USE hearthstone;

DROP TABLE IF EXISTS IN\_DECK;

DROP TABLE IF EXISTS CARDS;

DROP TABLE IF EXISTS PLAYER;

DROP VIEW IF EXISTS DECK;

CREATE TABLE PLAYER (Pid INTEGER NOT NULL AUTO\_INCREMENT, Uname VARCHAR(15) NOT NULL UNIQUE, Pword VARCHAR(20) NOT NULL, NumOfDecks INTEGER NOT NULL, PRIMARY KEY (PId) );

CREATE TABLE CARDS (Cid INTEGER NOT NULL AUTO\_INCREMENT, Cname VARCHAR(30) NOT NULL, Mana INTEGER NOT NULL, Health INTEGER, Attack INTEGER, Subtype VARCHAR(10), Description VARCHAR(100), Class VARCHAR(10) NOT NULL, Rarity VARCHAR(10) NOT NULL, Collection VARCHAR(10) NOT NULL, PRIMARY KEY (Cid));

CREATE TABLE IN\_DECK ( Pid INTEGER NOT NULL, Cid INTEGER NOT NULL, Dnum INTEGER NOT NULL, Dclass VARCHAR(10) NOT NULL, NumInDeck INTEGER NOT NULL, CardsInDeck INTEGER NOT NULL, FOREIGN KEY (Pid) REFERENCES PLAYER (Pid), FOREIGN KEY (Cid) REFERENCES CARDS (Cid));

INSERT INTO PLAYER (Uname, Pword, NumOfDecks) Values ('admin', 'test', 2);

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Circle of Healing',0,-1,-1,'','Restore 4 health to ALL minions.','Priest','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Inner Rage',0,-1,-1,'','Deal 1 damage to a minion and give it +2 Attack.','Warrior','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadowstep',0,-1,-1,'','Return a friendly minion to your hand. It costs (2) less.','Rogue','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Silence',0,-1,-1,'','Silence a minion.','Priest','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Wisp',0,3,3,'','','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Abusive Sergeant',3,3,3,'','Battlecry: Give a minion +2 Attack until the end of turn.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Argent Squire',3,3,3,'','Divine Shield.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blessing of Wisdom',3,-1,-1,'','Choose a minion. Whenever it attacks, draw a card.','Paladin','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blood Imp',3,3,0,'Demon','Stealth. At the end of your turn, give another random friendly minion +1 Health.','Warlock','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cold Blood',3,-1,-1,'','Give a minion +2 Attack. Combo: +4 Attack instead.','Rogue','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dust Devil',3,3,3,'Elemental','Windfury, Overload: (2)','Shaman','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Earth Shock',3,-1,-1,'','Silence a minion, then deal 1 damage to it.','Shaman','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Eye for an Eye',3,-1,-1,'Secret','Secret: When your hero takes damage, deal that much damage to the enemy hero.','Paladin','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Flame Imp',3,2,3,'Demon','Battlecry: Deal 3 damage to your hero.','Warlock','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Forked Lightning',3,-1,-1,'','Deal 2 damage to 2 random enemy minions. Overload: (2)','Shaman','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Inner Fire',3,-1,-1,'','Change a minion\'s Attack to be equal to its Health.','Priest','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Leper Gnome',3,3,3,'','Deathrattle: Deal 2 damage to the enemy hero.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lightning Bolt',3,-1,-1,'','Deal 3 damage. Overload: (1)','Shaman','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mana Wyrm',3,3,3,'','Whenever you cast a spell, gain +1 Attack.','Mage','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Naturalize',3,-1,-1,'','Destroy a minion. Your opponent draws 2 CARDS.','Druid','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Noble Sacrifice',3,-1,-1,'Secret','Secret: When an enemy attacks, summon a 2/1 Defender as the new target.','Paladin','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Redemption',3,-1,-1,'Secret','Secret: When one of your minions dies, return it to life with 1 Health.','Paladin','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Repentance',3,-1,-1,'Secret','Secret: When your opponent plays a minion, reduce its Health to 1.','Paladin','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shieldbearer',3,4,0,'','Taunt.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Southsea Deckhand',3,3,2,'Pirate','Has Charge while you have a weapon equipped.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Worgen Infiltrator',3,3,2,'','Stealth.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Young Dragonhawk',3,3,3,'Beast','Windfury.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Amani Berserker',2,3,2,'','Enrage: +3 Attack.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Argent Protector',2,2,2,'','Battlecry: Give a friendly minion Divine Shield.','Paladin','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Battle Rage',2,-1,-1,'','Draw a card for each damaged friendly character.','Warrior','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Betrayal',2,-1,-1,'','Force an enemy minion to eal its damage to the minions next to it.','Rogue','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bloodsail Raider',2,3,2,'Pirate','Battlecry: Gain Attack equal to the Attack of your weapon.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cruel Taskmaster',2,2,2,'','Battlecry: Deal 1 damage to a minion and give it +2 Attack.','Warrior','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Defias Ringleader',2,2,2,'','Combo: Summon a 2/1 Defias Bandit.','Rogue','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Demonfire',2,-1,-1,'','Deal 2 damage to a minion. If it\'s a friendly Demon, give it +2/+2 instead.','Warlock','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dire Wolf Alpha',2,2,2,'Beast','Adjacent minions have +1 Attack.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Eviscerate',2,-1,-1,'','Deal 2 damage. Combo: Deal 4 damage instead.','Rogue','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Explosive Trap',2,-1,-1,'Secret','Secret: When your hero is attacked, deal 2 damage to all enemies.','Hunter','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Faerie Dragon',2,2,3,'Dragon','Can\'t be targeted by Spells or Hero Powers.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Freezing Trap',2,-1,-1,'Secret','Secret: When an enemy minion attacks, return it to its owner\'s hand and it costs (2) more.','Hunter','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Loot Hoarder',2,3,2,'','Deathrattle: Draw a card.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mad Bomber',2,2,3,'','Battlecry: Deal 3 damage randomly split between ALL other characters.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Power of the Wild',2,-1,-1,'','Choose One - Give your minions +1/+1 or summon a 3/2 Panther.','Druid','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Rampage',2,-1,-1,'','Give a damaged minion +3/+3.','Warrior','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Scavenging Hyena',2,2,2,'Beast','Whenever a friendly Beast dies, gain +2/+1.','Hunter','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Slam',2,-1,-1,'','Deal 2 damage to a minion. If it survives, draw a card.','Warrior','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Snipe',2,-1,-1,'','Secret: When your opponent plays a minion, deal 4 damage to it.','Hunter','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sorcerer\'s Apprentice',2,2,3,'','Your spells cost (1) less.','Mage','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stormforged Axe',2,3,2,'','Overload: (1)','Shaman','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Wrath',2,-1,-1,'','Choose One - Deal 3 damage to a minion or 1 damage and draw a card.','Druid','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Youthful Brewmaster',2,2,3,'','Battlecry: Return a friendly minion from the battlefield to your hand.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Acolyte of Pain',3,3,3,'','Whenever this minion takes damage, draw a card.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Deadly Shot',3,-1,-1,'','Destroy a random enemy minion.','Hunter','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Earthen Ring Farseer',3,3,3,'','Battlecry: Restore 3 Health.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Flesheating Ghoul',3,3,2,'','Whenever a minion dies, gain +1 Attack.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Harvest Golem',3,3,2,'Mech','Deathrattle: Summon a 2/1 Damaged Golem.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ice Barrier',3,-1,-1,'Secret','Secret: As soon as your hero is attacked, gain 8 armor.','Mage','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ironbeak Owl',3,3,2,'Beast','Battlecry: Silence a minion.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Jungle Panther',3,2,4,'Beast','Stealth.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mark of Nature',3,-1,-1,'','Choose One - Give a minion +4 Attack or +4 Health and Taunt.','Druid','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mirror Entity',3,-1,-1,'Secret','Secret: When your opponent plays a minion, summon a copy of it.','Mage','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Raging Worgen',3,3,3,'','Enrage: Windfury and +1 Attack.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Scarlet Crusader',3,3,3,'','Divine Shield.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sense Demons',3,-1,-1,'','Put 2 random Demons from your deck into your hand.','Warlock','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Tauren Warrior',3,3,2,'','Taunt. Enrage: +3 Attack.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Thoughtsteal',3,-1,-1,'','Copy 2 CARDS from your opponent\'s deck and put them into your hand.','Priest','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Thrallmar Farseer',3,3,2,'','Windfury.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Unbound Elemental',3,4,2,'Elemental','Whenever you play a card with Overload, gain +1/+1.','Shaman','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Unleash the Hounds',3,-1,-1,'','For each enemy minion, summon a 1/1 Hound with Charge.','Hunter','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancient Brewmaster',4,4,5,'','Battlecry: Return a friendly minion from the battlefield to your hand.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arathi Weaponsmith',4,3,3,'','Battlecry: Equip a 2/2 weapon.','Warrior','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cone of Cold',4,-1,-1,'','Freeze a minion and the minions next to it, and deal 1 damage to them.','Mage','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cult Master',4,2,4,'','Whenever one of your other minions dies, draw a card.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dark Iron Dwarf',4,4,4,'','Battlecry: Give a minion +2 Attack until the end of turn.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dread Corsair',4,3,3,'Pirate','Taunt. Costs (1) less per Attack of your weapon.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lightspawn',4,5,-1,'Elemental','This minion\'s Attack is always equal to its Health.','Priest','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mogu\'shan Warden',4,7,3,'','Taunt.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Silvermoon Guardian',4,3,3,'','Divine Shield.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Soul of the Forest',4,-1,-1,'','Give your minions \"Deathrattle: Summon a 2/2 Treant.\"','Druid','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Spellbreaker',4,3,4,'','Battlecry: Silence a minion.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Summoning Portal',4,4,0,'','Your minions cost (2) less, but not less than (1).','Warlock','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Druid of the Claw',5,4,4,'','Choose One - Charge or +2 Health and Taunt.','Druid','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Fen Creeper',5,6,3,'','Taunt.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Silver Hand Knight',5,4,4,'','Battlecry: Summon a 2/2 Squire.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Spiteful Smith',5,6,4,'','Enrage: Your Weapon has +2 Attack.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stranglethorn Tiger',5,5,5,'Beast','Stealth.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Venture Co. Mercenary',5,6,7,'','Your minions cost (3) more.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frost Elemental',6,5,5,'Elemental','Battlecry: Freeze a character.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Priestess of Elune',6,4,5,'','Battlecry: Restore 4 Health to your hero.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Temple Enforcer',6,6,6,'','Battlecry: Give a friendly minion +3 Health.','Priest','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Windfury Harpy',6,5,4,'','Windfury.','Neutral','Common','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Angry Chicken',3,3,3,'Beast','Enrage: +5 Attack.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bloodsail Corsair',3,2,3,'Pirate','Battlecry: Remove 1 Durability from your opponent\'s weapon.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lightwarden',3,2,3,'','Whenever a character is healed, gain +2 Attack.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Murloc Tidecaller',3,2,3,'Murloc','Whenever a Murloc is summoned, gain +1 Attack.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Savagery',3,-1,-1,'','Deal damage equal to your hero\'s attack to a minion.','Druid','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Secretkeeper',3,2,3,'','Whenever a Secret is played, gain +1/+1.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Upgrade!',3,-1,-1,'','If you have a weapon, give it +1/+1. Otherwise equip a 1/3 weapon.','Warrior','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Young Priestess',3,3,2,'','At the end of your turn, give another random friendly minion +1 Health.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancestral Spirit',2,-1,-1,'','Give a minion \"Deathrattle: Resummon this minion.\"','Shaman','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancient Watcher',2,5,4,'','Can\'t Attack.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Armorsmith',2,4,3,'','Whenever a friendly minion takes damage, gain 1 Armor.','Warrior','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Commanding Shout',2,-1,-1,'','Your minions can\'t be reduced below 1 Health this turn. Draw a card.','Warrior','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Crazed Alchemist',2,2,2,'','Battlecry: Swap the Attack and Health of a minion.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Equality',2,-1,-1,'','Change the Health of ALL minions to 1.','Paladin','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Flare',2,-1,-1,'','All minions lose Stealth. Destroy all enemy secrets. Draw a card.','Hunter','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Knife Juggler',2,2,2,'','After you summon a minion, deal 1 damage to a random enemy.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lightwell',2,5,0,'','At the start of your turn, restore 3 Health to a damaged friendly character.','Priest','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mana Addict',2,3,3,'','Whenever you cast a spell, gain +2 Attack this turn.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mana Wraith',2,2,2,'','ALL minions cost (1) more.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Master Swordsmith',2,3,3,'','At the end of your turn, give another random friendly minion +1 Attack.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Misdirection',2,-1,-1,'Secret','Secret: When a character attacks your hero, instead he attacks another random character.','Hunter','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Pint-Sized Summoner',2,2,2,'','The first minion you play each turn costs (1) less.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sunfury Protector',2,3,2,'','Battlecry: Give adjacent minions Taunt.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Wild Pyromancer',2,2,3,'','After you cast a spell, deal 1 damage to ALL minions.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Alarm-o-Bot',3,3,0,'Mech','At the start of your turn, swap this minion with a random one in your hand.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Aldor Peacekeeper',3,3,3,'','Battlecry: Change an enemy minion\'s attack to 1.','Paladin','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arcane Golem',3,4,4,'','Battlecry: Give your opponent a Mana Crystal.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Coldlight Oracle',3,2,2,'Murloc','Battlecry: Each player draws 2 CARDS.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Coldlight Seer',3,3,2,'Murloc','Battlecry: Give ALL other Murlocs +2 Health.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Counterspell',3,-1,-1,'Secret','Secret: When your opponent casts a spell, Counter it.','Mage','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Demolisher',3,4,3,'Mech','At the start of your turn, deal 2 damage to a random enemy.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Divine Favor',3,-1,-1,'','Draw CARDS until you have as many in hand as your opponent.','Paladin','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Eaglehorn Bow',3,2,3,'','Whenever a friendly Secret is revealed, gain +1 durability.','Hunter','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Emperor Cobra',3,3,2,'Beast','Destroy any minion damaged by this minion.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Felguard',3,5,3,'Demon','Taunt. Battlecry: Destroy one of your mana crystals.','Warlock','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Feral Spirit',3,-1,-1,'','Summon two 2/3 Spirit Wolves with Taunt. Overload: (2)','Shaman','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frothing Berserker',3,4,2,'','Whenever a minion takes damage, gain +1 Attack.','Warrior','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Headcrack',3,-1,-1,'','Deal 2 damage to the enemy hero. Combo: Return this to your hand next turn.','Rogue','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Imp Master',3,5,3,'','At the end of your turn, deal 1 damage to this minion and summon a 1/1 Imp.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Injured Blademaster',3,7,4,'','Battlecry: Deal 4 damage to HIMSELF.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Kirin Tor Mage',3,3,4,'','Battlecry: The next Secret you play this turn costs (0).','Mage','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lava Burst',3,-1,-1,'','Deal 5 damage. Overload: (2)','Shaman','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lightning Storm',3,-1,-1,'','Deal 2-3 damage to all enemy minions. Overload: (2)','Shaman','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mana Tide Totem',3,3,0,'Totem','At the end of your turn, draw a card.','Shaman','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mind Control Tech',3,3,3,'','Battlecry: If your opponent has 4 or more minions, take control of one at random.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Perdition\'s Blade',3,2,2,'','Battlecry: Deal 1 damage. Combo: Deal 2 instead.','Rogue','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Questing Adventurer',3,2,2,'','Whenever you play a card, gain +1/+1.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('SI:7 Agent',3,3,3,'','Combo: Deal 2 damage.','Rogue','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Vaporize',3,-1,-1,'Secret','Secret: When a minion attacks your hero, destroy it.','Mage','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Void Terror',3,3,3,'Demon','Battlecry: Destroy the minions on either side of this minion and gain their Attack and Health.','Warlock','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancient Mage',4,5,2,'','Battlecry: Give adjacent minions Spell Damage +1.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Auchenai Soulpriest',4,5,3,'','Your CARDS and powers that restore Health now deal damage instead.','Priest','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bite',4,-1,-1,'','Give your hero +4 Attack this turn and 4 Armor.','Druid','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blade Flurry',4,-1,-1,'','Destroy your weapon and deal its damage to all enemies.','Rogue','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Defender of Argus',4,3,2,'','Battlecry: Give adjacent minions +1/+1 and Taunt.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ethereal Arcanist',4,3,3,'','If you control a Secret at the end of your turn, gain +2/+2.','Mage','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Keeper of the Grove',4,2,2,'','Choose One - Deal 2 damage or Silence a minion.','Druid','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mass Dispel',4,-1,-1,'','Silence all enemy minions. Draw a card.','Priest','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Master of Disguise',4,4,4,'','Battlecry: Give a friendly minion Stealth until your next turn.','Rogue','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mortal Strike',4,-1,-1,'','Deal 4 damage. If you have 12 or less Health, deal 6 instead.','Warrior','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadow Madness',4,-1,-1,'','Gain control of an enemy minion with 3 or less Attack until end of turn.','Priest','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadowflame',4,-1,-1,'','Destroy a friendly minion and deal its attack damage to all enemy minions.','Warlock','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Twilight Drake',4,1,4,'Dragon','Battlecry: Gain +1 Health for each card in your hand.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Violet Teacher',4,5,3,'','Whenever you cast a spell, summon a 1/1 Violet Apprentice.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Abomination',5,4,4,'','Taunt. Deathrattle: Deal 2 damage to ALL characters.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blessed Champion',5,-1,-1,'','Double a minion\'s Attack.','Paladin','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Doomguard',5,7,5,'Demon','Charge. Battlecry: Discard two random CARDS.','Warlock','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Explosive Shot',5,-1,-1,'','Deal 5 damage to a minion and 2 damage to adjacent ones.','Hunter','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Holy Wrath',5,-1,-1,'','Draw a card and deal damage equal to its cost.','Paladin','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Nourish',5,-1,-1,'','Choose One - Gain 2 Mana Crystals or draw 3 CARDS.','Druid','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stampeding Kodo',5,5,3,'Beast','Battlecry: Destroy a random enemy minion with 2 or less Attack.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Starfall',5,-1,-1,'','Choose One - Deal 5 damage to a minion or 2 damage to all enemy minions.','Druid','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Argent Commander',6,2,4,'','Charge. Divine Shield.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blizzard',6,-1,-1,'','Deal 2 damage to all enemy minions and Freeze them.','Mage','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Gadgetzan Auctioneer',6,4,4,'','Whenever you cast a spell, draw a card.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Holy Fire',6,-1,-1,'','Deal 5 damage. Restore 5 health to your hero.','Priest','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Savannah Highmane',6,5,6,'Beast','Deathrattle: Summon two 2/2 Hyenas.','Hunter','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Siphon Soul',6,-1,-1,'','Destroy a minion. Restore 3 Health to your hero.','Warlock','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sunwalker',6,5,4,'','Taunt. Divine Shield.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ravenholdt Assassin',7,5,7,'','Stealth.','Neutral','Rare','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Preparation',0,-1,-1,'','The next spell you cast this turn costs (3) less.','Rogue','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bestial Wrath',3,-1,-1,'','Give a Beast +2 Attack and Immune this turn.','Hunter','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hungry Crab',3,2,3,'Beast','Battlecry: Destroy a Murloc and gain +2/+2.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shield Slam',3,-1,-1,'','Deal 1 damage to a minion for each armor you have.','Warrior','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Doomsayer',2,7,0,'','At the start of your turn, destroy ALL minions.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Patient Assassin',2,3,3,'','Stealth. Destroy any minion damaged by this minion.','Rogue','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Snake Trap',2,-1,-1,'Secret','Secret: When one of your minions is attacked, summon three 1/1 Snakes.','Hunter','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blood Knight',3,3,3,'','Battlecry: All minions lose Divine Shield. Gain +3/+3 for each Shield lost.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Far Sight',3,-1,-1,'','Draw a card. That card costs (3) less.','Shaman','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ice Block',3,-1,-1,'Secret','Secret: when your hero takes fatal damage, prevent it and become Immune this turn.','Mage','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Murloc Warleader',3,3,3,'Murloc','ALL other Murlocs have +2/+1.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadowform',3,-1,-1,'','Your Hero Power becomes \'Deal 2 damage\'. If already in Shadowform: 3 damage.','Priest','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Southsea Captain',3,3,3,'Pirate','Your other Pirates have +1/+1.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Spellbender',3,-1,-1,'Secret','Secret: When an enemy casts a spell on a minion, summon a 1/3 as the new target.','Mage','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sword of Justice',3,5,3,'','Whenever you summon a minion, give it +1/+1 and this loses 1 durability.','Paladin','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mindgames',4,-1,-1,'','Put a copy of a random minion from your opponent\'s deck into the battlefield.','Priest','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Pit Lord',4,6,5,'Demon','Battlecry: Deal 5 damage to your hero.','Warlock','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bane of Doom',5,-1,-1,'','Deal 2 damage to a character. If that kills it, summon a random Demon.','Warlock','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Big Game Hunter',5,2,4,'','Battlecry: Destroy a minion with an Attack of 7 or more.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Brawl',5,-1,-1,'','Destroy all minions except one. (chosen randomly)','Warrior','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Doomhammer',5,8,2,'','Windfury. Overload: (2)','Shaman','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Earth Elemental',5,8,7,'Elemental','Taunt. Overload: (3)','Shaman','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Faceless Manipulator',5,3,3,'','Battlecry: Choose a minion and become a copy of it.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Force of Nature',5,-1,-1,'','Summon three 2/2 treants.','Druid','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Avenging Wrath',6,-1,-1,'','Deal 8 damage randomly split among enemy characters.','Paladin','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cabal Shadow Priest',6,5,4,'','Battlecry: Take control of an enemy minion that has 2 or less Attack.','Priest','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Kidnapper',6,3,5,'','Combo: Return a minion to its owner\'s hand.','Rogue','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancient of Lore',7,5,5,'','Choose One - Draw a card or Restore 5 Health.','Druid','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancient of War',7,5,5,'','Choose One - +5 Attack or +5 Health and Taunt','Druid','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Gladiator\'s Longbow',7,2,5,'','Your hero is Immune while attacking.','Hunter','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Gorehowl',7,3,7,'','Attacking a minion costs 1 Attack instead of 1 Durability.','Warrior','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lay on Hands',8,-1,-1,'','Restore 8 Health. Draw 3 CARDS.','Paladin','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Twisting Nether',8,-1,-1,'','Destroy all minions.','Warlock','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Pyroblast',10,-1,-1,'','Deal 10 damage.','Mage','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sea Giant',10,8,8,'','Costs (1) less for each other minion on the battlefield.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mountain Giant',12,8,8,'','Costs (1) less for each other card in your hand.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Molten Giant',25,8,8,'','Costs (1) less for each damage your hero has taken.','Neutral','Epic','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bloodmage Thalnos',2,3,3,'','Spell Damage +1. Deathrattle: Draw a card.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lorewalker Cho',2,4,0,'','Whenever a player casts a spell, put a copy into the other player\'s hand.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Millhouse Manastorm',2,4,4,'','Battlecry: Enemy spells cost (0) next turn.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Nat Pagle',2,4,0,'','At the start of your turn, you have a 50% chance to draw an extra card.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Edwin VanCleef',3,2,2,'','Combo: Gain +2/+2 for each other card played earlier this turn.','Rogue','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('King Mukla',3,5,5,'Beast','Battlecry: Give your opponent 2 Bananas.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Tinkmaster Overspark',3,3,3,'','Battlecry: Transform another random minion into a 5/5 Devilsaur or a 1/1 Squirrel.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Captain Greenskin',5,4,5,'Pirate','Battlecry: Give your weapon +1/+1.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Harrison Jones',5,4,5,'','Battlecry: Destroy your opponent\'s weapon and draw CARDS equal to its Durability.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Leeroy Jenkins',5,2,6,'','Charge. Battlecry: Summon two 1/1 Whelps for your opponent.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cairne Bloodhoof',6,5,4,'','Deathrattle: Summon a 4/5 Baine Bloodhoof.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hogger',6,4,4,'','At the end of your turn, summon a 2/2 Gnoll with Taunt.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Illidan Stormrage',6,5,7,'Demon','Whenever you play a card, summon a 2/1 Flame of Azzinoth.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('The Beast',6,7,9,'Beast','Deathrattle: Summon a 3/3 Finkle Einhorn for your opponent.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('The Black Knight',6,5,4,'','Battlecry: Destroy a minion with Taunt.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Archmage Antonidas',7,7,5,'','Whenever you cast a spell, put a \'Fireball\' spell into your hand.','Mage','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Baron Geddon',7,5,7,'Elemental','At the end of your turn, deal 2 damage to ALL other characters.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Prophet Velen',7,7,7,'','Double the damage and healing of your spells and hero power.','Priest','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Al\'Akir the Windlord',8,5,3,'Elemental','Windfury, Charge, Divine Shield, Taunt.','Shaman','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Grommash Hellscream',8,9,4,'','Charge. Enrage: +6 Attack.','Warrior','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Gruul',8,7,7,'','At the end of each turn, gain +1/+1.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Tirion Fordring',8,6,6,'','Divine Shield. Taunt. Deathrattle: Equip a 5/3 Ashbringer.','Paladin','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Alexstrasza',9,8,8,'Dragon','Battlecry: Set a hero\'s remaining Health to 15.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cenarius',9,8,5,'','Choose One - Give your other minions +2/+2 or Summon two 2/2 Treants with Taunt.','Druid','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('King Krush',9,8,8,'Beast','Charge.','Hunter','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lord Jaraxxus',9,15,3,'Demon','Battlecry: Destroy your hero and replace him with Lord Jaraxxus.','Warlock','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Malygos',9,12,4,'Dragon','Spell Damage +5.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Nozdormu',9,8,8,'Dragon','Players only have 15 seconds to take their turns.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Onyxia',9,8,8,'Dragon','Battlecry: Summon 1/1 Whelps until your side of the battlefield is full.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ysera',9,12,4,'Dragon','At the end of your turn, draw a Dream Card.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Deathwing',10,12,12,'Dragon','Battlecry: Destroy all other minions and discard your hand.','Neutral','Legendary','Classic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ancestral Healing',0,-1,-1,'','Restore a minion to full health and give it Taunt.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Backstab',0,-1,-1,'','Deal 2 damage to an undamaged minion.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Innervate',0,-1,-1,'','Gain 2 Mana Crystals this turn only.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Moonfire',0,-1,-1,'','Deal 1 damage.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sacrificial Pact',0,-1,-1,'','Destroy a Demon. Restore 5 Health to your hero.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Totemic Might',0,-1,-1,'','Give your Totems +2 Health.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arcane Missiles',3,-1,-1,'','Deal 3 damage randomly split among enemy characters.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arcane Shot',3,-1,-1,'','Deal 2 damage.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blessing of Might',3,-1,-1,'','Give a minion +3 Attack.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Charge',3,-1,-1,'','Give a friendly minion Charge. It can\'t attack heroes this turn.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Claw',3,-1,-1,'','Give your hero +2 attack this turn and 2 Armor.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Corruption',3,-1,-1,'','Choose an enemy minion. At the start of your turn, destroy it.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Deadly Poison',3,-1,-1,'','Give your weapon +2 Attack.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Elven Archer',3,3,3,'','Battlecry: Deal 1 damage.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frost Shock',3,-1,-1,'','Deal 1 damage to an enemy character and Freeze it.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Goldshire Footman',3,2,3,'','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Grimscale Oracle',3,3,3,'Murloc','ALL other Murlocs have +1 Attack.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hand of Protection',3,-1,-1,'','Give a minion Divine Shield.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Holy Smite',3,-1,-1,'','Deal 2 damage.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Humility',3,-1,-1,'','Change a minion\'s Attack to 1.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hunter\'s Mark',3,-1,-1,'','Change a minion\'s Health to 1.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Light\'s Justice',3,4,3,'','','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mind Vision',3,-1,-1,'','Put a copy of a random card in your opponent\'s hand into your hand.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mirror Image',3,-1,-1,'','Summon two 0/2 minions with Taunt.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mortal Coil',3,-1,-1,'','Deal 1 damage to a minion. If that kills it, draw a card.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Murloc Raider',3,3,2,'Murloc',-1,'Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Northshire Cleric',3,3,3,'','Whenever a minion is healed, draw a card.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Power Word: Shield',3,-1,-1,'','Give a minion +2 Health. Draw a card.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sinister Strike',3,-1,-1,'','Deal 3 damage to the enemy hero.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Soulfire',3,-1,-1,'','Deal 4 damage. Discard a random card.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stonetusk Boar',3,3,3,'Beast','Charge.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Timber Wolf',3,3,3,'Beast','Your other Beasts have +1 Attack.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Tracking',3,-1,-1,'','Look at the top three CARDS of your deck. Draw one and discard the others.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Voidwalker',3,3,3,'Demon','Taunt.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Voodoo Doctor',3,3,2,'','Battlecry: Restore 2 Health.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Whirlwind',3,-1,-1,'','Deal 1 damage to ALL minions.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Acidic Swamp Ooze',2,2,3,'','Battlecry: Destroy your opponent\'s weapon.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arcane Explosion',2,-1,-1,'','Deal 1 damage to all enemy minions.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bloodfen Raptor',2,2,3,'Beast','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bluegill Warrior',2,3,2,'Murloc','Charge.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Cleave',2,-1,-1,'','Deal 2 damage to two random enemy minions.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Divine Spirit',2,-1,-1,'','Double a minion\'s Health.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Execute',2,-1,-1,'','Destroy a damaged enemy minion.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Fiery War Axe',2,2,3,'','','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Flametongue Totem',2,3,0,'Totem','Adjacent minions have +2 Attack.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frostbolt',2,-1,-1,'','Deal 3 damage to a character and Freeze it.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frostwolf Grunt',2,2,2,'','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Heroic Strike',2,-1,-1,'','Give your hero +4 Attack this turn.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Holy Light',2,-1,-1,'','Restore 6 Health.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Kobold Geomancer',2,2,2,'','Spell Damage +1.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mark of the Wild',2,-1,-1,'','Give a minion Taunt and +2/+2. (+2 Attack and +2 Health)','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mind Blast',2,-1,-1,'','Deal 5 damage to the enemy hero.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Murloc Tidehunter',2,3,2,'Murloc','Battlecry: Summon a 1/1 Murloc Scout.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Novice Engineer',2,3,3,'','Battlecry: Draw a card.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('River Crocolisk',2,3,2,'Beast','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Rockbiter Weapon',2,-1,-1,'','Give a friendly character +3 Attack this turn.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sap',2,-1,-1,'','Return an enemy minion to its owner\'s hand.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadow Word: Pain',2,-1,-1,'','Destroy a minion with 3 or less Attack.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shiv',2,-1,-1,'','Deal 1 damage. Draw a card.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Succubus',2,3,4,'Demon','Battlecry: Discard a random card.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Wild Growth',2,-1,-1,'','Gain an empty Mana Crystal.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Windfury',2,-1,-1,'','Give a minion Windfury.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Animal Companion',3,-1,-1,'','Summon a random Beast companion.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arcane Intellect',3,-1,-1,'','Draw 2 CARDS.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dalaran Mage',3,4,3,'','Spell Damage +1.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Drain Life',3,-1,-1,'','Deal 2 damage. Restore 2 Health to your hero.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Fan of Knives',3,-1,-1,'','Deal 1 damage to all enemy minions. Draw a card.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frost Nova',3,-1,-1,'','Freeze all enemy minions.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Healing Touch',3,-1,-1,'','Restore 8 Health.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hex',3,-1,-1,'','Transform a minion into a 0/1 frog with Taunt.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ironforge Rifleman',3,2,2,'','Battlecry: Deal 1 damage.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ironfur Grizzly',3,3,3,'Beast','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Kill Command',3,-1,-1,'','Deal 3 damage. If you have a Beast, deal 5 damage instead.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Magma Rager',3,3,5,'Elemental','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Raid Leader',3,2,2,'','Your other minions have +1 Attack.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Razorfen Hunter',3,3,2,'','Battlecry: Summon a 1/1 Boar.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Savage Roar',3,-1,-1,'','Give your Characters +2 Attack this turn.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadow Bolt',3,-1,-1,'','Deal 4 damage to a minion.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shadow Word: Death',3,-1,-1,'','Destroy a minion with an attack of 5 or more','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shattered Sun Cleric',3,2,3,'','Battlecry: Give a friendly minion +1/+1.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Shield Block',3,-1,-1,'','Gain 5 Armor. Draw a card.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Silverback Patriarch',3,4,3,'Beast','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Warsong Commander',3,3,2,'','Your Charge Minions have +1 Attack','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Wolfrider',3,3,3,'','Charge.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Blessing of Kings',4,-1,-1,'','Give a minion +4/+4 (+4 Attack / +4 Health).','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Chillwind Yeti',4,5,4,'','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Consecration',4,-1,-1,'','Deal 2 damage to all enemies.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dragonling Mechanic',4,4,2,'','Battlecry: Summon a 2/1 Mechanical Dragonling.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Fireball',4,-1,-1,'','Deal 6 damage.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Gnomish Inventor',4,4,2,'','Battlecry: Draw a card.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hammer of Wrath',4,-1,-1,'','Deal 3 damage. Draw a card.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Hellfire',4,-1,-1,'','Deal 3 damage to ALL characters.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Houndmaster',4,3,4,'','Battlecry: Give a friendly Beast +2/+2 and Taunt.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Kor\'kron Elite',4,3,4,'','Charge.','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Multi-Shot',4,-1,-1,'','Deal 3 damage to two random enemy minions.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Oasis Snapjaw',4,7,2,'Beast','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ogre Magi',4,4,4,'','Spell Damage +1.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Polymorph',4,-1,-1,'','Transform a minion into a 1/1 sheep.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sen\'jin Shieldmasta',4,5,3,'','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stormwind Knight',4,5,2,'','Charge.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Swipe',4,-1,-1,'','Deal 4 damage to an enemy and 1 damage to all other enemies.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Truesilver Champion',4,2,4,'','Whenever your hero attacks, restore 2 health to it.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Water Elemental',4,6,3,'Elemental','Freeze any character damaged by this minion.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Windspeaker',4,3,3,'','Battlecry: Give a friendly minion Windfury.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Arcanite Reaper',5,2,5,'','','Warrior','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Assassin\'s Blade',5,4,3,'','','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Assassinate',5,-1,-1,'','Destroy an enemy minion.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Bloodlust',5,-1,-1,'','Give your Minions +3 Attack this turn.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Booty Bay Bodyguard',5,4,5,'','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Darkscale Healer',5,5,4,'','Battlecry: Restore 2 Health to all friendly characters.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Frostwolf Warlord',5,4,4,'','Battlecry: Gain +1/+1 for each other friendly minion on the battlefield.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Gurubashi Berserker',5,7,2,'','Whenever this minion takes damage, gain +3 Attack.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Holy Nova',5,-1,-1,'','Deal 2 damage to all enemies. Restore 2 Health to all friendly characters.','Priest','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Nightblade',5,4,4,'','Battlecry: Deal 3 damage to the enemy hero.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Starving Buzzard',5,2,3,'Beast','Whenever you summon a Beast, draw a card.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stormpike Commando',5,2,4,'','Battlecry: Deal 2 damage.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Tundra Rhino',5,5,2,'Beast','Your Beasts have Charge.','Hunter','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Archmage',6,7,4,'','Spell Damage +1.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('BouInlderfist Ogre',6,7,6,'','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Dread Infernal',6,6,6,'Demon','Battlecry: Deal 1 damage to ALL other characters.','Warlock','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Fire Elemental',6,5,6,'Elemental','Battlecry: Deal 3 damage.','Shaman','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Lord of the Arena',6,5,6,'','Taunt.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Reckless Rocketeer',6,2,5,'','Charge.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Starfire',6,-1,-1,'','Deal 5 damage. Draw a card.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Vanish',6,-1,-1,'','Return all minions to their owner\'s hand.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Core Hound',7,5,9,'Beast','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Flamestrike',7,-1,-1,'','Deal 4 damage to all enemy minions.','Mage','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Guardian of Kings',7,6,5,'','Battlecry: Restore 6 Health to your hero.','Paladin','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Sprint',7,-1,-1,'','Draw 4 CARDS.','Rogue','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Stormwind Champion',7,6,6,'','Your other minions have +1/+1.','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('War Golem',7,7,7,'','','Neutral','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Ironbark Protector',8,8,8,'','Taunt.','Druid','Basic','Basic');

INSERT INTO CARDS (Cname,Mana,Health,Attack,Subtype,Description,Class,Rarity,Collection) VALUES ('Mind Control',10,-1,-1,'','Take control of an enemy minion.','Priest','Basic','Basic');

INSERT INTO IN\_DECK VALUES (1,1,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,2,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,3,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,4,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,5,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,6,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,7,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,8,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,9,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,10,1,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,11,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,12,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,13,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,14,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,15,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,16,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,17,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,18,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,19,2,'Mage',1, 30);

INSERT INTO IN\_DECK VALUES (1,20,2,'Mage',1, 30);