

Overview:

Druid is largely going to have to change how it plays in SOU. The losses of Blessing of Ancients and The Forest's Aid and Acornbearer and a lot of the sticky and token minions of the other sets means that Druid is going to have a hard time both spreading the board and buffing the board up. The only board buff from the sets is Branching Paths, which is great as a utility card but mediocre as a board buff and pretty much exclusively attack mode for setting up lethal. Druid's power was in their ability to generate a ton of tempo/damage out of nowhere, and that loss of burst will really hurt them.

As for what they got in SOU, one option, Big Spell Druid is an option, since they have powerful spells, but that archetype's never been reliable in Arena, although I will try it. They may need to go for this though. Druid's cards, while BEEES!!! and Oasis Surger are certainly powerful, aren't game-breaking cards like other classes get. They have no real hard removal, which is the large punish for big taunts that are going to dominate the meta. Their gameplan is going to be to win the early game with tempo and hope Priest doesn't AoE them off the board 5 turns in a row. This might be a case where, to be successful, you have to draft a risky deck with high upside.

Cards:

BEEES!!! (2+): Ignore all the cute combos with this card, because all those combos we've seen and better with Unleash the Hounds, and know those combos don't really go off enough. Hounds is probably the best comparison, because it can go face, and it has a higher upside, but it's much less useful in the mid-game as a removal comparatively speaking. I think the two cards are comparable, as good cards that are just off the level of the super premium cards.

Oasis Surger (2-): Silver Hand Knight is crying in a corner. So, we know how good Unleash the Beast is at 6, good enough to be its own card even without twinspell, as well as Militia Commander at 4 mana. On curve, 5/5 will kill almost every 4-drop and stay up, and two 3/3s can kill either two small things or one thing with 6 health. And, if you get a handbuff effect, it becomes real powerful. Real strong and versatile card.

Worthy Expedition (3+): On the one hand, Choose One cards are all real powerful, and the only real "Bad" choose one cards are Keeper of the Grove, Mark of Nature, and Ancient of Lore, and all of those are still solid cards. On the other hand, 1 mana discover an X cards are all pretty bad and have low winrates. I don't know if the guaranteed quality is enough to push this over the top, so I'm being conservative but this could easily be a lot better than I'm giving it credit for.

Hidden Oasis (5+): If you're in a position where you need to spend 6 mana on 12 health, you're probably in a real bad position to begin with, so evaluating this solely as a 6/6 taunt for 6. In general, taunt makes up for a loss in stat points, but you want higher health on taunts. So, compared to a Boulderfist Ogre, this is better, but not all that much better. Compared to

Safeguard, I could easily see people picking Safeguard over this if what matters is the health absorbed rather than the actual body on the board. As it is, good card, not exceptional, not big enough to be a big card and not efficient enough stat-wise to be a great card. One small consideration is, because there's relevant Big Spell synergy (Arcane Tyrant, Garden Gnome, Anubisath Defender), you may take this higher than normal to have a good big spell to trigger those cards.

Overflow (6+): UI worked because it was a Firelands Portal that just happened to include card draw and healing. Removing the Firelands Portal aspect means it's the same as most big cards, where it just does nothing the turn you play it. It's ultimately the same problem as Sprint, where you need to either be massively ahead or out of cards and able to afford skipping most of your turn to play this, and adding an extra card or healing doesn't matter, and may actually be worse since Druid wants to play a combo-burst style that's dependent on face damage. With that said, there's enough in-set synergy for Big Spells where having an Overflow can work, so rating it a little higher than I'd like on it.

Garden Gnome (6-): There's only really 5 5+ mana spells you'll want to pick up as Druid (Starfall/Starfire/Living Mana/Hidden Oasis/maybe Overflow). Because two of them are set cards and solid enough, that's enough to justify taking this card. It's heavily unreliable to get off on 4 due to needing to draw one of these cards you'd throw away, but getting 13 stats for 4 mana is insanely strong if it does go off, just think of how good Grim Necromancer and Hench Clan Hag were, and this is better than both.

Anubisath Defender (5-): A better version of Arcane Tyrant, which was arguably its best in Druid, still not a great card. Now, with Hidden Oasis and Overflow in the set, plus Druids naturally having a lot of powerful 5+ mana spells (KFT is almost certainly coming back next rotation, and UI with it), this has a chance to be a decent to good card. Overflow, for example, is mediocre, but if you fish for and get a Defender to play, then Overflow becomes much, much better as a result. Deck dependent certainly, but not unplayable even without the effect and real strong with it.

Crystal Merchant (5+): If you treat this as a 3 mana 1/4 draw a card at the end of your turn, that sounds like a better Mana Tide Totem. I wouldn't dare say this is a good card, but you do float mana, a 1/4 is fine in Druid because of the hero power, even before their buffs, and the effect can snowball and win games for you if protected. I can't say I'd want it over a solid curve card, but for utility I would be fine having it.

Elise the Enlightened (2+/64): Is this even worth the Highlander penalty in Druid? Druid is not a class where you want versatility, you get that from Choose One cards anyways, you want to double or triple down on your deck. You want multiple PotWs or Starfires or such, and having to give that up for card advantage is going to be real detrimental. Plus, due to the lack of great cards at the top of Druid, you might not have the option for Highlander decks anyways. Like, if

you get it, and your deck is a Highlander deck, then sure, go for it, but I'm not really sold around building around this card.