on resolution, an opposing hero does not have more damage than your hero, it will do nothing.

  o In a multiplayer game, triggered **Bloodrush** powers will trigger and continuous **Bloodrush** powers are active as long as any one opponent's hero has more damage than yours, regardless of what opponent would be affected by those powers.

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

  You pay X less to play this card if an ally you controlled dealt damage to an opposing hero this turn.

  - Multiple instances of **Haste** are cumulative. If an ally has **Haste 1** and **Haste 2**, it costs 3 less to play if an ally you controlled dealt damage to an opposing hero this turn.

  - **Haste** does not change the cost of a card.

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

  This card can't be targeted by opponents.

- **Tribe** is a tag word that cards can have. It denotes powers that trigger when a Tauren ally enters play under your control.

  - If a continuous modifier causes an ally entering play under your control to become a Tauren, or adds Tauren to its types, it does so in time for any **Tribe** powers already in play to trigger.

- **Unity** is a tag word that cards can have. It can denote double-check triggered powers that trigger while you control three or more Human allies. It can also denote continuous powers that are only active while you control three or more Human allies.

  - A triggered **Unity** power will only trigger if you control three or more Human allies at the time it would trigger. If, on resolution, you no longer control at least three Human allies, it will do nothing.

  - A triggered **Unity** power on a Human ally will count itself as one of the three Human allies in play.

4. Returning concepts

- [Basic] is a label that appears on some payment and reward powers, and on the type line of non-Instant abilities. It means "Play this card/Use this power only during your non-combat Action Phase while the chain is empty."

5. Specific Cards

Alethar the Blightspreader, 5, Alliance, Ally—Night Elf Death Knight, 3 [Shadow] / 2 Health
***Haste 3** <p> If an ally you controlled dealt damage to an opposing hero this turn, you can play this ally from your graveyard.*

  You pay costs as normal for cards you play from your graveyard.

Anub'arak, The Traitor King, 6, Monster Ally—Scourge Crypt Lord, Anub'arak (1), 6 [Melee] / 6 Health
Protector *<p> [Basic] (2), Remove six cards in a graveyard from the game >>> Put Anub'arak from your graveyard into play.*

> All six cards must come from the same player's graveyard.

> The cards are removed as part of the cost of using the power. No player has a chance to respond to the cards being selected before they are removed.

Ashenvale Archer, 1, Alliance, Ally—Night Elf Hunter, 2 [Ranged] / 1 Health
At the start of your turn, if you control an ally with cost 4 or more, this ally deals 2 ranged damage to target hero.

> This is a "double-check" power. It will only trigger if you control an ally with cost 4 or more at the start of your turn, and will only deal damage if you control an ally with cost 4 or more when the power resolves.

Banshee, 5, Monster Ally—Scourge Banshee, 1 [Shadow] / 5 Health
When this ally deals combat damage to a hero, you may destroy this ally. If you do, gain control of target ally that hero's controller controls.

> The change of controllers lasts until the targeted ally leaves play.

Blaze of Light, 2, Paladin, Instant Ability—Holy
Your hero deals 2 unpreventable holy damage to target ally. If that ally is a Demon, remove it from the game instead.

> If the ally targeted by this ability is a Demon, no damage is dealt to it.

Blinding Word, 2, Paladin, Instant Ability—Protection
Exhaust target hero. Its controller can't play cards this turn.

> Cards played before Blinding Word is played are unaffected. They are not interrupted.

Bloodmage Kael'thas, 7, Ally—Blood Elf Mage, Kael'thas (1), 6 [Fire] / 8 Health
(1) >>> You can play cards from your resource row this turn. (Pay costs as normal.)

> The card that is being played from the resource row cannot be used as a resource to help pay for playing itself.

> Resources are not "played." Quests and locations cannot be "turned face up" with this power, and cards with Stash cannot be "re-stashed."

Call of C'Thun, 9, Basic Ability
Monster Hero Required *<p> Ongoing: [Activate] >>> Cards in your deck have **Warp** this turn until you use a **Warp** power that was granted this way.*

If multiple cards are revealed from your deck simultaneously, you may choose any one of them to remove and play. The other cards will lose **Warp** before you can play them.

Quests and locations can't be played.

Corrupted Ashbringer, 4, DkPaWa, Equipment—2H Weapon—Sword, Melee (1), 6 [Shadow], 0 Strike
*This weapon enters play with three corruption counters. <p> When you strike with this weapon, choose and destroy a card you control for each corruption counter on this weapon, then remove a corruption counter.<p>While this weapon has no corruption counters, its damage type is [Holy] and it has **Invincible**.*

After Ashbringer's corruption has been cleansed, it remains [Holy] and **Invincible** until it leaves play. It is no longer [Shadow].

An **Invincible** weapon can't be targeted, and can't leave play except by a uniqueness violation or due to its owner losing the game.

Counterattack, 1, Hunter, Basic Ability—Survival
Survival Talent *(You can't put Beast Mastery Talents or Marksmanship Talents in your deck.)*
<p>Play this ability only if your hero has 5 or less remaining health. <p> Take an additional turn after this one.

If your hero is healed to have more than 5 remaining health before this ability resolves, it is not interrupted.

Dakota, 5, Hunter, Monster Ally—Wolf Beast, Pet (1), 4 [Melee] / 8 Health
Your hero can't be destroyed.

Heroes with fatal damage can continue to be dealt damage in excess of their health.

Doomguard Invader, 1, Monster Ally—Doomguard Demon, 4 [Melee] / 3 Health
As an additional cost to play, choose and destroy an ally you control.

Destroying the ally is part of the cost to play Doomguard Invader. If you control no allies, this ally cannot be played. No opponent can attempt to respond to this ally by attempting to destroy the chosen ally. If this ally is put into play directly without being played (with **Portal**, for example), no ally will be destroyed.

Emora Delwin, 2, Alliance, Ally—Human Mage, 1 [Arcane] / 2 Health
[Activate] >>> This turn, target ally can't attack or protect, loses and can't have powers, and is also a Sheep.

The ally still has its other types.

Eredar Strategist, 2, Monster Ally—Eredar Demon, 3 [Shadow] / 2 Health
Once per turn: [Basic] Destroy another ally you control >>> Demon allies you control have +2 ATK this turn.

Demon allies played after this power resolves will still benefit from the +2 ATK.

Fel Imp, 1, Monster Ally—Imp Demon, 2 [Fire] / 1 Health
When this ally is destroyed, you may put it into its owner's deck third from the top.

If you have two or fewer cards in your deck when you choose to put this ally third from the top, put it on the bottom of your deck.

Frost Wyrm, 6, Monster Ally—Scourge Dragonkin, 6 [Frost] / 4 Health
At the start of each opponent's turn, you may remove three cards in a graveyard from the game. If you do, this ally deals 3 frost damage to target hero or ally. A character dealt damage this way can't attack this turn.

All three cards must be removed from the same player's graveyard.

Grand Admiral Daelin Proudmoore, 4, Alliance, Ally—Human Warrior, Daelin (1), 2 [Melee] / 6 Health
Protector *<p> While you control a Jaina ally, allies you control have **Assault 1** for each exhausted opposing resource.*

A "Jaina ally" is an ally with "Jaina" on the type line. Cards with "Jaina" in their name but without "Jaina" on their type line, such as "Echo of Jaina," will not be counted for this power.

Grom Hellscream, 6, Horde, Ally—Orc Warrior, Grom (1), 4 [Melee] / 8 Health
Smash *<p> Grom has +X ATK while attacking, where X is the cost of a defender.*

If there is more than one defender, you pick one.

Havoc, 2, Warlock, Basic Ability—Destruction Attachment
Destruction Talent *(You can't put Affliction Talents or Demonology Talents in your deck.) <p> Attach to target ally. <p> Ongoing: When attached ally is dealt damage, your hero deals that much fire damage to that ally's controller's hero. <p> When attached ally is destroyed, you may put this ability from its owner's graveyard into his hand.*

Damage dealt in excess of the attached ally's remaining health is still dealt to its controller's hero.

High Chieftain Cairne Bloodhoof, 7, Horde, Ally—Tauren Warrior, Cairne (1), 0 [Melee] / 8 Health
Protector \<p\> *Cairne enters play with an ankh counter. \<p\> If Cairne would be destroyed, you may remove an ankh counter from him. If you do, remove all damage from Cairne instead. \<p\> Each ally you control has +X ATK, where X is its [Health].*

> The ATK modifier is applied after all modifiers that would affect an ally's [Health].

High Warlord Gorebelly, 5, Horde, Ally—Orc Warrior, 5 [Melee] / 5 Health
Hardiness *(If this ally would be dealt damage, prevent 1 of it) \<p\> This ally can attack any number of opposing heroes and/or allies at the same time. (This ally deals combat damage to each defender, and each defender deals combat damage back to this ally.)*

> This ally deals its full ATK damage to all defenders. It does not split its ATK between them.
>
> A different protector can be used for each defender, but only if it isn't already a proposed defender.
>
> If one of the defenders is removed from combat, combat continues between this ally and the remaining defenders.
>
> If this ally is removed from combat, combat moves to conclusion.
>
> All combat damage is dealt simultaneously as separate packets, and is dealt even if the defenders would collectively deal more than fatal damage to this ally. **Hardiness** will prevent 1 damage from each defender.

Howling Blast, X, Death Knight, Instant Ability—Frost
Frost Talent *(You can't put Blood Talents or Unholy Talents in your deck.) \<p\> Your hero deals X frost damage divided as you choose to any number of target heroes and/or allies. Each opponent pays (1) more to play allies this turn for each damage dealt this way to a hero he controls.*

> Damage division is decided as the card is played. If a targeted ally leaves play before this ability resolves, damage assignments can't be changed.
>
> Opponents don't pay more for allies that have already been played, but have not resolved.

Hungry Ghoul, 1, Monster Ally—Scourge Ghoul, 3 [Melee] / 3 Health
This ally can't attack unless you remove two cards in a graveyard from the game.

> Both cards must be removed from the same player's graveyard.
>
> The cards are removed as part of the cost of proposing an attack with Hungry Ghoul. No player has a chance to respond to the cards being selected before they are removed. If the proposed attack is made illegal, the cards remain removed from the game.

Kelen's Dagger of Escape, 2, RoSh, Equipment—1H Weapon—Dagger, Melee (1), 2 [Melee], 2 Strike (1) >>> Remove your hero from combat. If you do, put this weapon into its owner's hand.

You may use this power at any time, but Kelen's Dagger of Escape won't be put into its owner's hand unless your hero is removed from combat by this power.

Kil'jaeden the Deceiver, 10, Monster Master Hero—Eredar Demon Warlock, 2 [Shadow] / 40 Health
At the start of your turn, each player draws a card. <p> Opponents play with their hands revealed and can't play cards during your turn. <p> You can play cards in opposing hands during your turn.

Applicable costs must be paid, and normal timing restrictions apply. Any additional restrictions or costs on the card are read from the perspective of Kil'jaeden's controller.

Ky'lai Darkblood, 5, Alliance, Ally—Night Elf Death Knight, 4 [Melee] / 4 Health
*While you control another ally with **Elusive**, this ally has **Elusive**. <p> While you control another ally with **Spellshield**, this ally has **Spellshield**.*

This ally does not have **Elusive** or **Spellshield** on its own. If you control two or more Ky'lai Darkbloods and no other allies with **Elusive** or **Spellshield**, the Ky'lais will not have **Elusive** or **Spellshield**.

Legacy of the Horde, 6, PrSh, Basic Ability
Ongoing: If a friendly hero or ally would deal damage, it deals double that much instead. <p> If a friendly hero or ally would be dealt damage, prevent half that damage, rounded up.

Replacement modifiers that increase the amount of damage dealt are always applied before replacement modifiers that decrease the amount of damage dealt.

Lightlance, 1, Priest, Basic Ability—Holy
Your hero deals 1 unpreventable holy damage to target hero or ally, or 5 if your hero is undamaged.

You check to see if your hero is undamaged when this ability resolves, not when it's played.

Lunar Barrage, 5, Druid, Basic Ability—Balance
When you play this ability, you may exhaust any number of Ongoing abilities you control. Copy this ability for each ability you exhausted this way. (You may choose new targets for the copies.) <p> Your hero deals 2 arcane damage to target hero or ally.

The abilities must be exhausted before Lunar Barrage resolves, and Lunar Barrage can be copied even if it is interrupted.

The copies are not played, and therefore do not trigger their own power.

Lust for Battle, 2, Shaman, Instant Ability—Enhancement
Allies you control have +2 ATK this turn.

> Allies played after Lust for Battle on the same turn will also have +2 ATK.

Magnetic Totem, 2, Shaman, Instant Ability Ally—Enhancement, Air Totem (1), 0 [Nature] / 4 Health
When this Totem enters play, you may change a target of target opposing card or effect to this Totem.
<p> Ongoing: Opposing cards and effects must target this Totem if able. <p> (Totems can't attack.)

> Magnetic Totem must be a legal target for the changed target.

> If the card or effect has multiple targets, only one of them is changed to Magnetic Totem. Magnetic Totem's controller chooses which target to change.

Mask of Death, 2, DkPaWa, Equipment—Armor—Plate, Head (1), 2 DEF
(1), [Activate], Destroy this armor >>> Target ally and all other opposing allies with the same name as that ally have -[Health] equal to this armor's [DEF] this turn.

> The last known [DEF] of the Mask of Death while it was in play is used to determine the [Health] reduction.

Mass Teleport, 3, Mage, Instant Ability—Arcane
Remove any number of allies you control from the game. <p> Ongoing: [Basic] Destroy this ability >>> Put all cards removed this way into play under your control.

> Each Mass Teleport will only put cards that it removed itself into play. Cards removed by other Mass Teleports will not be put into play.

> Mass Teleport will put cards into play that it removed even if those cards are no longer allies.

Medivh the Prophet, 5, Master Hero—Human Prophet, 1 [Arcane] / 30 Health
[Basic] (8) >>> Search your deck and/or hand for a master hero that does not have the same name as a card you control. Put that hero into play as an ally. (It is no longer a hero.)

> The allies Medivh puts into play retain their ATK, [Health] and all powers.

> If one of those allies leaves play and then returns, or if a copy of one is put into play, it enters as a Master Hero, replacing Medivh. If multiple Master Heroes enter play under your control simultaneously, you choose the order in which they replace your hero.

Naisha, 2, Alliance, Ally—Night Elf Hunter, Naisha (1), 1 [Ranged] / 4 Health
As this ally enters play, name a card. <p> Opponents can't play cards with that name.

Opponents can still place cards into the resource row if they have the chosen name.

Nether Rip, 4, Warlock, Basic Ability—Demonology
Portal*,* **Portal**

> The two **Portal** effects are performed in their entirety sequentially. No response can be played between the two effects. The cards placed on the bottom from the first effect will be on the bottom of the deck before the second **Portal** effect begins to reveal the next set of cards.

Orb of Darkness, 4, DkPrLo, Equipment—Item
(1), [Activate] >>> Target opponent puts the top three cards of his deck into his graveyard unless he chooses and discards a card.

> If the targeted player has no cards to discard, he must put the top three cards of his deck into his graveyard.

Power Word: Bravery, 4, Priest, Basic Ability—Discipline
Ongoing: Double the [Health] of all friendly allies.

> Modifiers that double the [Health] of a character are applied after all other modifiers that would affect that character's [Health].

Ravenous Frenzy, 3, Hunter, Instant Ability—Beast Mastery
Target ally has +4 ATK this turn. <p> Target ally has -4 ATK this turn.

> The targets are not optional. Both targets must be satisfied to play Ravenous Frenzy.

Rod of Necromancy, 6, MaPrLo, Equipment—Weapon—Wand, Ranged (1), 1 [Shadow], 1 Strike
When this weapon enters play, remove all allies in your graveyard from the game. <p> At the start of your turn, choose an ally removed this way at random and put it into your hand.

> The ally is chosen as the effect resolves. No player has an opportunity to respond between when the ally is chosen and when it is put into your hand.

Rune of Vengeance, 2, Death Knight, Instant Ability—Blood Attachment
Attach to target weapon you control. Remove target ally in a graveyard from the game. <p> Ongoing: Attached weapon has +ATK equal to the ATK of that removed ally.

> This ability has two targets. If the targeted ally is no longer legal upon resolution, Rune of Vengeance will still attach to the targeted weapon, but will grant no ATK. If the targeted weapon is no longer legal upon resolution, the ally will still be removed from the game, and

Rune of Vengeance will enter play unattached and be destroyed during pre-priority-processing.

Scheming Watcher, 2, Monster Ally—Floating Eye Demon, 2 [Shadow] / 2 Health
When this ally enters play, you may draw two cards. If you do, put two cards from your hand on top of your deck in any order.

There is no window in which to respond between drawing the cards and putting the cards on top of your deck.

Shattered Hand Cutthroat, 2, Horde, Ally—Orc Rogue, 3 [Melee] / 2 Health
When this ally attacks, you may exhaust target armor.

The targeted armor will be exhausted before it can prevent the damage that Shattered Hand Cutthroat would deal.

Sixto the Earth-Blessed, 4, Horde, Ally—Tauren Shaman, 2 [Nature] / 6 Health
Tribe*: When this or another Tauren ally enters play under your control, you may complete target quest you control without paying its cost.*

You can complete [Basic] quests with this power. All other restrictions still apply.

The completed quest must still be turned face down.

Soulbond, 4, Instant Ability—Demonology Attachment
Attach to target Demon ally. <p> Ongoing: If your hero would be dealt damage, it's dealt to attached ally instead.

If this ability is attached to an opposing Demon, all damage that would be dealt to your hero is dealt to it instead.

Some or all of the damage may be prevented by armor and other prevention modifiers before it is redirected to the ally.

Smash damage can be redirected to the ally, even if it came from that ally, unless the packet originally was directed at the hero and was redirected to the ally before **Smash** was applied.

Splintered Thought, X, Priest, Basic Ability—Shadow
Remove the top X cards of target opponent's deck from the game. You may put an ally with cost X or less removed this way into play under your control.

If that player has fewer than X cards in his deck, they are all removed. You still use the full value of X to determine the cost of the ally you can put into play.

Spook, 1, Priest, Instant Ability—Shadow
Target player puts an ally he controls into its owner's hand.

The targeted player chooses which of his allies to put into its owner's hand.

Tactical Mastery, 2, Warrior, Instant Ability—Protection
Opposing heroes and allies must attack this turn if able. <p> When an opponent proposes a combat this turn, you may change the proposed defender. (It must be a legal choice for the attacker.)

Opposing heroes and allies can still become unable to attack after this ability resolves (they may exhaust to use a power, for example.)

If you choose to change a proposed defender, the proposal effect is updated before it resolves.

Temporal Shift, 1, Mage, Instant Ability—Arcane
*Remove target defending ally from combat. It has **Elusive** this turn. (It can't be attacked.)*

Temporal Shift can only be played after protectors would have been declared. If it is played and interrupted, it is too late to declare a protector.

Terror Hound, 1, Monster Ally—Void Terror Demon, 1 [Melee] / 2 Health
When this ally enters play, you may switch the ATK and [Health] of target ally this turn.

The switch takes place when the triggered power resolves. It applies in timestamp order with all other modifiers affecting that ally's ATK and [Health] except for modifiers that double those values, which always apply last. For example, if your 2 ATK / 2 [Health] ally has an attachment giving him +2 / +3, when this trigger resolves, he will have 5 ATK /4 [Health] until the end of the turn.

Varimathras, Dreadlord Insurgent, 5, Monster Ally—Dreadlord Demon, Varimathras (1), 3 [Shadow] / 4 Health
***Monster Hero Required** <p>When Varimathras enters play, **Portal**. <p> If you would reveal three cards with a **Portal** power, reveal six cards instead.*

Varimathras's power applies to all **Portal** powers, not just his own.

Zhar'doom, 3, Warlock, Monster Ally—Felhunter Demon, Pet (1), 3 [Shadow] / 3 Health
(1), Remove three ability cards in your graveyard from the game >>> This ally deals 3 shadow damage to target hero or ally and heals 3 damage from your hero.

If the target becomes illegal before this power resolves, no damage is healed from your hero.