

Mass Removal

Druid	4 Swipe, 4D->Target, 1D->Other Enemies
	5 Starfall, 2D->M
Hunter	2 Explosive Trap, 2D->M
Mage	2 Arcane Explosion, 1D->M
	6 Blizzard, 2D->M + Freeze
	7 Flamestrike, 4D->M
Paladin	2 Equality, All minions health to 1
	4 Concentration, 2D->MP
	6 Avenging Wrath, 8D->Randomly split among MP
Priest	5 Holy Nova, 2D->MP, 2H->Ally MP
Rogue	2 Blade of Flurry, XD->MP, X is sacrificed weapon's damage
	3 Fan of Knives, 1D-M
	6 Vanish, Bounce all minions
Shaman	3 Lightning Storm, 2 or 3D->M
Warlock	4 Hellfire, 3D->All
	4 Shadowflame, XD->M, X is sacrificed creature's attack
	6 Dread Infernal, 1D->All, 6/6 Demon
Warrior	1 Whirlwind, 1D->AM
Neutral	2 Wild Pyromancer, 3/2, On spell cast, 1D->AM
	5 Abomination, 4/4 Taunt, Deathrattle 2D->All
	7 Baron Geddon, 7/5 EoT 2D->All Other

2D->MP: 2 damage to enemies.
 4D->M: 2 damage to enemy minions.
 3D->All: 3 damage to all characters.
 2D->AM: 3 damage to all minions

This section incomplete.

TestTwoColumn

Druid	Swipe	4	4D->Target, 1D->Other Enemies
	Starfall	5	2D->M
Hunter	Explosive Trap	2	2D->M
Rogue	Blade of Flurry	2	XD->MP, X is sacrificed weapon's damage

TestThreeColumn

Druid	4 Swipe	4D-> Target, 1D->Other Enemies
	6 Starfall	2D->M OR 5D->Target
Rogue	2 Blade of Flurry	XD->MP, X is sacrificed weapon's damage

Paladin Secrets (1 mana)

Noble Sacrifice

| Any Attack -- 2/1 Defender receives attack

Repentance

| Minion Played -- Health of it to 1

Eye for an Eye

| Hero Damaged -- Retaliate for equal damage

Redemption

| Owner's Minion Dies -- Returns with 1 health

Hunter Secrets (2 mana)2

Freezing Trap

| Minion Attacks -- Bounce, +2 Cost

Snipe

| Minion Played -- 4 Damage to it

Explosive Trap

| Hero attacked -- 2 Damage to all enemies.

Misdirection

| Hero Attacked -- New random target

Mage Secrets (3 Mana)

Vaporize

| Minion Attacks Hero -- Destroy it

Mirror Entity

| Minion Played -- Gain copy

Counterspell

| Spell Played -- Counter it

Spellbender

| Spell Played on any Minion -- a new 1/3 becomes new target

Ice Block

| Fatal Damage -- Prevent damage, immunity to damage until EoT

Ice Barrier

| Hero Attacked -- +8 armor

