

Class	Card Name	Adjustments
Death Knight	Deathbringer Saurfang	4/6
	(New) Poison Breath	[2 Mana, Spell] Give a friendly Undead Poisonous.
	(New) Falric	[3 Mana, UU Runes, Minion] 2/4. You gain twice as many Corpses than normal. Battlecry: Draw a card that spends Corpses.
Demon Hunter	Zai, the Incredible	6/4
Druid	Fandral Staghelm	3/6
Hunter	--	--
Mage	Violet Spellwing	2/1
	(New) Babbling Bookcase	[3 Mana, Minion] 2/4. Battlecry: Add 2 random Mage spells to your hand.
Paladin	Spikeridged Steed	[5 Mana]
	Immortalized in Stone	Swapped the order tokens are summoned so it goes biggest to smallest instead of smallest to biggest.
Priest	Greater Healing Potion	Now also draws a card.
	Natalie Seline	Went from [8 Mana] 8/1 to [7 Mana] 7/1.
Rogue	SI:7 Agent	Combo: Deal 3 damage.
	Defias Ringleader	3/2
	Shaku, the Collector	2/4
Shaman	Earth Elemental	7/9
	Blazing Invocation	Discovered minion now costs (1) less.
Warlock	Despicable Dreadlord	4/6
Warrior	--	--
Neutral	Evasive Wurm	5/4
	Netherspite Historian	2/3
	Menagerie Mug	3/3
	Menagerie Jug	Battlecry gives +3/+3.
	Prize Vendor	Battlecry and Deathrattle: Each player draws a card.
	Blowtorch Saboteur	3/3. Battlecry: Your opponent's next Hero Power costs (2) more.
	Fire Plume Phoenix	3/4
	Runaway Blackwing	All numbers increased to 10.
	Cairne Bloodhoof	Now has Taunt.
	The Black Knight	Now has Tradeable.
	Sneed's Old Shredder	[7 Mana]
	King Mukla	5/6
	Finja, the Flying Star	3/5
	The Curator	[5 Mana]