1
Glacial Shard
Battlecry: Freeze an enemy.
2
Elemental
1

1
Beaming Sidekick
Battlecry: Give a friendly minion +2 Health.
1
2

1
Abusive Sergeant
Battlecry: Give a minion +2 Attack this turn.
1
1

0
Snowflipper Penguin
1
Beast
1

2
Explosive Sheep
Deathrattle: Deal 2 damage to all minions.
1
Mech Beast
1

2
Injured Tol'vir
Taunt
Battlecry: Deal 3 damage to this minion.
2
6

1
Murmy
Reborn
1
Undead Murloc
1

2
Faerie Dragon
Can't be targeted by spells or Hero Powers.
3
Dragon
2

2
Kobold Geomancer
Spell Damage +1
2
2

2
Annoy-o-Tron
Taunt
Divine Shield
1
Mech
2

2
Dire Wolf Alpha
Adjacent minions have +1 Attack.
2
Beast
2

2
Bloodsail Raider
Battlecry: Gain Attack equal to the Attack of your weapon.
2
Pirate
3

1
Voodoo Doctor
Battlecry: Restore 2 Health.
2
1

1
Tour Guide
Battlecry: Your next Hero Power costs (0).
1
1

1
Emerald Skytalon
Rush
2
Elemental Beast
1

1
Elven Archer
Battlecry: Deal 1 damage.
1
1

1
Worgen Infiltrator
Stealth
2
1

2
Murloc Tidehunter
Battlecry: Summon a 1/1 Murloc Scout.
2
Murloc
1

2
Mad Bomber
Battlecry: Deal 3 damage randomly split between all other characters.
3
2

2
Loot Hoarder
Deathrattle: Draw a card.
2
1

4
Royal Librarian
Tradeable
Battlecry: Silence a minion.
4
4

4
Chillwind Yeti
4
5

3
Acolyte of Pain
Whenever this minion takes damage, draw a card.
1
3

4
Grim Necromancer
Battlecry: Summon two 1/1 Skeletons.
2
Undead
4

4
Dread Corsair
Taunt
Costs (1) less per Attack of your weapon.
3
Pirate
3

3
Rustrot Viper
Tradeable
Battlecry: Destroy your opponent's weapon.
3
Beast
4

3
Hench-Clan Thug
After your hero attacks, give this minion +1/+1.
3
Quilboar
3

3
Gorillabot A-3
Battlecry: If you control another Mech, Discover a Mech.
3
Mech Beast
4

3
Bronze Gatekeeper
Magnetic
Taunt
2
Mech
5

2
Youthful Brewmaster
Battlecry: Return a friendly minion from the battlefield to your hand.
3
2

2
Redgill Razorjaw
Rush
3
Murloc
1

2
Plated Beetle
Deathrattle: Gain 3 Armor.
2
Beast
3

7
Stormwind Champion
Your other minions have +1/+1.
7
7

5
Rotten Applebaum
Taunt
Deathrattle: Restore 6 Health to your hero.
4
Undead
6

3
Tar Creeper
Taunt
Has +2 Attack during your opponent's turn.
1
Elemental
5

4
Sen'jin Shieldmasta
Taunt
3
5

3
Raid Leader
Your other minions have +1 Attack.
2
3

5
Stranglethorn Tiger
Stealth
5
Beast
5

5
Wargear
Magnetic
6
Mech
5

9
Sleepy Dragon
Taunt
4
Dragon
12

1
Armor Vendor
Battlecry: Give 4 Armor to each hero.
1
3

1
Murloc Tidecaller
Whenever you summon a Murloc, gain +1 Attack.
1
Murloc
2

2
Crazed Alchemist
Battlecry: Swap the Attack and Health of a minion.
2
Undead
2

2
Cult Neophyte
Battlecry: Your opponent's spells cost (1) more next turn.
3
2

2
Fogsail Freebooter
Battlecry: If you have a weapon equipped, deal 2 damage.
2
Pirate
2

2
Nerubian Egg
Deathrattle: Summon a 4/4 Nerubian.
0
2

2
Wild Pyromancer
After you cast a spell, deal 1 damage to ALL minions.
3
Undead
2

3
Coldlight Seer
Battlecry: Give your other Murlocs +2 Health.
2
Murloc
3

3
Humongous Razorleaf
Can't attack.
4
8

4
Defender of Argus
Battlecry: Give adjacent minions +1/+1 and Taunt.
3
3

4
Eater of Secrets
Battlecry: Destroy all enemy Secrets. Gain +1/+1 for each.
2
4

4
Replicating Menace
Magnetic
Deathrattle: Summon three 1/1 Microbots.
3
Mech
2

4
Twilight Drake
Battlecry: Gain +1 Health for each card in your hand.
4
Dragon
1

5
Azure Drake
Spell Damage +1
Battlecry: Draw a card.
4
Dragon
5

6
Gadgetzan Auctioneer
Whenever you cast a spell, draw a card.
4
4

2
Dirty Rat
Taunt
Battlecry: Your opponent summons a random minion from their hand.
2
6

2
Doomsayer
At the start of your turn, destroy ALL minions.
0
7

3
Murloc Warleader
Your other Murlocs have +2 Attack.
Murloc
3
3

3
Southsea Captain
Your other Pirates have +1/+1.
Pirate
3
3

3
Vulpera Scoundrel
Battlecry: Discover a spell or pick a mystery choice.
2
3

4
Big Game Hunter
Battlecry: Destroy a minion with 7 or more Attack.
4
2

8
Primordial Drake
Taunt
Battlecry: Deal 2 damage to all other minions.
Dragon
4
8

10
Sea Giant
Costs (1) less for each other minion on the battlefield.
8
8

2
Bloodmage Thalnos
Spell Damage +1
Deathrattle: Draw a card.
1
Undead
1

3
Zola the Gorgon
Battlecry: Choose a friendly minion. Add a Golden copy of it to your hand.
2
Naga
2

4
The Black Knight
Battlecry: Destroy an enemy minion with Taunt.
4
Undead
4

5
Overlord Runthak
Rush. Whenever this attacks, give +1/+1 to all minions in your hand.
3
6

5
Taelan Fordring
Taunt, Divine Shield
Deathrattle: Draw your highest Cost minion.
3
3

5
Zilliax
Magnetic
Divine Shield, Taunt, Lifesteal, Rush
3
Mech
2

6
Cairne Bloodhoof
Deathrattle: Summon a 5/5 Baine Bloodhoof.
5
5

7
Baron Geddon
At the end of your turn, deal 2 damage to ALL other characters.
7
Elemental
7

7
Dr. Boom
Battlecry: Summon two 1/1 Boom Bots. WARNING: Bots may explode.
7
7

7
Nozdormu the Eternal
Start of Game: If this is in BOTH players' decks, turns are only 15 seconds long.
8
Dragon
8

8
Ragnaros the Firelord
Can't attack. At the end of your turn, deal 8 damage to a random enemy.
8
Elemental
8

9
Alexstrasza the Life-Binder
Battlecry: Choose a character. If it's friendly, restore 8 Health. If it's an enemy, deal 8 damage.
8
Dragon
8

9
Malygos the Spellweaver
Battlecry: Draw spells until your hand is full.
4
Dragon
12

9
Onyxia the Broodmother
At the end of each turn, fill your board with 1/1 Whelps.
8
Dragon
8

9
Ysera the Dreamer
Battlecry: Add one of each Dream card to your hand.
4
Dragon
12

10
Deathwing the Destroyer
Battlecry: Destroy all other minions. Discard a card for each destroyed.
12
Dragon
12

0
Nightmare
Give a minion +4/+4. At the start of your next turn, destroy it.
Shadow

Mystery Choice!
Add a random spell to your hand.

1
Boom Bot
Deathrattle: Deal 1-4 damage to a random enemy.
Mech
1
1

1
Dream
Return an enemy minion to your opponent's hand.
Nature

1
Microbot
Mech
1
1

1
Murloc Scout
Murloc
1
1

1
Skeleton
Undead
1
1

1
Whelp
Dragon
1
1

2
Laughing Sister
Can't be targeted by spells or Hero Powers.
3
5

3
Ysera Awakens
Deal 5 damage to all minions except Ysera.
Nature

4
Emerald Drake
Dragon
7
6

4
Nerubian
4
Undead
4

5
Baine Bloodhoof
5
5

1
Body Bagger
Battlecry: Gain a Corpse.
1
Undead
3

1
Heart Strike
Deal 3 damage to a minion. If that kills it, gain a Corpse.

1
Skeletal Sidekick
Battlecry: Give a friendly Undead +2 Attack.
1
Undead
2

2
Battlefield Necromancer
At the end of your turn, raise a Corpse as a 1/3 Risen Footman with Taunt.
2
2

2
Frost Strike
Deal 3 damage to a minion. If that kills it, Discover a Frost Rune card.
Frost

2
Harbinger of Winter
Deathrattle: Draw a Frost spell.
2
Undead
2

4
Death Strike
Lifesteal
Deal 6 damage to a minion.

4
Remorseless Winter
Deal 2 damage to all enemies. Draw a card.
Frost

5
Army of the Dead
Raise up to 5 Corpses as 2/2 Risen Ghouls with Rush.
Shadow

5
Possessifier
Battlecry: Summon two 1/1 Fighters with Rush and Reborn.
3
3

6
Corrupted Ashbringer
Lifesteal
5
2

6
Gnome Muncher
Taunt, Lifesteal
At the end of your turn, attack the lowest Health enemy.
5
Undead
6

1
Noxious Cadaver
Battlecry: Deal 2 damage to an enemy and your hero.
1
Undead
2

1
Plagued Grain
Gain 4 Corpses. Shuffle four Crates into your deck that summon a 2/2 Undead when drawn.

1
Runeforging
Draw a weapon. Spend a Corpse to reduce its Cost by (1).
Shadow

2
Bonedigger Geist
Battlecry: Spend a Corpse to gain +1/+2.
2
Undead
2

2
Defrost
Draw a card.
Spend 2 Corpses to
draw another.
Frost

3
Anti-Magic Shell
Give your minions
+1/+1 and "Can't be
targeted by spells or
Hero Powers."
Shadow

3
Graveyard Shift
Summon two 1/1
Zombies with Reborn.

3
Rimefang Sword
After your hero attacks,
reduce the Cost of a spell
in your hand by (1).
2
3

3
Ymirjar Deathbringer
Taunt. Deathrattle: Spend 3
Corpses to summon a 3/3
Risen Ymirjar with Taunt.
4
Undead
3

5
Rime Sculptor
Battlecry: Summon two
2/1 Rime Elementals with
"Deathrattle: Deal 2 damage
to a random enemy."
4
Undead
3

2
Obliterate
Destroy a minion.
Deal 3 damage to
your hero.

4
Grave Strength
Give your minions +1
Attack. Spend 5 Corpses
to give them +3 instead.
Shadow

4
Repulsive Gargantuan
Enemy characters
can't be healed.
3
Undead
6

9
Stitched Giant
Costs (1) less for each Corpse you've spent this game.
8
Undead
8

4
Thassarian
Reborn
Battlecry and Deathrattle: Deal 2 damage to a random enemy.
3
Undead
3

5
Deathbringer Saurfang
Taunt
Deathrattle: Return this to your hand. It costs Health instead of Mana.
3
Undead
5

6
Overseer Frigidara
Battlecry: Draw 2 spells. If they're both Frost spells, deal 2 damage to all enemies.
3
6

7
Patchwerk
Battlecry: Destroy a random minion in your opponent's hand, deck, and battlefield.
4
Undead
6

8
Lord Marrowgar
Battlecry: Raise ALL of your Corpses as 1/1 Risen Golems with Rush. For each that can't fit, give one +2/+2.
9
Undead
7

1
Grain Crate
Casts When Drawn
Summon a 2/2 Undead Peasant.

1
Possessed Fighter
Rush
Reborn
1
1

1
Risen Footman
Taunt
Doesn't leave a Corpse.
1
Undead
3

1
Risen Golem
Rush
Doesn't leave a Corpse.
1
Undead
1

1
Shambling Zombie
Reborn
1
Undead
1

2
Rime Elemental
Deathrattle: Deal 2 damage to a random enemy.
2
Elemental
1

2
Risen Ghoul
Rush
Doesn't leave a Corpse.
2
Undead
2

2
Undead Peasant
2
Undead
2

3
Risen Ymirjar
Taunt
Doesn't leave a Corpse.
3
Undead
3

1
Battlefiend
After your hero attacks, gain +1 Attack.
1
Demon
2

1
Crimson Sigil Runner
Outcast: Draw a card.
1
1

1
Illidari Studies
Discover an Outcast card. Your next one costs (1) less.

2
Chaos Strike
Give your hero +2 Attack this turn. Draw a card.
Fel

2
Immolation Aura
Deal 1 damage to all minions twice.
Fel

2
Spectral Sight
Draw a card.
Outcast: Draw another.

3
Aldrachi Warblades
Lifesteal
2
2

3
Coordinated Strike
Summon three 1/1 Illidari with Rush.

3
Gan'arg Glaivesmith
Outcast: Give your hero +3 Attack this turn.
Demon
3
3

1
Feast of Souls
Draw a card for each friendly minion that died this turn.
Shadow

4
Raging Felscreamer
Battlecry: The next Demon you play costs (2) less.
4
4

8
Illidari Inquisitor
Rush. After your hero attacks an enemy, this attacks it too.
Demon
8
8

3
Eye Beam
Lifesteal. Deal 3 damage to a minion.
Outcast: This costs (1).
Fel

3
Wrathscale Naga
After a friendly minion dies, deal 3 damage to a random enemy.
3
Naga
3

7
Flamereaper
Also damages the minions next to whomever your hero attacks.
5
3

4
Kayn Sunfury
Charge
All friendly attacks ignore Taunt.
3
5

4
Metamorphosis
Swap your Hero Power to "Deal 4 damage." After 2 uses, swap it back.
Fel

1
Demonic Blast
Deal 4 damage.
(Last use!)

1
Demonic Blast
Deal 4 damage.
(Two uses left!)

1
Illidari Initiate
Rush
1
1

0
Pounce
Give your hero +2 Attack this turn.

1
Living Roots
Choose One - Deal 2 damage; or Summon two 1/1 Saplings.
Nature

1
Witchwood Apple
Add two 2/2 Treants to your hand.
Nature

2
Lunar Eclipse
Deal 3 damage to a minion. Your next spell this turn costs (2) less.
Arcane

2
Power of the Wild
Choose One - Give your minions +1/+1; or Summon a 3/2 Panther.

2
Solar Eclipse
The next spell you cast this turn casts twice.
Nature

2
Wrath
Choose One - Deal 3 damage to a minion; or 1 damage and draw a card.
Nature

3
Feral Rage
Choose One - Give your hero +4 Attack this turn; or Gain 8 Armor.

3
Soul of the Forest
Give your minions "Deathrattle: Summon a 2/2 Treant."
Nature

3
Wild Growth
Gain an empty Mana Crystal.
Nature

6
Druid of the Claw
Choose One - Transform into a 7/6 with Rush; or a 4/9 with Taunt.
4
6

0
Innervate
Gain 1 Mana Crystal this turn only.
Nature

2
Mark of the Wild
Give a minion Taunt and +2/+3. (+2 Attack/+3 Health)
Nature

5
Nourish
Choose One - Gain 2 Mana Crystals; or Draw 3 cards.
Nature

7
Ancient of Lore
Choose One - Draw 2 cards; or Restore 7 Health.
7
7

3
Kiri, Chosen of Elune
Battlecry: Add a Solar Eclipse and Lunar Eclipse to your hand.
2
2

8
Cenarius
Choose One - Give your other minions +2/+2; or Summon two 2/2 Treants with Taunt.
5
8

0
Excess Mana
Draw a card. (You can only have 10 Mana in your tray.)

1
Sapling
1
1

1
Treant
2
2

1
Treant
Taunt
2
2

1
Treant
2
2

2
Panther
3
Beast
2

6
Druid of the Claw
Rush
7
Beast
6

6
Druid of the Claw
Taunt
4
Beast
9

6
Druid of the Claw
Rush
Taunt
7
Beast
9

1
Grasping Roots
Deal 2 damage.
Nature

1
One, Two, Trees!
Summon two 1/1 Saplings.
Nature

2
Leader of the Pack
Give your minions +1/+1.

2
Nature's Wrath
Deal 1 damage to a minion. Draw a card.
Nature

2
Solar Wrath
Deal 3 damage to a minion.
Nature

2
Summon a Panther
Summon a 3/2 Panther.

3
Evolve Scales
Gain 8 Armor.

3
Evolve Spines
Give your hero +4 Attack this turn.

5
Enrich
Draw 3 cards.
Nature

5
Rampant Growth
Gain 2 Mana Crystals.
Nature

6
Bear Form
Taunt
4
Beast
9

6
Cat Form
Rush
7
Beast
6

7
Ancient Secrets
Restore 7 Health.

7
Ancient Teachings
Draw 2 cards.

8
Demigod's Favor
Give your other minions +2/+2.

8
Shan'do's Lesson
Summon two 2/2 Treants with Taunt.

1
Candleshot
Your hero is Immune while attacking.
1
3

1
Jeweled Macaw
Battlecry: Add a random Beast to your hand.
1
Beast
2

2
Explosive Trap
Secret: When your hero is attacked, deal 2 damage to all enemies.
Fire

2
Freezing Trap
Secret: When an enemy minion attacks, return it to its owner's hand. It costs (2) more.
Frost

2
Quick Shot
Deal 3 damage.
If your hand is empty,
draw a card.

3
Animal Companion
Summon a random
Beast Companion.

3
Deadly Shot
Destroy a random
enemy minion.

2
Doggie Biscuit
Tradeable
Give a minion +2/+3.
After you Trade this, give
a friendly minion Rush.

1
Arcane Shot
Deal 2 damage.
Arcane

1
Tracking
Discover a card from
your deck.

2
Cat Trick
Secret: After your
opponent casts a spell,
summon a 4/2 Panther
with Stealth.

2
Selective Breeder
Battlecry: Discover a copy
of a Beast in your deck.
1
3

2
Wandering Monster
Secret: When an
enemy attacks your hero,
summon a 3-Cost minion
as the new target.

6
Savannah Highmane
Deathrattle: Summon two 2/2 Hyenas.
7
Beast
5

4
Dragonbane
After you use your Hero Power, deal 5 damage to a random enemy.
3
Mech
5

9
King Krush
Charge
8
Beast
8

2
Hyena
2
Beast
2

3
Cat in a Hat
Stealth
4
Beast
2

3
Huffer
Charge
4
Beast
2

3
Leokk
Your other minions have +1 Attack.
2
Beast
4

3
Misha
Taunt
4
Beast
4

1
Shooting Star
Deal 1 damage to a minion and the minions next to it.
Arcane

1
Snap Freeze
Freeze a minion. If it's already Frozen, destroy it.
Frost

2
Arcanologist
Battlecry: Draw a Secret.
2
3

3
Arcane Intellect
Draw 2 cards.
Arcane

3
Ice Barrier
Secret: When your hero is attacked, gain 8 Armor.
Frost

4
Fire Sale
Tradeable
Deal 3 damage to all minions.
Fire

4
Fireball
Deal 6 damage.
Fire

7
Firelands Portal
Deal 5 damage. Summon a random 5-Cost minion.
Fire

1
Babbling Book
Battlecry: Add a random Mage spell to your hand.
1
2

3
Counterspell
Secret: When your opponent casts a spell, Counter it.
Arcane

3
Explosive Runes
Secret: After your opponent plays a minion, deal 6 damage to it and any excess to their hero.
Fire

6
Blizzard
Deal 2 damage to all enemy minions and Freeze them.
Frost

10
Pyroblast
Deal 10 damage.
Fire

5
Aegwynn, the Guardian
Spell Damage +2
Deathrattle: The next minion you draw inherits these powers.
5
5

1
Flame Elemental
Elemental
1
2

1
Righteous Protector
Taunt
Divine Shield
1
1

2
Argent Protector
Battlecry: Give a friendly minion Divine Shield.
3
2

2
Flash of Light
Restore 4 Health.
Draw a card.
Holy

2
Grimestreet Outfitter
Battlecry: Give all minions in your hand +1/+1.
2
2

2
Hand of A'dal
Give a minion +2/+1.
Draw a card.
Holy

2
Resistance Aura
Your opponent's spells cost (1) more.
Lasts 3 turns.
Holy

3
Bronze Explorer
Lifesteal
Battlecry: Discover a Dragon.
3
Dragon
3

3
Consecration
Deal 2 damage to all enemies.
Holy

3
Hammer of Wrath
Deal 3 damage.
Draw a card.
Holy

3
Warhorse Trainer
Your Silver Hand Recruits have +2 Attack and Taunt.
3
4

4
Blessing of Kings
Give a minion +4/+4.
(+4 Attack/+4 Health)
Holy

4
Stand Against Darkness
Summon five 1/1 Silver Hand Recruits.

4
Truesilver Champion
Whenever your hero attacks, restore 3 Health to it.
4
2

5
Amber Watcher
Battlecry: Restore 8 Health.
4
Dragon
6

2
Equality
Change the Health of ALL minions to 1.
Holy

3
Muster for Battle
Summon three 1/1 Silver Hand Recruits. Equip a 1/4 Weapon.

4
Crusader Aura
Whenever a friendly minion attacks, give it +2/+1. Lasts 3 turns.
Holy

5
Lothraxion the Redeemed
Battlecry: For the rest of the game, after you summon a Silver Hand Recruit, give it Divine Shield.
5
Demon
5

8
Tirion Fordring
Divine Shield, Taunt
Deathrattle: Equip a 5/3 Ashbringer.
6
6

1
Silver Hand Recruit
1
1

5
Ashbringer
5
3

1
Flash Heal
Restore 5 Health.
Holy

1
Holy Smite
Deal 3 damage to a minion.
Holy

1
Psychic Conjurer
Battlecry: Copy a card in your opponent's deck and add it to your hand.
1
Undead
2

1
Shard of the Naaru
Tradeable
Silence all enemy minions.
Holy

2
Holy Champion
Overheal: Gain +2 Attack.
1
4

2
Shadow Ascendant
At the end of your turn, give another random friendly minion +1/+1.
2
Undead
3

2
Shadow Word: Death
Destroy a minion with 5 or more Attack.
Shadow

3
Holy Nova
Deal 2 damage to all enemy minions. Restore 2 Health to all friendly characters.
Holy

3
Shadowed Spirit
Deathrattle: Deal 3 damage to the enemy hero.
4
Undead
3

1
Crimson Clergy
Overheal: Draw a card.
1
3

2
Thrive in the Shadows
Discover a spell from your deck.
Shadow

4
Drakonid Operative
Battlecry: If you're holding a Dragon, Discover a copy of a card in your opponent's deck.
4
Dragon
5

2
Mana Geode
Overheal: Summon a 2/2 Crystal.
2
Elemental
3

4
Shadow Word: Ruin
Destroy all minions with 5 or more Attack.
Shadow

6
Lightbomb
Deal damage to each minion equal to its Attack.
Holy

5
Darkbishop Benedictus
Start of Game: If the spells in your deck are all Shadow, enter Shadowform.
5
6

7
Catrina Muerte
At the end of your turn, resurrect another friendly Undead minion.
6
Undead
8

2
Crystal
2
Elemental
2

2
Mind Spike
Deal 2 damage.

0
Backstab
Deal 2 damage to an undamaged minion.

0
Shadowstep
Return a friendly minion to your hand. It costs (2) less.
Shadow

1
Buccaneer
Whenever you equip a weapon, give it +1 Attack.
2
Pirate
1

1
Deadly Poison
Give your weapon +2 Attack.
Nature

1
Swashburglar
Battlecry: Add a random card from another class to your hand.
1
Pirate
2

2
Cheat Death
Secret: When a friendly minion dies, return it to your hand. It costs (2) less.

2
Eviscerate
Deal 2 damage. Combo: Deal 4 damage instead.

2
Fan of Knives
Deal 1 damage to all enemy minions. Draw a card.

2
Plagiarize
Secret: At the end of your opponent's turn, add copies of the cards they played to your hand.

4
Assassinate
Destroy an enemy minion.

4
Hench-Clan Burglar
Battlecry: Discover a spell from another class.
4
Pirate
4

2
Ambush
Secret: After your opponent plays a minion, summon a 2/3 Ambusher with Poisonous.

3
SI:7 Agent
Combo: Deal 2 damage.
3
3

4
Elven Minstrel
Combo: Draw 2 minions from your deck.
3
3

0
Preparation
The next spell you cast this turn costs (2) less.

2
Shadowjeweler Hanar
After you play a Secret, Discover a Secret from a different class.
1
4

7
Tess Greymane
Battlecry: Replay every card from another class you've played this game (targets chosen randomly).
6
6

2
Broken Ambusher
Poisonous
2
3

0
Zap!
Deal 2 damage to a minion. Overload: (1)
Nature

1
Lightning Bolt
Deal 3 damage. Overload: (1)
Nature

1
Novice Zapper
Spell Damage +1 Overload: (1)
3
2

2
Ancestral Knowledge
Draw 2 cards. Overload: (1)

2
Flametongue Totem
Adjacent minions have +2 Attack.
0
Totem
2

2
Menacing Nimbus
Battlecry: Add a random Elemental to your hand.
2
Elemental
3

3
Hex
Transform a minion into a 0/1 Frog with Taunt.
Nature

5
Bloodlust
Give your minions +3 Attack this turn.

6
Fire Elemental
Battlecry: Deal 4 damage.
6
Elemental
5

3
Feral Spirit
Summon two 2/3 Spirit Wolves with Taunt.
Overload: (1)
Nature

3
Lightning Storm
Deal 3 damage to all enemy minions.
Overload: (1)
Nature

6
Thing from Below
Taunt
Costs (1) less for each Totem you've summoned this game.
5
5

1
Overdraft
Tradeable
Unlock your Overloaded Mana Crystals to deal that much damage.

3
Far Sight
Draw a card. That card costs (3) less.

5
Doomhammer
Windfury, Overload: (2)
2
8

3
Grand Totem Eys'or
At the end of your turn, give +1/+1 to all other Totems in your hand, deck and battlefield.
0
Totem
4

8
Al'Akir the Windlord
Charge, Divine Shield, Taunt, Windfury
3
Elemental
6

0
Frog
Taunt
0
Beast
1

2
Spirit Wolf
Taunt
2
Undead Beast
3

1
Flame Imp
Battlecry: Deal 3 damage to your hero.
3
Demon
2

1
Mortal Coil
Deal 1 damage to a minion. If that kills it, draw a card.
Shadow

1
Spirit Bomb
Deal 4 damage to a minion and your hero.
Shadow

1
Voidwalker
Taunt
1
Demon
3

2
Drain Soul
Lifesteal
Deal 3 damage to a minion.
Shadow

3
Fiendish Circle
Summon four 1/1 Imps.
Fel

3
Hellfire
Deal 3 damage to ALL characters.
Fire

3
Imp Gang Boss
Whenever this minion takes damage, summon a 1/1 Imp.
2
Demon
4

4
Lakkari Felhound
Taunt
Battlecry: Discard your two lowest-Cost cards.
3
Demon
8

4
Voidcaller
Deathrattle: Put a random Demon from your hand into the battlefield.
3
Demon
4

7
Abyssal Enforcer
Battlecry: Deal 3 damage to all other characters.
6
Demon
6

2
Defile
Deal 1 damage to all minions. If any die, cast this again.
Shadow

4
Siphon Soul
Destroy a minion. Restore 3 Health to your hero.
Shadow

8
Enhanced Dreadlord
Taunt
Deathrattle: Summon a 5/5 Dreadlord with Lifesteal.
5
Demon
7

8
Twisting Nether
Destroy all minions.
Shadow

9
Lord Jaraxxus
Battlecry: Equip a 3/8 Blood Fury.
5

9
Mal'Ganis
Your other Demons have +2/+2.
Your hero is Immune.
9
Demon
7

1
Imp
Demon
1
1

1
Imp
Demon
1
1

2
INFERNO!
Summon a 6/6 Infernal.

5
Desperate Dreadlord
Lifesteal
Demon
5
5

6
Infernal
Demon
6
6

1
Execute
Destroy a damaged enemy minion.

1
Slam
Deal 2 damage to a minion. If it survives, draw a card.

1
Whirlwind
Deal 1 damage to ALL minions.

2
Bash
Deal 3 damage. Gain 3 Armor.

2
Cruel Taskmaster
Battlecry: Deal 1 damage to a minion and give it +2 Attack.
2
3

2
Frightened Flunky
Taunt
Battlecry: Discover a Taunt minion.
2
3

2
Shield Block
Gain 5 Armor.
Draw a card.

2
Woodcutter's Axe
Deathrattle: Give +2/+1 to a random friendly minion.
2
2

3
Heavy Plate
Tradeable
Gain 8 Armor.

4
Sword Eater
Taunt
Battlecry: Equip a 3/2 Sword.
2
Pirate
5

3
Frothing Berserker
Whenever a minion takes damage, gain +1 Attack.
2
4

5
Dyn-o-matic
Battlecry: Deal 5 damage randomly split among all minions except Mechs.
3
Mech
4

1
Shield Slam
Deal 1 damage to a minion for each Armor you have.

3
Bladestorm
Deal 1 damage to all minions. Repeat until one dies.

5
Brawl
Destroy all minions except one. (chosen randomly)

6
Armagedillo
Taunt
At the end of your turn, give all Taunt minions in your hand +2/+2.
Beast
4
8

8
Grommash Hellscream
Charge
Has +6 Attack while damaged.
4
9

3
Jawbreaker
3
2