**Iconic Cards for Jamie and my Game**

*These cards will be some of the most important in the game. They will set precedents on power level and how each element will play. They will also focus on simplicity.*

**Spells:**

**Alchemical Attainment**

Spell Card

Effect: Draw 2 cards.

Explanation: This iconic spell sets a precedent for card advantage. The card advantage gained from drawing and playing this card is identical to the card advantage gained from just drawing 2 turns in a row. This makes the card function as a deck thinner like Upstart Goblin

**Fireball**

Spell Card

Effect: Deal 20 damage to a Champion.

Explanation: This card sets a precedent for damage done by spells. Since you have to draw a spell and then play it, it takes 2 turns to set up. Thus, it can deal twice as much damage as equipment.

**Flamethrower**

Spell Card

Effect: Deal 10 damage to each enemy Champion.

Explanation: This card sets the precedent for AOE damage done by spells. The upside of this card over Fireball is that you’re dealing an additional 10 damage. The downside is you don’t get to choose where damage is dealt and spreading damage around isn’t as advantageous or flexible as gunning a single Champion down asap. An additional downside is the decrease in damage dealt when the opponent has less than 3 Champions remaining.

**Spring Water**

Spell Card

Effect: Heal 20 damage from a Champion.

Explanation: This card sets the precedent for damage healed from a spell card. It’s kept consistent with a card like Fireball. Decks that focus on control and healing may like healing capabilities more than dealing damage. One concern is dragging games out; if healing becomes equally as consistent as dealing damage, then a proper control setup will be near impossible to defeat. This card can definitely exist, but more tools to deal damage should be created going forward than tools to heal. This card being a spell and not spammable make it’s strong healing affect in check.

**The Cupid Shuffle**

Spell Card

Effect: Discard your entire hand then draw the same number of cards you discarded.

Explanation: This card has the potential to be incredibly powerful. Let’s start with the cons, you’re actually going -2 in card advantage to play this. Since you’re not adding any additional cards, you could have drawn a card to go +1. Since this card is a spell card you have to play it and then it doesn’t get replaced by its own effect. So, what pros balance out going -2? Getting to replace your entire hand is nice if you brick. You’ll also get to proc multiple discard effects at once if you have those in your hand. If you hit 2 discard effects the -2 you went becomes negligible. There’s also no maximum hand size so you could be discarding a ton of cards at once while quickly going through your deck.

**Recurring Visions**

Spell Card

Effect: Add 1 Spell from your grave to your hand.

Explanation: This card goes -1 in card advantage when compared to just drawing since you have to play a spell to get the effect going. The benefit is getting to choose which spell you get back from the grave instead. If you want a specific spell back, it may be worth using up an extra turn to guarantee getting it back instead of trying to draw another copy. Another con of this card is that you must have the card in grave instead of in the deck. A spell card simply searching a card from deck seems too strong even though it’s still going -1 in card advantage.

**Decoy\***

Spell Card

Effect: When this card is discarded, draw 1 card.

Explanation: This card is incredibly powerful since discards are often used for cost. By discarding this card, you are essentially getting value for free. What balances out this free value? The card is dead in hand if you don’t have any discarding effects. This card may be too powerful, luckily only 4 can be used in a deck. This card is also balanced out by cards that require discarding equipment not meshing well with Decoy. This card could be made into an Air Equipment. \*Work in Progress

**Meteor Shower\***

Spell Card

Effect: Destroy 1 Equipment attached to your Champion then destroy 1 Equipment on the field.

Explanation: The opponent must invest 2 turns to set up an equipment, having to draw it then equip it. Destroying it with a spell might be too powerful as that also takes only 2 turns to set up. You’d thus be going neutral or possibly better if the opponent had some other setup with the equipment such as counters. This card then needs an additional cost. Destroying 1 of your own equipment is very on theme and at a good level. Playing this in a vacuum isn’t great since you also take 2 turns to set up your own equipment, but if you gain anything from destroying that equipment, it evens out. This card might work better as a fire equipment \*WIP

**Shoddy Craftsmanship**

Quick Spell Card

Effect: When your opponent equips 1 Equipment, destroy that Equipment then your opponent draws a card.

Explanation: This card is great equipment removal. It ends up going even in card advantage since you take 1 turn to draw this card, but the opponent takes 2 turns to draw and equip their equipment. The draw your opponent gets is a pretty strong way for the opponent to have even card advantage. One downside of this card is you can only destroy equipment right away once it’s equipped which incentivizes keeping this card in hand to destroy the opponent’s strongest equipment. This card involves a solid level of strategy, is fun, and balanced.

**Shoddy Craftsmanship Alternative**

Spell Card

Effect: If your opponent equipped 1 Equipment last turn, destroy that Equipment.

**Useless Potion**

Spell Card

Effect: Add up to 3 copies of Useless Potion from your deck to your hand.

Explanation: This card is king of card advantage and nothing else. You’re gaining 1 more card by drawing and playing this than if you were to just draw. It is guaranteed that your hand will be full of bricks because those Useless Potions you just added are useless on their own. Combining this card with discard strategies makes this card very valuable. The chance of drawing 2 or more copies in your opening hand helps nerf this card a little bit.

**Boomerang Mirage**

Spell Card

Effect: Deal 10 damage to a Champion then return this card to the hand.

Explanation: This card follows the precedent of damage dealt in a turn. It flips the concept on its head by allowing you to spam the same spell card over and over again instead of using the same equipment each turn.

**Payback**

Quick Spell Card

Effect: When your Champion takes damage, deal 10 damage to a Champion.

Explanation: This card keeps the damage precedent intact. You have to draw this card, but can play it reactionary which doesn’t cost you a turn. This makes 10 damage a solid standard to use. It also introduces the concept of quick spell cards that can be played when a ‘when’ clause is met and don’t cost your turn’s action.

**Dagger Upgrade**

Spell Card

Effect: Discard 1 ‘Dagger’ Equipment then add 1 Equipment from your deck to your hand of the same element as the card discarded.

Explanation: This card sets a precedent for searching. Playing a spell to gain 1 card in hand is already losing card advantage, but the ability to choose essentially any card from your deck easily makes up for that fact. This card then comes with the additional downside of discarding a dagger equipment. This means another -1 in card advantage since you had to draw the dagger, plus it requires running bricks in your deck since drawing a dagger or dagger upgrade on its own isn’t very good. This also creates the first archetype out of cards with the word ‘dagger’ in their name.

**Love Potion of Calming Mind**

Spell Card

Effect: Discard 1 Water Equipment then heal 30 damage from a Champion.

Explanation: The Love Potion set of cards add identity to each element. By discarding a specific type of card with your spell, this card has the opportunity to dole out the same effects as activating a dagger equipment 3 times. The effects gained are also customized to each archetype. Healing is used for water as it bring a healing/control strategy to the forefront of water decks. The benefits of discarding an equipment are equalized by the small con of needing a specific element of equipment in your hand.

**Love Potion of Fiery Heart**

Spell Card

Effect: Discard 1 Fire Equipment then deal 30 damage to a Champion.

Explanation: Follows the love potion pattern. Customized to fire by simply dealing damage.

**Love Potion of Steadfast Bone**

Spell Card

Effect: Discard 1 Earth Equipment then add 1 Earth Equipment from your deck to your hand.

Explanation: Follows the love potion pattern. Customized to earth by searching an earth equipment. This brings a greater focus to equipment within earth decks and thus a lesser focus on spells. The card also seems to be costly enough for a search since you’re going -2 in card advantage compared to just drawing.

**Love Potion of Vibrant Soul\***

Spell Card

Effect: Discard 1 Air Equipment then draw 2 cards.

Explanation: Follows the love potion pattern. Customized to air by drawing cards and bringing the focus of air to drawing through much of the deck. Seems like a worse pot of greed since you have to discard as cost essentially meaning you’re going -1 in card advantage. This -1 can be made up for by gaining benefits from discarding the air card. An additional benefit such as dealing 10 damage to a Champion may need to be added to this card to bring up it’s power level. \*Work in Progress

**Return to Sender**

Spell Card

Effect: Return 1 Equipment on the field to the hand.

Explanation: At first glance this spell doesn’t seem great. Your opponent takes 1 turn to equip a spell but this card takes 2 turns to draw and play. This card is versatile. Opponent’s cards with counters in the future may get hurt by this card. You can also use this on your own equipment to move it around. This is especially helpful when paired with Ashen Telescope.

**Library Thievery**

Spell Card

Effect: Discard 1 random card from your opponent’s hand.

Explanation: This card seems bad at first since your opponent only took 1 turn to draw the card you discarded, but you took 2 turns to draw this card and activate it. What makes it better is the card you hit. At any point you could hit a key card your opponent just drew so the card becomes much better when the opponent has a small hand and just drew. If the opponent searched a card, it’s usually worth playing as well.

**Golem Sculpting**

Spell Card

Effect: Heal 30 damage from a ‘Golem’ Champion.

Explanation: This card is an extra efficient healing card, which is usually a recipe for too much power. Luckily, this card is restricted to Golems which aren’t all that great. This card is also dead in hand if the player doesn’t control a Golem.

**Golem Crossfire**

Spell Card

Effect: Heal 10 damage from a ‘Golem’ Champion then deal 20 damage to a Champion.

Explanation: This is another powerful spell built to support the golems. This one is also limited by needing an injured Golem on field, but I think it’s more fun since it deals damage. If the Golem’s had a way to recycle spells, they would have an extremely powerful combo @earth.

**Champions:**

**Golems:**

4 different Champions.

Each Champion has 2 Equipment Slots of the same Element.

Each Champion has the same health total.

No effect.

Explanation: Baseline health set for Champions with 2 Equipment Slots.

**Gods:**

4 different Champions.

Each Champion has 1 Equipment Slot.

Each Champion has the same high health total.

No effect.

Explanation: Baseline health set for Champions with 1 Equipment Slot. Zeus, Poseidon, Hades, and Gaia.

**Pirate Lord Jandreps**

1 Water Equipment Slot

Health between Golem and God

Effect: Deal 20 damage to this Champion then draw 2 cards.

Explanation: Going +1 in card advantage is a pretty nice payoff. Taking 10 damage would be pretty close to equalizing that, but healing 10 damage will typically be easier than drawing a card, especially when you start with tons of cards in hand after using Jandreps. 20 damage seems more fair and makes him mesh quite well with water heal strategies.

**Water Beetle**

1 Water Equipment Slot

Health: 50

Effect: Any damage dealt to a ‘Water Beetle’ is reduced by 10.

Explanation: This card has the gimmick of reducing incoming damage. That seems incredibly strong so the health is lowered to 50. This should prevent it from getting 1-shot killed most of the time. Water makes this card especially strong since it’s plethora of healing effects are extra effective on water beetle. It’s not impossible to take down since a card like Zeus’ Thunderbolt can wait until you have 6 cards in hand and hit back to back for big damage. This card is incredibly powerful and immune to the most popular strategy of spamming low damage attacks. The card is worded so that mirror matches make Water Beetle even harder to kill.

**Thunderbird**

2 Air Equipment Slots

Less health than a Golem.

Effect: When this Champion is defeated, draw 2 cards.

Explanation: The frailty of Thunderbird works well with its effect and drawing cards is something an air strategy would love. The opponent can avoid this effect by defeating it last, but using this knowledge allows for some fun mind games and attaching important equipment to this frail Champion.

**Volcanic Slug**

2 Fire Equipment Slots

Less health than a Golem.

Effect: Destroy any number of Equipment attached to this Champion, then deal 20 damage to a Champion for each card destroyed by this effect.

Explanation: Can deal damage faster than normal by destroying equipment. Drawing and equipping equipment is slow and doing it all manually deals less damage on average than a dagger. Luckily there’s tons of ways to benefit from this card. If the equipment you’re destroying has benefits when destroyed or equipped that’s a plus. This card can also destroy itself too with any swing to hit for an additional 20 damage. That additional damage makes up for a turn. Gives a nice identity to fire of destroying its own equipment. Sounds like something earth might enjoy too?

**Technician Magician**

1-2 Fire Equipment Slots.

Health slightly less than Golem or God based on number of slots.

Effect: The first time this Champion takes damage, deal 10 damage to each enemy Champion.

Explanation: Quick burst damage at the start of the match seems exactly what a fire Champion would do. The opponent can play around this by leaving the Technician Magician for last, but you can proc the effect yourself if need be. The 30 total damage is pretty good for being free. The only cost is the slight decrease in max health of the Champion which will be 10, not 30.

**Rocky, the Walking Mountain**

2 Earth Equipment Slots.

Health is double that of a Golem.

Effect: Any damage dealt to this Champion is doubled.

Explanation: Doubling the health and damage taken for this Champion makes it near identical to a Golem. One downside is healing effects aren’t doubled so healing strategies don’t mesh well with this guy. He practically works as a second copy of a golem. This is important for Earth since its main strategy with Ashen Telescope requires an Earth Champion with 2 slots.

**Equipment:**

**Dagger**

1 Equipment for each element

Effect: Deal 10 damage to a Champion.

Explanation: Sets the baseline for damage dealt by equipment while providing a damage tool specialized for each element. Also creates the first archetype with the spell ‘Dagger Upgrade’

**The Graceful Host**

Air Equipment

Effect: Both players draw 2 cards.

Explanation: This card benefits your opponent more than you since you’re practically losing a turn. This can be balanced out by the increased gain you get from drawing compared to the opponent in an air deck. Gives air decks a costly draw tool similar to the Champion Pirate Lord Jandreps.

**Zeus’ Thunderbolt**

Air Equipment

Effect: Discard 3 cards then deal 40 damage to a Champion.

Explanation: This card is the backbone of an air strategy by giving value to mass card advantage. Discarding 3 cards should normally be equivalent to dealing 40 damage so that extra 10 damage adds efficiency to using the card. This efficiency outweighs the turns you would spend drawing cards needed for discard. It also gives additional power to cards with effects when discarded. Damage could be decreased to 40 and the card would still be viable. Already decreased from 50 to 40.

**Rapid Winds**

Air Equipment

Effect: Draw 3 cards and destroy this card.

Explanation: An archetype specific pot of greed. It draws 3 instead of 2 since the equipment takes an extra turn of setup. Great for drawing through your deck.

**Quarter Pillar of the Sky**

Air Equipment

Effect: While you control 4 Quarter Pillar of the Sky’s, you win the game.

Explanation: Similar to Exodia, gives the air deck an alternate win condition by drawing through their deck. While 4 pieces is easier to get than 5, having to equip them can be difficult. Makes equipment removal great and has weaknesses. Hopefully fair. Busted with Pot of Greed.

**Angel Recall**

Air Equipment

Effect: Shuffle 5 Air Equipment from your grave into your deck then draw a card.

Explanation: This card can get you back pieces of Exodia. Since you don’t really want to make your deck bigger in most cases, adding the draw makes this feel neutral and worth using up the equip slot.

**Wings of the Next Angel**

Air Equipment

Effect: If you have 3 copies of ‘Wings of the Next Angel’ in your grave, deal 10 damage to each enemy Champion.

Explanation: This card gives air players a late game reward for going through most of their deck. This card is very much a late game card so it’s massive damage is weighed out with its slow start. By the end of the game your opponent may not have all 3 Champions left standing which is something to weigh out the big damage every turn.

**Greedy Rage**

Fire Equipment

Effect: When one or more Equipment attached to this Champion are sent to the grave, deal 20 damage to a Champion.

Explanation: This card is amazing when paired with Volcanic Slug. The combo allows you to destroy your own equipped Equipment for massive damage. There are some ruling issues that should be figured out for this card such as what happens when it is sent to the grave?

**Gambit**

Fire Equipment

Effect: Flip a coin. If heads, deal 30 damage to a Champion. If tails, deal 20 damage to this Champion.

Explanation: This card has the potential for big damage quickly but is also risky and cause damage to your own Champion. This seems like a great identity for fire. This card was chosen over other coin flip cards due to its simplicity and stakes. Flipping a single coin is simple and the outcomes are both just dealing damage. An extra 20 damage on each attack is worthwhile as it makes every attack average 15 damage instead of 10. The negative is quite dire as 20 damage to your own Champion is as bad as losing 2 turns, plus you kind of lose your turn by losing the coin flip.

**Fireball Launcher**

Fire Equipment

Effect: Add 1 ‘Fireball’ from deck or grave to hand.

Explanation: Gives an interesting playstyle to fire in hurling the spell card Fireball over and over again. Fireball is a good candidate as a basic spell that sets the precedent for damage. Same damage as using dagger over and over again, but a bit more interesting. Adding from deck or grave makes the card always able to grab a fireball and without that capability would be significantly worse than a dagger.

**Vengeful Rage**

Fire Equipment

Effect: Deal 10 damage to each enemy Champion, then destroy this card if you control multiple Champions.

Explanation: A great card for comebacks. If you have multiple Champions, it’s a worse Flamethrower that synergizes well with fire. If you only have one Champion, it becomes a great source of reusable damage that has scaled efficiency the more Champions your opponent has remaining.

**The Sacred Spring**

Water Equipment

Effect: Heal 10 damage from this Champion.

Explanation: A healing card to rival the daggers. Since healing is quite strong and can really slow down the game, the card would be too strong/annoying to be universal. Sets a precedent for healing Equipment. Healing the equipped Champion is an important distinction from healing a Champion. This means that recursive healing requires an equipment to be attached to the champion that’s getting healed recursively.

**Holy Water Balloon**

Water Equipment

Effect: Heal 30 damage from a Champion then destroy this card.

Explanation: Another healing card to give water players plenty of options. By destroying itself this card acts more like a spell and is able to justify healing 30 damage.

**Tidal Wave**

Water Equipment

Effect: Deal 40 damage to a Champion then destroy all Equipment attached to the Equipped Champion, including this card.

Explanation: A signature damage dealing card for water. Drawing, equipping, and activating this card takes 3 turns, but the card does 40 damage. This makes it extra efficient, but not repeatable due to being destroyed. It also has the small downside of destroying other equipment attached to the equipped Champion, though this could have possible upsides as well. The effect to destroy all equipment attached to the equipped champion could be replaced by shuffling this card into the deck. This would be good for water as you can continue to draw into Tidal Wave, but may make 40 damage too high to justify. Effect could be: Deal 30 damage to a Champion then shuffle this card into the deck. This would make the card much more similar to a dagger.

**Left Half**

Water Equipment

Effect: Deal 10 damage to each enemy Champion then add ‘Right Half’ from your grave to your hand and destroy this card.

**Right Half**

Water Equipment

Effect: Heal 10 damage from each of your Champions then add ‘Right Half’ from your grave to your hand and destroy this card.

Explanation: These 2 cards combine to form a powerful and balanced control strategy for the water deck. The cards work together and reward drawing into both. They’re still useful if you draw into them individually near the start of the game, but having the pair lets you go +1 every other turn. Their aoe effect works well for balancing these cards and switching between healing and dealing damage brings a balanced approach.

**Extra Padding**

Earth Equipment

Effect: While this card is equipped to a Champion, that Champion gains 30 max health.

Explanation: Drawing and equipping this card takes 2 turns and is similar to healing 30 damage which is already incredibly efficient when compared to a spell. It also has the benefit of being more versatile than healing since you can use it before taking damage. This sounds amazing but it has 2 big downsides that balance out the card. The first downside is the card is an equipment and takes up a slot for the whole game. The second downside is if the equipment is destroyed, the health boost goes away. These downsides are large enough to easily compensate for 30 extra max health and could even justify a larger number. Likely replace this card as one of the initial cards to be created since it doesn’t do much for the earth strategy.

**Ashen Telescope**

Earth Equipment

Effect: Equip 1 Earth Equipment from your grave to the Equipped Champion.

Explanation: This equipment allows you to basically replace your draw by recovering an earth equipment from your grave. Not many targets yet but has the potential to become incredibly strong. Recycling equipment could also give a much needed identity/playstyle to earth. Equipping straight from grave to hand is incredibly powerful, but balanced by the fact the equipment must be equipped to the same Champion that Ashen Telescope is equipped to. That also means Ashen Telescope is restricted by having no effect when equipped to a Champion with 1 slot.

**Dynamite**

Earth Equipment

Effect: Deal 30 damage to a Champion and destroy this card. This card can be equipped to a fire equipment slot.

Explanation: This card is similar to playing a spell but you have to equip it and then activate it. The extra turn of setup warrants the extra 10 damage. I think it fits best with the earth archetype since it can be recovered from the grave and combos incredibly well with Ashen Telescope where it averages 15 damage a turn. The additional effect of “this card can also be equipped to a fire equipment slot” could be a great addition since fire wants an identical card to pair with Greedy Rage without using Volcanic Slug. Alternatively allow this card to be equipped to any element slot.

**Foolish Burial**

Earth Equipment

Effect: Send 1 Earth Equipment from deck to grave then destroy this card.

Explanation: This card should replace Extra Padding as one of the first cards Earth receives. This card synergizes well with Ashen Telescope. If you happen to already have Ashen Telescope, you can use this card to repeatedly add cards to your grave and equip them. Without a card to bring back equipment from the grave, this card is useless. With a card that brings back from grave, you’re set.

**Golem’s Telescope\***

Earth Equipment

Effect: Add 1 ‘Golem’ spell from grave to hand then destroy this card. This card may be equipped to any element slot on a ‘Golem’ Champion.

Explanation: This card gives the earth golem strategy a recursive way to generate resources, even if that recursive method is than even with the 10 damage standard. It also gives the earth element a recursive healing strategy, which was previously only available to water. The image for this can also be a huge telescope laying on the ground with tiny people around it. Note all earth strategies require Ashen Telescope on field. Golems of other elements get a little consistency boost by searching their powerful spells, but it becomes 4 turns to heal 30 which is no longer efficient. \*WIP