

The key thing Druid got was Treant synergy. Less for Dendrologist, but more with Mulchmuncher, having a cheap 8/8 with rush can be game winning. Unfortunately, the problem is that, even with Boomsday, Treant synergy is unreliable. The only good cards Druids have that generate Treants are Living Mana and Force of Nature. They get both Landscaping and Tending Tauren in Boomsday, but both are heavily overbucketed IMO. So, while I think Mulchmuncher will be a good card it won't be a meta defining card.

Where the meta and Druid work well is wide board buffs. Power of the Wild is insane, and you will get activators for your Crypt Lord. Savage Roar is supposed to be the most offered Druid card, along with Branching Paths, and all of a sudden token druid is viable in Arena. I had been having success with Big Druid/Grizzled Guardian druid, but I doubt that success will continue when Boomsday hits.

Biology Project (0*): Going from the discussion thread, the text implies that you gain empty mana crystals, ala Nourish, so using this on 1, you'll be at 3 mana with 2 mana to spend. I would assume on turn 10, this would give you a card as well as your opponent. I think this will be much better than Flash Forward, but it'll be pushing it to be even a decent card. In general, symmetrical effects favor you, because you can take advantage of the effect first and get initiative. So, if you have the right cards and the right situation to take advantage of this, there are some games where it can be beneficial. Real question is, is this better than Innervate, and I feel ultimately no, so I imagine this card isn't going to be that great either.

Landscaping (3*): Razorfen Hunter adds up to 3/4 in stats, but is clearly much worse than a 3/4. Likewise, 2 2/2s do not measure up to a 4/4, much less a Tar Creeper/Lone Champion or arguably a 3/4 by itself. The big question is going to be how valuable is the Treant synergy? I think it won't matter enough for Dendrologist the way the curve works out, but it will matter a lot for Mulchmuncher, and that's going to be a major factor in how valuable the card is in your deck. For now, 3*, but pick it much higher if you get the Mulchmuncher.

Gloop Sprayer (2*): First, why is this a common? I expect commons to be simple, and this is anything but. Almost all copy effects are Rare/Epic, and this copies 2 things, and is a common. Onto the card itself, compare it to Corpse Raiser. Corpse Raiser gives you the body as a Deathrattle, which gives you a heal if its damaged, but does not give you immediate tempo. But, Corpse Raiser is cheaper and can be comboed much easier on the same turn. The best case scenario, one which happens too frequently now, is you play a taunt, the enemy sets up to kill the taunt, then you copy it. So much of its value is dependent upon getting things to stick for it to copy, and I think that's going to hold it back, even if it does feel real powerful.

Mulchmuncher (4*): You need 2 Treants to die to make this better than a Devilsaur. Landscaping is a great card if you get it offered, and it might be offered enough that Mulchmuncher becomes a real strong card. Unfortunately, Landscaping's the only decent non-epic card that generates Treants, so I don't think there's enough arena reliability for this to

be better than Devilsaur. Because of an assumed offering bonus, I'll rate it the same as Devilsaur, but it could be higher or lower depending on the bonus.

Dendrologist (2*): The fact that Landscaping comes out on 3 hurts this card so much, as to play Landscaping into this, you either need a weak curve, or two 2-mana cards to play on 4, neither of which is really good. In the late-game, it might be better, but it'd only be tangentially better. I'll give it a minor boost for its effect over a Croc.

Tending Tauren (4*): At its bare minimum, its 6 mana for 7/8 in total stats, which is real useful, plus Treant synergy. The PotW buff is situationally worth a lot, since getting one or two good trades out of it can make it a lot better than 2 2/2s. The only minor problem is, we know how good Force of Nature is, 5 mana for 6/6 in stats, and its only an ok card, and you're gaining 3 stats for 1 mana + a choice, definitely better, but not extremely better. It's a good card, not really broken, but real solid and something you'd want to draft at a reasonable bucket.

Juicy Psychmelon (1*): As much as this, justifiably, is the end of the world for Wild Druid, let's look at this in the best case scenario. You pay 4 mana to draw 4 card, but you can't play any of those cards on this turn. You can play 1 of each card you drew over the next 4 turns. Your opponent knows you drew 4 big cards, and will be able to plan around it, be it by going wide, or holding back removal that will heavily anti-tempo you. And, you don't want that many big cards, so it's likely this would end up only being 4 mana draw 2. The best case scenario, arguably, would be to play this T4-6 to guarantee curve plays on 7-10, but then you'd need to heavily anti-tempo to do so. I just don't see this being great in Arena. Nourish is much more consistent and not at risk of being a dead card until you hit fatigue, and more flexible as well, with much worse return per mana on drawing (right now, on average 2 7+ minions in a deck/game, so already under Nourish but factoring in already drawing those minions would move the average hits/card down, it'd be a lot under it).

Dreampetal Florist (0*): Yet another game-breaking constructed Epic that's pretty mediocre in Arena. Let's compare this to Giant Anaconda. Giant Anaconda is 7 mana, a 5/3 body which is comparable to a 4/4 body, and pulls a 5 attack creature (read: Anything that costs 7+) into the battlefield when it dies. That is, arguably, a better effect than Florist, a lot easier to set up because it ignores if you have low-cost minions in hand, yet is a horrible card. The reason is, why would you play Anaconda when you could just play the big minion instead? You anti-tempo heavily to try to gain it back later, but by the time you gain it back you've lost initiative and that's much more important. Now, this in theory could stick and provide multiple discounts, but that's heavily unlikely, so this will ultimately be a poor card with soft-taunt.

Flobbidinous Floop (0*/47): There's a lot of relevant battlecry minions and deathrattle minions out there that would make this an above-average card. I think it's still a little too cute for Arena, but its not ta horrible card.

Floop's Glorious Gloop (2*/65): I think this card is extremely strong. One of the keys to winning is the ability to break the mana system, where you get a lot more stats on the board than you should be able to get. While you need 3 minions to die for this to be an old-school Innervate, that you have the potential to have 4 or 5 minions die and then get a lot more mana can be more impactful and game-breaking. Plus, the longer the game goes, the easier it is to generate large tempo swings with this card where you can play 15+ mana worth of stuff for 10 mana. That said, there are a lot of situations where this is going to be useless, or where you can't really generate the mana. It's a more flexible version of a Cult Master or Geist or Cauldron where it lets you generate a ton of either card generation or board-tempo, but more flexible at a cheap mana cost, so I'd put it higher than those cards. It's going to single-handedly win some games and be a completely dead card in other games though.