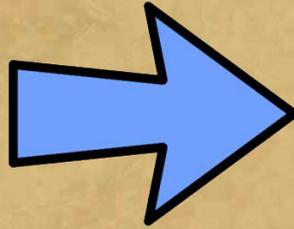


## Revised Cards

**Design Goals:** The intention behind these revisions is to help cards do a better job at fulfilling their original design intention. For most it meant either enhancing their ability to perform in their niche or slightly moving their niche to something that players might actually want in a card. Overall, the goal was to try an avoid throwing out the initial idea as this doesn't prove my ability to contribute to an extant structure and instead adhere to existing design patterns.

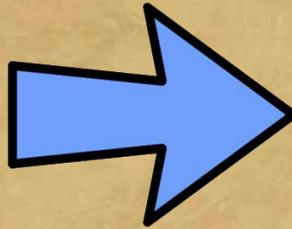


# Secretkeeper



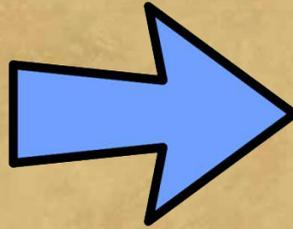
**Design:** This is a Quality of Life improvement to Secretkeeper allowing her to benefit from the deathrattle effect of Mad Scientist. For players who want to build secret focused decks, it is frustrating that Secretkeeper isn't even a strong inclusion due to not benefiting from secrets placed into the battlefield by Mad Scientist, which is the most efficient way for most decks to utilize secrets, and this change solves that problem.

# War Golem



**Design:** War Golem has always been a weak card, but with the introduction of Dr. Boom, the plain standard bearer of the 7 mana slot is now completely obsolete. Instead of attempting to bring Dr. Boom down to War Golem's power level, it would be healthier for the game to simply increase the viability of War Golem. By granting it spell immunity, War Golem is now unaffected by kill cards like Shadow Word: Death and Polymorph, leaving it vulnerable only to battlecry minions such as Aldor Peacekeeper and Big Game Hunter. From a gameplay aesthetic standpoint, spell immunity is consistent with non-flesh golems as seen in *Warcraft III*, so it's not a mechanic which is unfitting for War Golem.

# Captain's Parrot



**Design:** This is a matter of consistency with the established design principle that cards with more specific effects should have higher base statistics than those with more generic effects. Consider Pint-Sized Summoner and Mechwarper. Both cards make playing other cards cheaper, but Mechwarper is more specific in its interactions: only assisting other mechs, so it has higher stats. Captain's Parrot can only draw pirates, while Novice Engineer simply draws a card, yet they currently have equal stats.



More specific effect, higher stats



More versatile effect, lower stats

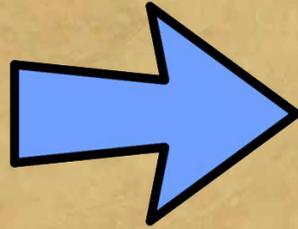


More specific effect, same stats



More versatile effect, same stats

# Illidan Stormrage



**Design:** The current version of Illidan Stormrage doesn't quite capture what the betrayer is all about. Several *WoW* bosses could have an effect that summons multiple weak minions. A demonic transformation is unique to Illidan Stormrage and shows off in gameplay why he is at odds with his brother, Malfurion Stormrage. This change gives him flavor fitting of the power-hungering Demon Hunter that Illidan is.

# King Krush



**Design:** King Krush is a fun but awkward card to play because it fills an unwanted niche. Aggressive hunter decks curve far too low to run it, preferring cheaper charge options like Wolfrider. Though slower hunter decks are more likely to run King Krush given their higher curve, they cannot afford to have a 9 mana card that deals only 8 damage when Kill Command and Steady Shot deal 7 damage for 5 mana. The suggested change addresses all of these problems. First of all, at its reduced cost of 7 mana, King Krush can be played in conjunction with other cards, such as Kill Command. As a trade-off, King Krush's new base damage has been dramatically reduced, making him very inefficient to use on an empty board. However, players can combo Unleash the Hounds with King Krush to summon a whopping 10-7 finishing card!