

Class	Card Name	Change
Demon Hunter	Flamereaper	5 Attack
	Gan'arg Glaivesmith	3 Health
	Wrathscale Naga	3 Health
	Metamorphosis	4 Mana
Druid	Witchwood Apple	1 Mana, Treants cost 1 Mana (applies to other cards, too)
	Soul of the Forest	3 Mana
	Druid of the Claw	6 Mana, 4/6 base stats, transforms into a 7/6 with Rush or a 4/9 with Taunt
	Ancient of Lore	7/7 stats; now options are Draw 2 cards or Restore 7 Health.
Hunter	Jeweled Macaw	2 Health
	Savannah Highmane	7 Attack
Mage	Flame Geyser	1 Mana
	Babbling Book	2 Health
Paladin	Hammer of Wrath	3 Mana
	Grimestreet Outfitter	2/2 Stats
	Truesilver Champion	Restores 3 Health when you attack.
	Consecration	3 Mana
Priest	Catrina Muerte	7 Mana, text now: "At the end of your turn, resurrect another friendly Undead minion."
	Mana Geode	Text now: "Overheal: Summon a 2/2 Crystal."
	Crimson Clergy	Text now: "Overheal: Draw a card."
	Shadow Ascendant	3 Health
	Holy Champion	Text now: "Overheal: Gain +2 Attack."
	Drakonid Operative	4 Mana 4/5
	Holy Nova	Now damages all enemies, not just minions.
	Psychic Conjurer	2 Health
Rogue	Elven Minstrel	3 Health
	Fan of Knives	2 Mana
	Swashburglar	2 Health
Shaman	Ancestral Knowledge	Overload: (1)
	Feral Spirit	Overload: (1)
	Hex	3 Mana
Warlock	Spirit Bomb	1 Mana
	Hellfire	3 Mana
Warrior	Armagedillo	8 Health
	Woodcutter's Axe	Deathrattle effect now hits any friendly minion.
Neutral	The Black Knight	4 Mana, 4/4
	Replicating Menace	2 Health
	Wargear	6 Attack
	Royal Librarian	4 Attack
	Bronze Gatekeeper	2 Attack