Cards/Deck	Cost	CardType	Effect	Stats	Comments
			Neutral cards are meant to be good or decent in general. They're not meant to support one particular archetype. The design philosophy is that they're good but not too good.	Minimum of 8 neutral cards/deck.	
					Cartoony its neutral/comicy
2	1	Creature	None	2/3	Vanilla stat | just a dude
2	2	Creature	Draw a card that matches your colour.	1/2	Selective draw is strong, turn to 1/1?
2	5	Creature	Deal 3 damage to target	3/4	Decent stats for decent effect
2	7	Creature	Destroy all other creatures	3/3	Board wipe with creature upside

What does each deck need?
Card draw
Board interaction (removing creatures)
Pay off for their specific playstyle
Maybe overlapping or complimentary effects for other colours

Full decks	Max deck size: 20		8 Neutral cards	12 Colored cards	

Black

Black cards are meant to be value oriented. They specialize in high risk high reward play styles. It usually involves discarding cards and gaining an advantage.

25-30

Start crossing effects over.
Depending on colors do the ones that cross over

Cards/Deck	Cost	CardType	Effect	Stats	Comments		
						Sketches and art have power and fight each otehr	
2	1	Creature	Deal 2 damage to yourself	3/3	High risk, high reward. Sacrifice health for early value.		
2	3	Creature	Discard a card at random. Destroy a target creature.	1/2	Strong removal with upside. Discard synergy	Fantasy, art heavy-ish	
2	7	Creature	If this card was discarded, summon it instead.	5/5	You want this to be discarded.	Anything goes vibe	
2	6	Creature	Deal 1 damage to a random enemy for each card you've discarded.	3/4	Pay off for discarding cards		
2	3	Creature	Discard a random card. Draw a card for each card you've discarded.	1/1	Pay off for discard. Self fuelling as well. Bad stats strong effect.	Figure out spells	Focus on recoloring
2	4	Creature	Discard a card at random. Deal 3 damage to all enemy creatures. If you've discarded 3+ cards this game, deal 6 instead.	3/2	Pay off and utility card.	Palette swap	

Red

Red cards are meant to be aggressive. Their aggressive nature encourages low cost plays and trying to overwhelm opponents before they can respond.

Recoloring a card   Discard and draw. Discarded card can be drawn by opponent.

Cards/Deck	Cost	CardType	Effect	Stats	Comments
2	1	Creature	if this creature attacks enemy, enemy loses another 2 life.	2/1	Encourages an aggressive playstyle
2	2	Creature	All your creatures have +1/+0	1/1	Anthem effect, makes things stronger but still susceptible to removal
2	4	Creature	Draw card for each creature you control.	2/3	Draw, rewards going wide
2	5	Creature	Deal 2 damage for each creature you've attacked with. Then destroy all other creatures.	2/4	Pay off for wide board but also punishes greedy players
2	3	Creature	All your creatures have +2/+0	2/2	Anthem as well.
2	8	Creature	Destroy all your other creatures, for each creature deal 2 damage to a random enemy target.	4/4	Game ender

White

Lifegain and pay off. Weaker in terms of card aggression but strong sustain.

Cards/Deck	Cost	CardType	Effect	Stats	Comments
2	1	Creature	Heal 2 damage.	1/1	heal effect
2	4	Creature	Heal 2 damage, deal 2 damage to enemy.	2/2	Effect
2	5	Creature	Draw a card. Heal equal to the cost of the card drawn.	5/5	Card draw + potential heal
2	3	Creature	Heal a target for 3 damage.	2/4	heal effect
2	4	Creature	Create a copy of this creature if you've healed 5 damage.	3/2	Pay off
2	6	Creature	Deal damage equal to damage you've healed this game.	5/5	Pay off

Blue

Draw like crazy and be disruptive. Minions are weak.

Cards/Deck	Cost	CardType	Effect	Stats	Comments
2	2	Creature	Deal damage to a minion equal to cards you've drawn this turn.	1/1	Draw pay off
2	4	Creature	Destroy random target minion. (return tohand)	2/2	Return back to hand?
2	2	Creature	Draw a card reduce it's cost by 1.	1/2	Draw value.
2	5	Creature	draw cards until you have the same amount of cards your opponents have.	3/5	Draw effect
2	4	Creature	Discard your hand, draw that many cards + 1;	3/2	Disruption, changes game plan of opponent potentially giving you upside
2	6	Creature	For each card you've drawn this game deal 2 damage to a random opponent.	2/2	Pay off for card draw.