**Cards (Tier 1)**

Time (Round Manipulation)

* *Stockpile:* Pass and stockpile a turn (max 1), all stockpiles dissipate after 2 turns, stockpiling again refreshes lifetime
* *Suspend:* Consume a stockpiled turn, stun next 2 enemy turns and enemy gains 2 stun blocks
* *Suppress:* On next enemy stockpile, stun
* *Daze*: Deal 10 dmg to enemy for every stockpiled turn they have
* *Time bomb:* Deal 1 dmg for every turn that has passed (max 35), refreshes after use
* *Rewind:* Redraw last play card into your hand
* *Recall:* Consume 2 stockpiled turns and replenish 100% of the health lost this turn
* *Time-Winder:*
* *Forecast:*

Fire (Damage Over Time & Protection Corrosion)

* *Incinerate:* Deal 14 dmg
* *Blaze:* Deal 2 dmg and 8 dmg next turn
* *Afterburn:* Deal 2 dmg and 10 dmg over 2 turns
* *Scorch:* Deal 2 dmg and 12 dmg over 3 turns
* *Inferno:* Deal 16 dmg over 4 turns
* *Melt:* For 3 turns empower all DoTs with *corrode*: weaken all shields by 30%
* *Decay: Corrode* all shields for next 3 turns by 15%
* *Enflame:* Gain 10% pierce for next 3 turns

Life (Healing)

* *Mend:* Heal 10 health
* *Restore:* Heal 20 health after 2 turns (starting the turn played)
* *Regenerate:* Heal 16 health over 2 turns (starting the turn played)
* *Regrow:* Heal 10 health over 2 rounds and shield for 8 dmg (starting the turn played)
* *Sap:* Heal 10 health and deal 15 dmg over 5 turns (starting the turn played)
* *Endow:* Boost next outgoing heal by 50%
* *Cleanse:* Remove all negative status effects
* *Purify:* Remove 2 random enemy traps from play
* *Bleh:* Dryad type card? Heal 6 + 8 \* number of times Mend card was used?

Thunder (High Damage & Damage Amplification)

* *Discharge:* Deal 16 dmg
* *Voltaic Burst:* Deal 22 dmg after 2 turns
* *Hone:* Sharpen next attack by 25% (max 1)
* *Spark:* Deal 10 dmg and apply *static* to enemy
* *Enfeeble:* Apply *cripple* to next enemy attack: deal 25% less dmg
* *Shock:* Deal 10 dmg and apply *cripple* (15%)
* *Maelstrom:* Pass this turn and the next, your next attack deals 100% bonus dmg

Earth (Protection)

* *Crush:* Deal 12 dmg
* *Guard:* Shield for 10 dmg
* *Barrier:* Gain a ward, mitigate next incoming by 50%
* *Iron Fist:* Deal 10 dmg and shield for 5 dmg
* *Solid Strike:* Deal 10 dmg and ward, mitigate by 25%
* *Brace:* Become invulnerable to damage, pass next turn
* *Harden:* Increase resist by 15% for 5 turns (max 2)
* *Fortify:* Increase resist by 25% for 2 turns (max 2)
* *Barbed Shield:* Gain *spiked* for 2 turns: enemy takes 50% of dmg they deal
* *Bulwark:* Gain 3 wards with 20% mitigation
* *Temp Shield:* temporary large shield that lasts for 1 round, turns into \_\_\_\_ if not broken

Shadow (Traps & Prediction)

* *Punish:* On next incoming dmg, deal 12 dmg (max 1)
* *Chastise:* On next enemy heal, deal 12 dmg (max 1)
* *Reroute:* On next enemy heal, steal incoming heal (max 1)
* *Devitalize:* Reduce next enemy heal by 25% (max 2)
* *Discipline:* On next enemy stockpile, remove one card from enemy's hand (max 2)
* *Ransack:* On next enemy shield/ward, steal shield/ward (max 2)
* *Exhaust:* On next enemy sharpen, weaken for 20% (max 2)
* Dispels: dispel and lose 10 health (max 1)
  + *Dispel Time:* Dispel next enemy Time card
  + *Dispel Fire:* Dispel next enemy Fire card
  + *Dispel Life:* Dispel next enemy Life card
  + *Dispel Thunder:* Dispel next enemy Thunder card
  + *Dispel Earth:* Dispel next enemy Earth card
  + *Dispel Shadow:* Dispel next enemy Shadow card
  + *Dispel Water:* Dispel next enemy Water card
* *Parry:* If enemy used an attack this turn, stun them/reflect damage/draw a card
* *Expel:* If enemy used a shield/ward this turn, stun them/draw a card
* *Stun Block:* Gain 1 stun block
* *Block:* If enemy draws more than 2 cards next round, stun
* *Mimic:* If enemy attacks this turn, create new card in hand that copies total enemy attack

Water (Draw Manipulation)

* *Icicle Crash:* Deal 12 dmg
* *Replenish:* Draw 1 card
* *Renew:* Discard entire hand and redraw 5 cards
* *Rejuvenate:* Reshuffle all cards back into deck
* *Flash Freeze:* Deal 10 dmg and apply *freeze* to enemy: enemy draws 1 less card next turn
* *Crushing Waves:* Deal 2,3,4,5,6 dmg
* *Riptide:* Deal 10 dmg, discard 1 random card from the enemy's hand
* *Flowing Stream:* For the next 2 rounds, draw an additional card
* *Revitalize:* Discard up to 2 cards from your hand and redraw

Air (Combo-based, revolves around balancing stacks of *gale*)

* *Gust:* Deal 10 dmg and gain 1 stack of *gale* (max 4 stacks)
* *Air Stream:* All air attacks gain +3 dmg for the next 2 turns
* *Tailwind:* Deal 4 dmg, can play an additional wind card next turn
* *Hurricane:* Consume 4 stacks of *gale* to remove all enemy wards/shields and sharpens
* *Whirlwind:* Consume 1 stack of gale to remove 2 random enemy wards/shields
* *Airwave:* Deal 8 dmg, consumes 1 stack of *gale* to return to hand
* *Cyclone:* Deal 4 dmg +4 for each stack of *gale*
* *Headwind:* Gain 2 stacks of *gale*
* *Crosswind:* Deal 4 dmg, consumes 1 stack of *gale* to deal another 12 dmg
* *Monsoon:*
* *Twister:*
* *Tornado:*
* *Fog:*

Alchemy (potions/exchange/status effects/environment changes/combining cards)

* *Equivalent Exchange:* Swap X cards with enemy
* *Transform:* Transform this card into a random card from a selected element
* *Test:* using 4 different potion cards does X effect to enemy (dmg, status effect, etc)

Light (blinding, quick attacks)

**Major Runes**

Time

* *Stored Power:* Begin the match with 3 stockpiled rounds
* *Meditation:* Increase your stockpile maximum by 2
* *Extrasensory:* Increase stockpile dissipate delay by 1 round
* *Test:* Using 2 or more cards a round deals an additional 5 dmg

Fire

* *Unstoppable:* Gain 10% pierce
* *Kindling:* All DoT deal additional 2 dmg per round
* *Rust:* Empower all DoTs with 10% corrode
* *Detonation:* Using a DoT on a target already afflicted by a DoT detonates the DoT to deal all of its remaining damage

Life

* *Vigor:* Heals overheal to a maximum of 125% of your max HP (overheal depletes by 5% of max HP per round until gone)
* *Minor Blessing:* All heals cause *refresh* next turn: heal 3 health
* *Drain:* Upon taking damage, drain 2 health from enemy
* *Guardian Angel:* Upon taking lethal dmg, resurrect with 25% health
* *Robust:* Increase maximum health by 15%

Thunder

* *Charge:* All thunder attacks apply *static*: thunder dmg consume mark to deal bonus 2 dmg
* *Magnify:* Increase all dmg by 4, reduce maximum health by 25%
* *Electro Cloak:* Enemy attacks mark them with *static*
* *Impair:* Attacks apply *lesser* *cripple*: deal 10% less damage

Earth

* *Garrison:* Gain 20% resist
* *Bolster:* All wards gain an increased 15% mitigation
* *Warden:* When a shield/ward is broken by an attack, it leaves behind a lesser shield/ward with 20% mitigation
* *Safeguard:* All wards gain 5% increased mitigation for every additional shield in effect
* *Double Edged:* Attacks while a shield/ward is active deal an additional 5 dmg, attacks without a shield/ward are reduced by 4 dmg

Shadow

* *Glamour:* Veil all traps (shows as “?” to enemy)
* *Hush:* Upon reaching 50% and 25% health, stun enemy next turn
* *Curse:* Enemy takes 50% of dmg dealt when you receive 35+ dmg
* *Bane:* Receiving 20+ dmg places a random trap
* *Duplicate:* Enemy’s dispelled card is placed into your hand

Water

* *Prosperity:* Every 4 rounds draw 1 more card
* *Flourish:* Draw another card after each attack
* *Dampen:* On enemy stockpile, apply *freeze*

Air

* *Zephyr:* Increase max stacks of *gale* to 6
* *Wind Ward:* Upon taking more than 15 damage, gain a stack of *gale*
* *Wind Dance:* Gain a stack of *gale* for every additional card drawn

**Minor Runes**

*Refresh:* Redraw any cards from starting hand at the beginning of the match

*Empower:* Gain one card at the beginning of the match: increase the dmg of 1 attack by 6

*Haste:* Gain one card at the beginning of the match:

*Pilfer:* Gain one card at the beginning of the match: remove one random card from enemy hand

*Expansion:* Gain one additional card in starting hand

*Surge:* Begin the match with 1 stockpiled round

**Game Flow**

🡪: counters

* Water 🡪 Time (makes stockpiles futile by removing cards from enemy’s hand)
* Life 🡪 Fire (Fire deals slow damage which is easily healed by Life)
* Fire 🡪 Earth (Fire corrodes Earth’s shields, DoTs remove shields leaving enemy open)
* Earth 🡪 Thunder (shielding heavily mitigates raw power)
* Time 🡪 Life (stockpiling rounds allows burst damage which is hard to heal quickly)
* Thunder 🡪 Water (water is strong late game with frequent drawing, burst damage ends games early)
* Shadow 🡪 All (pure utility)

&: enables

* Water & Time (continuous stockpiles dilute your hand, water replenishes hand)
* Time & Thunder (stockpiled rounds allow for high burst damage)
* Time & Life (stockpiled rounds allow for high burst healing)
* Time & Fire (stockpiled rounds allow for powerful DoT damage)
* Time & Shadow (stockpiled rounds allow for the creation of minefields)
* Time & Earth (stockpiled rounds allow for massive shielding)
* Life & Thunder (HoTs mitigate risk of maelstrom and drain allows for aggressive playstyle)