## Notes:

Deck Maker TTS Upload Code: 3210493113

Game Board TTS Upload Code: 3210498195

## 

## Patch History

***Patches 1-2***

These patches are unavailable as there were before I started keeping track of changes made.

### Patch Notes 3.00

Dragon Deck

* Chromatic and Metallic Dragons had their Silver Cost removed
* Gold Dragon heals a Dragon Unit 3 at the start of their Mob. Phase
* Copper Dragon increases Treasure Horde by number of allied Wyrms on board
* Brass Dragon can decrease Treasure Horde by X, increasing the stats of Wyrms by +1/+1 for every 2 decreases (only upon their Mob.)
* Dragon's Greed is now a ritual, and increases Treasure Horde gain by +1

Druid Deck

* No changes

Paladin Deck

* Commodus now once per turn, heals the same amount another allied unit heals (minor cost increase)
* Soul Stealer now also heals it's Unit 2 when Soul Siphon activates (minor cost increase)
* City Guards gains 0/1 for every other soldier
* Decaying Soul General cost decreased
* Decaying Soul Soldier gains 1/0 for every other soldier (minor stat decrease)
* High Priest now reactivate makes every (allied) Cure Wounds reactivate when a spell is cast (minor cost increase)

Necromancer Deck

* Black Magic (trait) has been changed: If I have more than 1 health and am dealt fatal damage, reduce me to 1 instead.
* Necromancer Adept now applies Black Magic to every allied Zombie (cost increased to 7)
* Reanimate Dead cost increased to 6 mana
* Wand of Magic Missiles cost increased to 10

Vampire Deck

* Create and tweaked (unrecorded)

Expansion Cards

* No changes

### Patch Notes 3.01

Dragon Deck

* Dragon Cultist stats increase from Dragon UNITS, not just any mobilized Dragon card.
* Guard Drake is the first card to have Taunt (attack reduced form 3 to 2).
* Card count changed to allow more mid range cards, and less shitty 1 costs.

Druid Deck

* Wildfire now allows for the caster to choose which card to affect if there are several Units of the same health.

Paladin Deck

* No changes

Necromancer Deck

* No changes

Vampire Deck

* Sanguine Acolyte now has the Undead Origin as it should've in the first place.
* Ancient Vampire now scales off of every OTHER Vampire so it doesn't give itself a free +1/+1.
* Blood Arrow has a more comprehensible description and now works off of Blood Magic and not Vampire for thematic purposes (Choose a Unit and deal 1. Repeat equal to total Blood Magic).

Expansion Cards

* Reanimated Bear subtype updated to "Zombie Bear".
* Undead Rat Horde subtype updated to "Zombie Rat".
* Corpse Mound now has Decay instead of Decay's description.

### Patch Notes 3.02

System Changes

* Stun description now says “Upon mobilization…”
* You can hold up to a maximum of 8 cards in your hand. You cannot draw anymore while you have 8 cards.

Dragon Deck

* Undead Dragon subtype changed from Wyrm to Zombie Wyrm.
* Drake Rider costs one less mana if there is an allied Wyrm in play. Typos fixed.
* Green Dragon Trait fixed (Poison => Poisonous)

Druid Deck

* Myconid Mana cost reduced to 2.
* Giant Ape Silver cost removed.
* Giant Snake mana cost reduced to 8.
* Bear mana cost reduced to 5. Attack increased to 4, Health increased to 4.
* Elephant mana cost increased to 8, Silver cost removed. Elephant now has Siege.
* Ram Attack increased to 2.
* Rat Swarm Silver cost removed.
* Snake now has Poisonous.
* Rat Silver cost removed. Unique feature reworked, allowing the Mobilization of any Rat based off of Attack.
* Boar mana cost increased to 4, and Attack increased to 3.
* Beast Tamer mana cost increased to 6, Silver cost removed.
* Treant now has Siege. Mana cost reduced to 6.
* Blight now has Poisonous. Subtype updated to Blight.
* Flail Snail now says “...discard the card immediately without resolution.”
* Druidic Shaman Subtype updated to Druid.

Necromancer Deck

* Wraith Silver cost removed, mana cost increased to 8
* Wight Silver cost removed, mana cost increased to 6
* Cursed Spirit now kills all non-Undead Creatures and Minions of 2 Health or lower. instead of just Creatures.
* Avatar of Death mana cost increased to 6, and now has Terror.
* Specter now has Taunt.
* Undead Soldier mana decreased to 2. Subtype changed Zombie => Zombie Soldier.
* Possessed Pet mana cost reduced to 3.

Paladin Deck

* No changes

Vampire Deck

* Yormear’s +2 Attack every time he drops below half has been removed. Now while he's below half, his Attack is doubled.
* Blood Arrow typo fixed (Black Magic => Blood Magic).
* Slumbering Vampire text box fixed to fit the card.
* Blood Harvester’s unique feature now says “\*I\* gain +1/+1.”

Expansion Cards

* Corpse Mound mana cost decreased to 2. Its unique feature now works for any Unit that has at least one non-Undead Origin.
* Death Knight Subtype changed Zombie => Zombie Soldier.
* Revenant no longer has the Undying Trait but a new unique feature: “I may be Mobilized free of cost from your Discard Pile if the Unit that dealt fatal damage to me is still in play.”
* Owlbear mana cost reduced to 6.
* Owlbear Cub mana cost reduced to 2.

### Patch Notes 3.03

System Changes

* Terrain is a new Origin, representing, well, terrain!
* The card type Minion is no longer the catch-all term for cards that are put into play that don’t exist within the decks. The new term is “Summons”, which can consist of Minions, Rituals, Tokens, and Terrains.

Dragon Deck

* No changes

Druid Deck

* Grasping Vines Silver cost removed.
* Spider mana cost reduced to 2.

Necromancer Deck

* Devastation now makes each player mobilize a Barren Lands.
* Rise Once More now occurs instantaneously instead at the end of the Skirmishing Phase.
* Got rid of extra words in Summon the Horde.

Paladin Deck

* No changes

Vampire Deck

* No changes

Expansion Cards

* Beyond the Grave now actually Mobilizes the discarded Unit like intended.
* Owlbear Cub changed to say “while mobilized”.
* Nature’s Cleansing (Ritual; Nature)
  + At the start of your Mobilization, transform all Rituals into Wild Vines.
* Wild Vines (Summon; Minion; Flora)
  + I am immune to Cleave, Paralyzing, Poisonous, Siege, Soul Siphon, Stun, and Taunt.
* Barren Lands (Summon; Ritual; Terrain)
  + At the start of your Mobilization Phase, take one damage to your Health.
  + Pay 2 to Mana to discard me.
* Holy Requisition (Spell; Divine)
  + Target a non-Summon card and return them to hand.
* Thul-Gaithianian Tribesman (Creature; Mortal)
  + Upon my mobilization, pick a player to mobilize a Barren Lands.
* Winterwood Dryad (Creature; Nature; Fey; Flora)
  + I have +1/+1 and Invisibile if you control a Barren Lands.
* Frigid Exile (Spell; Arcane)
  + Target a Unit and shuffle them into their deck. Mobilize a Barren Lands in their place.

### Patch Notes 3.X

System Changes

* No changes

Dragon Deck

* Kobold?
* Pseudodragon?

Druid Deck

* No changes

Necromancer Deck

* Skeletal Steed?

Paladin Deck

* Pegasus?
* Unicorn?

Vampire Deck

* Vampire Lord?

Expansion Cards

* No changes

Anti-Siege

Needs cards that actually have Taunt

return to hand

return to deck

"restrain" and "anti-restrain”

make taunt spell/ritual

### Patch Notes 3.X

System Changes

* No changes

Dragon Deck

* No changes

Druid Deck

* No changes

Necromancer Deck

* No changes

Paladin Deck

* No changes

Vampire Deck

* No changes

Expansion Cards

* No changes

Anti-Siege

Needs cards that actually have Taunt

return to hand

return to deck

"restrain" and "anti-restrain”

make taunt spell/ritual

## Future Card Concepts

### Monster Deck

* Works off of Barren Lands
* Tall?

### Zygoth Vinferni

* Arcane
* Mortal, Fiend
* Spellslinger?
* Fire?
* Nova?
* Duelist?
* Command?
* Devils?
* Metamagic?
* Contracts?

Zygoth Vinferni (Legendary Hero)

* Mobilize a Devil from hand whose cost is equal to or lower than my cost, or mobilize a Fiend Minion.
* At the start of your Mobilization Phase, search your deck for Spark. If there are none, search your discard pile. Then put it in hand.

Compendium Furia (Magic Item)

* Has 3 conditions, if all of the 3 are met, win the game. Gives +2/+2 to user upon each completion.
  + Have 3 Rituals of 5 cost or higher in play
  + Cast 5 damaging Spells of 5 cost or higher
  + Control of Fiend of 12 Attack or higher

Spark (Spell)

* Deal damage to a Unit.
* You may play me a number of times equal to the number of conditions met in Compendium Furia free of cost after the initial cast.

The Barbed Crown (Magic Item)

* At the start of your Mobilization Phase, take control of an enemy Creature whose Attack is equal to or less than that of mine, until the end of the Skirmish Phase.

Spells:

* Fireball
* Scorching Ray
* Demonic Whispers
* Hex
* Banishment

Rituals:

* Infernal Legacy
* Hellish Swarm
* Hellfire