

Blood of Gladiators[™] Frequently Asked Questions

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This set is legal for sanctioned Constructed play from April 3, 2009.

1. Arena

- An Arena card is a card with the “arena” tag.
- This tag isn’t an ally type, so it can’t be chosen by PX-238 Winter Wondervolt.

PX-238 Winter Wondervolt, 3, Ability (Winter Veil-2R)

Choose an ally type. <p> Ongoing: All allies also have that type.

1.1 Arena locations

- Each Arena location has:
 - A power that adds an Arena counter to that location when a hero or ally in your party deals damage. If multiple applicable damage packets are dealt at the same time, such a power triggers multiple times.
 - A capacity in its lower right corner. Each location can’t have Arena counters in excess of its capacity.

2. New character keywords

- **Arcane torrent** is a keyword power that characters can have. It means:
 - When this character enters play, target opposing card in play loses and can't have powers this turn.*
 - The target’s payment powers may be used in response to this triggered effect.
 - A resource that loses its powers is still a resource that may be exhausted to pay resource costs.
- **Hardiness** is a keyword power that characters can have. It means:
 - If this character would be dealt damage, prevent 1 of it.*
 - Two instances of this keyword prevent 2 damage, and so on.
- **Inspiring presence** is a keyword power that characters can have. It means:
 - If a hero or ally in your party would deal non-combat damage, it deals that much +1 instead.*
 - Two instances of this keyword mean that applicable characters deal that much +2, and so on.

3. The Ring of Blood quests

- Each of these quests has a cost to place it face up. You can place any of these quests face down without paying that cost.
- Placing a resource uses the chain. However, paying a cost doesn’t use the chain and happens before any player gets priority again, so it can’t be responded to.

***Example:** To place The Ring of Blood: Brokentoe face up onto the chain, you must discard another card. You’re the next player to get priority. As you do, that other card is already in your graveyard.*

The Ring of Blood: Brokentoe, Arena Quest (Gladiators-195C)

As a cost to place this quest face up, discard a card. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

3. Specific cards

Andarius the Damned, Horde, Hero—Undead Warlock (Affliction), Alchemy/Jewelcrafting, 28 Health (Gladiators-10)
(2), *Flip Andarius >>> Put an attached ability you control into its owner's hand.*

Attached ability means “ability attached to anything” rather than “ability attached to Andarius.”

Antonidas's Aegis of Rapt Concentration, 3, Instant Armor—Shield, Off-Hand (1), 2 DEF (Gladiators-157R)
Your ability cards can't be interrupted. <p> Your abilities are untargetable.

A link is interrupted if all of its targets have become illegal as it tries to resolve, even if it “can't be interrupted.” Only your abilities in play are untargetable. However, if you play this card in response to a link about to interrupt one of your ability cards, this modifier will stop that link from interrupting that card.

Broll Bearmantle, 4, Alliance, Horde, Arena Ally—Night Elf Druid, Unique, 0 [Nature] ATK / 0 Health (Gladiators-147E)
Broll has +1 ATK / +1 health for each Arena card in play you control.

Broll counts himself, so he has 1 ATK / 1 health if you control no other Arena cards in play.

“Chillhands” Spigotgulp, 6, Alliance, Ally—Gnome Mage, 5 [Frost] ATK / 3 Health (Gladiators-94U)
If you would draw a card, you may skip drawing it instead.
When you skip drawing a card this way, target ally can't attack this turn.

Skipping is optional. If you can't draw cards, you can't choose to skip. You can't look at a card before deciding whether to skip drawing it. If you skip drawing two cards, this power triggers twice, and so on.

Chloe Mithrilbolt, Alliance, Hero—Gnome Warrior (Protection), Skinning/Engineering, 30 Health (Gladiators-2)
(1), *Flip Chloe >>> When Chloe protects this turn, ready her.*

Chloe can't protect unless she gains the power to do so.

Clutch Shot, 1, Hunter, Instant Ability—Marksmanship (Gladiators-28C)
Target ally has +2 ATK this turn. A second target ally has -2 ATK this turn.

This card requires two (different) targets. If one becomes illegal in response, the other is still affected.

Combustion, 4, Mage, Ability—Fire Talent (Gladiators-34R)
Fire Hero Required <p> Your hero deals X fire damage to each hero and ally, where X is target ally's health.

If the target is no longer legal as this card tries to resolve (or it has 0 or less health), no damage is dealt.

“Cracklehands” Spigotgulp, 1, Alliance, Ally—Gnome Warlock, 2 [Arcane] ATK / 1 Health (Gladiators-95C)
If you would draw a card, you may skip drawing it instead.
When you skip drawing a card this way, Cracklehands deals 2 arcane damage to target ally.

See “Chillhands” Spigotgulp.

The Crash of Tides, 1, Shaman, Instant Ability—Elemental (Gladiators-61U)
Your hero deals 1 nature damage to target hero or ally and heals 1 damage from a second target hero or ally for each damage dealt this way.

This card requires two (different) targets. If the second becomes illegal in response, the first is still dealt damage, but no damage is healed. If the first becomes illegal in response, nothing happens.

Dark Justice, 2, Warlock, Instant Ability—Affliction (Gladiators-70C)
Remove target ally from the game and put damage on your hero equal to that ally's ATK.

Put damage on your hero equal to the ATK that ally had as it left play.

Defiance, 3, Warrior, Ability—Protection Talent (Gladiators-77R)

Protection Hero Required <p> Ongoing: Only one character can attack on each opponent's turn.

Once any character has become an attacker (normal or sabotage) on an opponent's turn, no other character can be proposed as an attacker (neither normal nor sabotage) that turn. That character can attack multiple times that turn if it somehow readies. If an opponent's hero attacks, and then that opponent plays a Master hero, that Master hero continues to be the one character who can attack that turn (if it somehow readies).

Divine Justice, 2, Paladin, Instant Ability—Retribution (Gladiators-42C)

Exhaust target ready opposing ally. If you do, you may have it deal melee damage equal to its ATK to a second target ally.

This card requires two (different) targets. If the second becomes illegal in response, the first is still exhausted, but no damage is dealt. If the first becomes illegal in response, nothing happens.

Echo Totem, 4, Shaman, Ability—Elemental, Air Totem (1), 1 Health (Gladiators-62R)

Ongoing: At the start of your turn, you may remove a non-ongoing ability card in your graveyard from the game. If you do, you can play that card without paying its cost this turn.

Playing that card without paying its cost is an alternate cost, so you can't choose any other alternate cost it might have (nor can you choose to pay its resource cost). Playing a card from your RFG zone is otherwise the same as doing so from your hand. For example, any additional costs must still be paid and any restrictions must still be observed. If you don't play that card this turn, it stays in your RFG zone.

Emerald Ripper, 4, Weapon—Dagger, Melee (1), 1 ATK, 1 Strike (Gladiators-176R)

Your hero has dual wield. <p> (3) >>> Emerald Ripper has +X ATK this turn, where X is its ATK.

X is locked in as this payment effect resolves.

A Final Sacrifice, 1, Warrior, Instant Ability—Fury (Gladiators-78C)

Target hero or ally in your party has +3 ATK / +3 health this turn. At the start of the next turn, destroy it.

If you target your hero, then play a Master hero, you still lose the game at the start of the next turn because these modifiers continue to apply to that Master hero.

Foam Sword Rack, 4, Ability (Gladiators-92R)

*Ongoing: **Each hero has** "(1) >>> This hero deals ½ melee damage to target hero."*

This card has received errata. The bold text above updates the printed text and clarifies which hero deals this damage, and that this damage isn't dealt "with an ability."

This is the only way that a fractional amount of damage can be dealt. You can't divide integer amounts of damage into fractional amounts. A character with ½ damage is "damaged." However, modifiers that do something "for each damage" on a character, or "for each damage" dealt, healed, or prevented a certain way ignore fractions. For example, an ally with berserking and 1½ damage has only +1 ATK while attacking.

Focused Will, 7, Priest, Ability—Discipline Talent (Gladiators-49R)

Discipline Hero Required

Ongoing: At the start of your turn, switch all damage on your hero with the damage on target opposing hero.

This effect isn't optional. It removes and puts damage as applicable; it neither deals nor heals damage. If target hero has 0 damage as this effect resolves, remove all damage from your hero and put it on the target. If the target becomes illegal in response, or either hero isn't in play on resolution, nothing happens.

Fork Lightning, 5, Shaman, Ability—Elemental (Gladiators-63C)

Your hero deals 5 nature damage to target hero and 5 nature damage to target ally.

This card requires two (different) targets. If one becomes illegal in response, the other is still affected.

Gladiator Addisyn, 2, Horde, Arena Ally—Blood Elf Paladin, 2 [Holy] ATK / 2 Health (Gladiators-124C)

As Addisyn enters play, choose arcane, fire, frost, nature, or shadow. <p> Arena allies in your party have the chosen resistance.

Opponents can respond while Addisyn is on the chain as usual. However, once you choose a damage type as he enters play, there's no chance for them to respond before the chosen resistance starts applying.

Lo’Gosh, 5, Alliance, Horde, Arena Ally—Human Warrior, Unique, 4 [Melee] ATK / 4 Health (Gladiators-148E)

Protector <p> Opposing heroes and allies have -1 ATK / -1 health while in combat with Lo’Gosh for each Arena ally in your party.

Lo’Gosh counts himself. For example, if Lo’Gosh is the only Arena ally in your party and attacks an ally with 5 ATK / 5 health, both allies are destroyed by fatal damage as that combat concludes.

Mana Ruby, 5, Mage, Ability—Arcane (Gladiators-36R)

Ongoing: (2), Destroy Mana Ruby >>> Draw cards until you reach your maximum hand size.

As this effect resolves, if your hand size is already at or above its maximum, nothing happens.

Melissa Gerrard, 1, Horde, Ally—Undead Warlock, 1 [Shadow] ATK / 1 Health (Gladiators-139C)

When Melissa attacks, target hero or ally has -1 health this turn.

If the target is destroyed by this health loss, that happens before the protect point.

Mogor’s Anointing Club, 4, Arena Weapon—Mace, Melee (1), 1 ATK, 3 Strike (Gladiators-181R)

On your turn: [Activate], Destroy an ally in your party >>> Put an ally card with lower cost than that ally from your graveyard into play.

This effect doesn’t target. Choose an applicable ally card as it resolves.

Poof!, 2, Instant Ability—Arcane Subtlety (Gladiators-88C)

Target ally’s controller removes it from the game. At the start of the next turn, he puts it into his party.

As that ally leaves play, its attachments are destroyed and its counters and damage are removed. That player puts it into his party even if he doesn’t own it. It enters play ready.

“Quickhands” Spigotgulp, 4, Alliance, Ally—Gnome Warrior, 3 [Melee] ATK / 4 Health (Gladiators-116C)

Protector <p> If you would draw a card, you may skip drawing it instead.

When you skip drawing a card this way, opposing allies have -1 ATK / -1 health this turn.

See “Chillhands” Spigotgulp.

Reckoning of the Light, 3, Paladin, Ability—Retribution (Gladiators-44R)

Destroy each ability and equipment with which damage was dealt to your hero this game.

Applicable cards are destroyed only if they have remained in play continuously since that damage was dealt.

If your hero is dealt damage with such a card, and then you play a Master hero, a modifier that checks if “damage was dealt to your hero this game” with that card remains true.

Reforestation, 5, Druid, Ability—Balance (Gladiators-21U)

Destroy target ability or equipment. Put three Treant ally tokens into play with 1 [Melee] ATK / 1 health.

If the target is no longer legal as this card tries to resolve, no Treants enter play.

Rehgar Earthfury, 6, Alliance, Horde, Arena Ally—Orc Shaman, Unique, 5 [Frost] ATK / 5 Health (Gladiators-149E)

[Alliance] allies in your party have +1 health. <p> [Horde] allies in your party have +1 ATK. <p> When Rehgar attacks, gain control of target ally.

Rehgar has both factions, so he has 6 ATK / 6 health in the absence of any other modifiers. You gain control of target ally for the rest of the game, even if Rehgar leaves your party or loses his powers.

The Rewards of Faith, 1, Paladin, Instant Ability—Holy (Gladiators-45U)

Your hero deals 1 unpreventable holy damage to target hero or ally. For each damage dealt this way, prevent the next 1 damage that would be dealt to a second hero or ally this turn.

If your hero deals more than 1 damage this way, choose only one hero or ally for the prevention modifier, not one per damage dealt.

The Ring of Blood, Location—Arena (Gladiators-202U)

As a cost to place this location face up, reveal an Arena card from your hand.

[Activate] >>> You pay (2) less to complete your next quest this turn.

If you have no other Arena cards in hand, you can’t place this location face up.

The Ring of Blood: Brokento, Arena Quest (Gladiators-195C)

As a cost to place this quest face up, discard a card. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

If you have no other cards in hand, you can't place this quest face up.

The Ring of Blood: Rokdar the Sundered Lord, Arena Quest (Gladiators-197C)

As a cost to place this quest face up, remove 2 damage from an opposing hero. <p> Pay (2) to complete this quest.

Reward: Draw a card.

If no opposing heroes have 2 or more damage, you can't place this quest face up.

Ritual of Summoning, 8, Warlock, Ability—Demonology (Gladiators-74R)

Ongoing: On your turn: Exhaust your hero and two allies in your party >>> Put an ally card from your collection into play.

In a tournament, your collection is your side deck. In 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.

The Ruins of Lordaeron, Location—Arena (3) (Gladiators-205C)

When a hero or ally in your party deals damage, add an arena counter.

[Activate], Remove three arena counters >>> Put up to three target cards from one player's graveyard on the bottom of his deck.

That player puts those cards on the bottom of his deck in the order of his choice (without revealing them).

Sandbox Tiger, 2, Ally—Tiger, 1 [Melee] ATK / 1 Health (Gladiators-153U)

Sandbox Tiger has +1 ATK / +1 health for each Loot card in play you control.

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

The Seal of Danzalar, 3, Item, Ring (2) (Gladiators-169R)

At the start of your turn, your hero deals shadow damage to target hero equal to the number of cards in your hand minus the number of cards in that hero's controller's hand.

This effect resolves before your draw step. Count cards as it resolves.

Seth's Graphite Fishing Pole, 6, Two-Handed Weapon—Fishing Pole, Melee (1), 0 ATK, 6 Strike (Gladiators-183R)

[Activate] >>> Put the card tenth from the top of your deck into hand.

Don't look at any other cards in your deck. If there are less than ten cards in your deck, nothing happens.

Starshot, 2, Druid, Ability—Balance (Gladiators-23C)

Your hero deals 3 arcane damage to target ally. <p> Draw a card.

If the target is no longer legal as this card tries to resolve, you don't draw a card.

Talisman of the Alliance, 3, Alliance, Item, Trinket (2) (Gladiators-170U)

[Activate], Destroy Talisman of the Alliance >>> Destroy all abilities and equipment that have or share the lowest cost among abilities and equipment in play.

Talisman of the Horde, 3, Horde, Item, Trinket (2) (Gladiators-171U)

[Activate], Destroy Talisman of the Horde >>> Destroy all abilities and equipment that have or share the highest cost among abilities and equipment in play.

As either of these effects resolves, look at the pool of all abilities and equipment in play, find the lowest/highest cost in that pool, then destroy all cards in that pool with that cost.

Tempest of Chaos, 3, Weapon—Sword, Melee (1), 1 ATK, 3 Strike (Gladiators-185R)

At the start of your turn, target a random opposing hero or ally. Put a chaos counter on Tempest of Chaos, and then your hero deals 1 fire damage to that character for each chaos counter.

First identify the set of possible targets (for example, by excluding untargetable cards) and then randomly choose from that set. If the target is no longer legal as this effect tries to resolve, don't add a chaos counter.

Thoros the Savior, Horde, Hero—Blood Elf Paladin (Holy), Alchemy/Engineering, 29 Health (Gladiators-16)
(4), Flip Thoros >>> Thoros heals 2 damage from target hero or ally. Draw a card.

You can target an undamaged character. You draw a card even if no damage is healed. However, if the target is no longer legal as this card tries to resolve, you don't draw a card.

Tremor Shock, 3, Shaman, Instant Ability—Elemental (Gladiators-67R)

Your hero deals 1 frost damage and 1 nature damage to target hero or ally. An ally dealt damage this way can't attack this turn. If a hero was dealt damage this way, you may interrupt an ability card played by its controller.

This card deals 2 damage in two separate packets to one target. The modifiers that follow apply if either packet deals damage to an applicable target. You may interrupt an applicable card only if it's on the chain as this card resolves. You may interrupt only one such card, even if both packets deal damage to a hero.

Tribemother Torra, Horde, Hero—Tauren Shaman (Restoration), Engineering/Jewelcrafting, 29 Health (Gladiators-17)
(3), Flip Torra >>> Target up to three heroes and/or allies. Torra heals 3, 2, and 1 damage from them, respectively.

See *Greater Chain Heal*.

Twinblade of the Phoenix, 5, Two-Handed Weapon—Sword, Melee (1), 4 ATK, 1 Strike (Gladiators-186R)

You can play *Twinblade of the Phoenix* from your graveyard.

This card's power is active while it's in your graveyard; you don't need a second one in play. Playing a card from your graveyard is otherwise the same as doing so from your hand. For example, any costs must still be paid and any restrictions must still be observed.

Uncatalogued Species, Quest (Gladiators-200C)

Pay (1) to complete this quest. <p> Reward: Name a standard race, then reveal the top four cards of your deck. Put a revealed ally card of that race into hand and the rest on the bottom of your deck.

There are ten standard races. The Alliance races are: draenei, dwarf, gnome, human, and night elf. The Horde races are: blood elf, orc, tauren, troll, and undead. No other tag is a race.

Utopia, 7, Druid, Ability—Balance (Gladiators-25R)

Destroy all tokens. Put each other ability, ally, and equipment into its owner's resource row face down, then exhaust them.

This also affects friendly cards. No abilities, allies, or equipment leave play or become exhausted – they're already face-down resources by the time they become exhausted.

A card in play that enters a resource row becomes a different card. Any modifiers previously affecting it no longer do so unless they specify that they do. Any counters or damage are removed as part of it changing rows, and its attachments are destroyed.

Vengeful Gladiator's Felshroud, 7, Warlock, Arena Armor Set—Cloth, 5 DEF (Gladiators-167E)

On your turn, you can play ability cards that are removed from the game.

[Activate] >>> Put target opposing ally into its owner's hand.

This includes opposing ability cards. Playing a card from an RFG zone is otherwise the same as doing so from your hand. For example, any costs must still be paid and any restrictions must still be observed.

Victimize, 5, Ability—Subtlety Affliction (Gladiators-90C)

Target player discards two cards and you draw two cards.

The target need not have two or more cards in hand. You draw two cards even if no cards are discarded.

Yoink!, 3, Rogue, Ability—Subtlety (Gladiators-60R)

Attach to target equipment. <p> Ongoing: You control attached equipment.

Move that equipment to your hero row. It functions normally whether or not it shares any trait icons with your hero, and regardless of any other deck-building restrictions it has (such as Fire Hero Required).