# Decks

* Blitz:
  + AoE – Anti Board Controll
  + direct damage?
* Eis:
  + CC: Anti angreifen
* Pflanze:
  + Board Controll?
  + Healing
* Feuer:
  + DoT
  + Allrounder?
* Wind:
  + Utility: Buffs/Healing
* Erde:
  + Raw Power
  + Tanky

# TCGs

## MTG:

### Keyword Abilities:

https://mtg.gamepedia.com/Keyword\_ability

Taunt: Must be attacked

Raserei: Wird mit jedem Angriff stärker

* **702.1.** Most abilities describe exactly what they do in the card’s rules text. Some, though, are very common or would require too much space to define on the card. In these cases, the object lists only the name of the ability as a “keyword”; sometimes reminder text summarizes the game rule.
* **702.2.** [Deathtouch](https://mtg.gamepedia.com/Deathtouch)
* **702.3.** [Defender](https://mtg.gamepedia.com/Defender)
  + **Can’t attack**
* **702.4.** [Double Strike](https://mtg.gamepedia.com/Double_strike)
  + **Attack twice**
* **702.5.** [Enchant](https://mtg.gamepedia.com/Enchant)
* **702.6.** [Equip](https://mtg.gamepedia.com/Equip)
  + **Buff a creature by equipping this**
* **702.7.** [First Strike](https://mtg.gamepedia.com/First_strike)
  + **Strikes first in combat (For ML maybe at all?)**
* **702.8.** [Flash](https://mtg.gamepedia.com/Flash)
  + **Cast anytime**
* **702.9.** [Flying](https://mtg.gamepedia.com/Flying)
  + **Can only be blocked by other flying (For ML rather attack)**
* **702.10.** [Haste](https://mtg.gamepedia.com/Haste)
  + **Can attack in the spawn turn**
* **702.11.** [Hexproof](https://mtg.gamepedia.com/Hexproof)
  + **Can’t be target of spells/abilities**
* **702.12.** [Indestructible](https://mtg.gamepedia.com/Indestructible)
  + **Not destroyable by “destroy”**
* **702.13.** [Intimidate](https://mtg.gamepedia.com/Intimidate)
  + **Can’t be blocked**
* **702.14.** [Landwalk](https://mtg.gamepedia.com/Landwalk)
* **702.15.** [Lifelink](https://mtg.gamepedia.com/Lifelink)
  + **Damage caused is granted as life**
* **702.16.** [Protection](https://mtg.gamepedia.com/Protection)
* **702.17.** [Reach](https://mtg.gamepedia.com/Reach)
  + **Can Block flying (For ML rather attack)**
* **702.18.** [Shroud](https://mtg.gamepedia.com/Shroud)
* **702.19.** [Trample](https://mtg.gamepedia.com/Trample)
  + **Deal more damage?**
* **702.20.** [Vigilance](https://mtg.gamepedia.com/Vigilance)
* **702.21.** [Banding](https://mtg.gamepedia.com/Banding)
* **702.22.** [Rampage](https://mtg.gamepedia.com/Rampage)
  + **Gets stronger for each creature blocking**
* **702.23.** [Cumulative Upkeep](https://mtg.gamepedia.com/Cumulative_upkeep)
* **702.24.** [Flanking](https://mtg.gamepedia.com/Flanking)
* **702.25.** [Phasing](https://mtg.gamepedia.com/Phasing)
* **702.26.** [Buyback](https://mtg.gamepedia.com/Buyback)
* **702.27.** [Shadow](https://mtg.gamepedia.com/Shadow)
  + **Same as flying**
* **702.28.** [Cycling](https://mtg.gamepedia.com/Cycling)
* **702.29.** [Echo](https://mtg.gamepedia.com/Echo)
* **702.30.** [Horsemanship](https://mtg.gamepedia.com/Horsemanship)
  + **Same as flying**
* **702.31.** [Fading](https://mtg.gamepedia.com/Fading)
* **702.32.** [Kicker](https://mtg.gamepedia.com/Kicker)
* **702.33.** [Flashback](https://mtg.gamepedia.com/Flashback)
* **702.34.** [Madness](https://mtg.gamepedia.com/Madness)
* **702.35.** [Fear](https://mtg.gamepedia.com/Fear)
* **702.36.** [Morph](https://mtg.gamepedia.com/Morph)
* **702.37.** [Amplify](https://mtg.gamepedia.com/Amplify)
* **702.38.** [Provoke](https://mtg.gamepedia.com/Provoke)
* **702.39.** [Storm](https://mtg.gamepedia.com/Storm)
* **702.40.** [Affinity](https://mtg.gamepedia.com/Affinity)
* **702.41.** [Entwine](https://mtg.gamepedia.com/Entwine)
* **702.42.** [Modular](https://mtg.gamepedia.com/Modular)
* **702.43.** [Sunburst](https://mtg.gamepedia.com/Sunburst)
* **702.44.** [Bushido](https://mtg.gamepedia.com/Bushido)
* **702.45.** [Soulshift](https://mtg.gamepedia.com/Soulshift)
* **702.46.** [Splice](https://mtg.gamepedia.com/Splice)
* **702.47.** [Offering](https://mtg.gamepedia.com/Offering)
* **702.48.** [Ninjutsu](https://mtg.gamepedia.com/Ninjutsu)
* **702.49.** [Epic](https://mtg.gamepedia.com/Epic)
* **702.50.** [Convoke](https://mtg.gamepedia.com/Convoke)
* **702.51.** [Dredge](https://mtg.gamepedia.com/Dredge)
* **702.52.** [Transmute](https://mtg.gamepedia.com/Transmute)
* **702.53.** [Bloodthirst](https://mtg.gamepedia.com/Bloodthirst)
* **702.54.** [Haunt](https://mtg.gamepedia.com/Haunt)
* **702.55.** [Replicate](https://mtg.gamepedia.com/Replicate)
* **702.56.** [Forecast](https://mtg.gamepedia.com/Forecast)
* **702.57.** [Graft](https://mtg.gamepedia.com/Graft)
* **702.58.** [Recover](https://mtg.gamepedia.com/Recover)
* **702.59.** [Ripple](https://mtg.gamepedia.com/Ripple)
* **702.60.** [Split Second](https://mtg.gamepedia.com/Split_second)
* **702.61.** [Suspend](https://mtg.gamepedia.com/Suspend)
* **702.62.** [Vanishing](https://mtg.gamepedia.com/Vanishing)
* **702.63.** [Absorb](https://mtg.gamepedia.com/Absorb)
* **702.64.** [Aura Swap](https://mtg.gamepedia.com/Aura_swap)
* **702.65.** [Delve](https://mtg.gamepedia.com/Delve)
* **702.66.** [Fortify](https://mtg.gamepedia.com/Fortify)
* **702.67.** [Frenzy](https://mtg.gamepedia.com/Frenzy)
* **702.68.** [Gravestorm](https://mtg.gamepedia.com/Gravestorm)
* **702.69.** [Poisonous](https://mtg.gamepedia.com/Poisonous)
* **702.70.** [Transfigure](https://mtg.gamepedia.com/Transfigure)
* **702.71.** [Champion](https://mtg.gamepedia.com/Champion)
* **702.72.** [Changeling](https://mtg.gamepedia.com/Changeling)
* **702.73.** [Evoke](https://mtg.gamepedia.com/Evoke)
* **702.74.** [Hideaway](https://mtg.gamepedia.com/Hideaway)
* **702.75.** [Prowl](https://mtg.gamepedia.com/Prowl)
* **702.76.** [Reinforce](https://mtg.gamepedia.com/Reinforce)
* **702.77.** [Conspire](https://mtg.gamepedia.com/Conspire)
* **702.78.** [Persist](https://mtg.gamepedia.com/Persist)
* **702.79.** [Wither](https://mtg.gamepedia.com/Wither)
* **702.80.** [Retrace](https://mtg.gamepedia.com/Retrace)
* **702.81.** [Devour](https://mtg.gamepedia.com/Devour)
* **702.82.** [Exalted](https://mtg.gamepedia.com/Exalted)
* **702.83.** [Unearth](https://mtg.gamepedia.com/Unearth)
* **702.84.** [Cascade](https://mtg.gamepedia.com/Cascade)
* **702.85.** [Annihilator](https://mtg.gamepedia.com/Annihilator)
* **702.86.** [Level Up](https://mtg.gamepedia.com/Level_up)
* **702.87.** [Rebound](https://mtg.gamepedia.com/Rebound)
* **702.88.** [Totem Armor](https://mtg.gamepedia.com/Totem_armor)
* **702.89.** [Infect](https://mtg.gamepedia.com/Infect)
* **702.90.** [Battle Cry](https://mtg.gamepedia.com/Battle_cry)
* **702.91.** [Living Weapon](https://mtg.gamepedia.com/Living_weapon)
* **702.92.** [Undying](https://mtg.gamepedia.com/Undying)
* **702.93.** [Miracle](https://mtg.gamepedia.com/Miracle)
* **702.94.** [Soulbond](https://mtg.gamepedia.com/Soulbond)
* **702.95.** [Overload](https://mtg.gamepedia.com/Overload)
* **702.96.** [Scavenge](https://mtg.gamepedia.com/Scavenge)
* **702.97.** [Unleash](https://mtg.gamepedia.com/Unleash)
* **702.98.** [Cipher](https://mtg.gamepedia.com/Cipher)
* **702.99.** [Evolve](https://mtg.gamepedia.com/Evolve)
* **702.100.** [Extort](https://mtg.gamepedia.com/Extort)
* **702.101.** [Fuse](https://mtg.gamepedia.com/Fuse)
* **702.102.** [Bestow](https://mtg.gamepedia.com/Bestow)
* **702.103.** [Tribute](https://mtg.gamepedia.com/Tribute)
* **702.104.** [Dethrone](https://mtg.gamepedia.com/Dethrone)
* **702.105.** [Hidden Agenda](https://mtg.gamepedia.com/Hidden_agenda)
* **702.106.** [Outlast](https://mtg.gamepedia.com/Outlast)
* **702.107.** [Prowess](https://mtg.gamepedia.com/Prowess)
* **702.108.** [Dash](https://mtg.gamepedia.com/Dash)
* **702.109.** [Exploit](https://mtg.gamepedia.com/Exploit)
* **702.110.** [Menace](https://mtg.gamepedia.com/Menace)
* **702.111.** [Renown](https://mtg.gamepedia.com/Renown)
* **702.112.** [Awaken](https://mtg.gamepedia.com/Awaken)
* **702.113.** [Devoid](https://mtg.gamepedia.com/Devoid)
* **702.114.** [Ingest](https://mtg.gamepedia.com/Ingest)
* **702.115.** [Myriad](https://mtg.gamepedia.com/Myriad)
* **702.116.** [Surge](https://mtg.gamepedia.com/Surge)
* **702.117.** [Skulk](https://mtg.gamepedia.com/Skulk)
* **702.118.** [Emerge](https://mtg.gamepedia.com/Emerge)
* **702.119.** [Escalate](https://mtg.gamepedia.com/Escalate)
* **702.120.** [Melee](https://mtg.gamepedia.com/Melee)
* **702.121.** [Crew](https://mtg.gamepedia.com/Crew)
* **702.122.** [Fabricate](https://mtg.gamepedia.com/Fabricate)
* **702.123.** [Partner](https://mtg.gamepedia.com/Partner)
* **702.124.** [Undaunted](https://mtg.gamepedia.com/Undaunted)
* **702.125.** [Improvise](https://mtg.gamepedia.com/Improvise)
* **702.126.** [Aftermath](https://mtg.gamepedia.com/Aftermath)
* **702.127.** [Embalm](https://mtg.gamepedia.com/Embalm)
* **702.128.** [Eternalize](https://mtg.gamepedia.com/Eternalize)
* **702.129.** [Afflict](https://mtg.gamepedia.com/Afflict)
* **702.130.** [Ascend](https://mtg.gamepedia.com/Ascend)
* **702.131.** [Assist](https://mtg.gamepedia.com/Assist)
* **702.132.** [Jump-Start](https://mtg.gamepedia.com/Jump-start)
* **702.133.** [Mentor](https://mtg.gamepedia.com/Mentor)
* **702.134.** [Afterlife](https://mtg.gamepedia.com/Afterlife)
* **702.135.** [Riot](https://mtg.gamepedia.com/Riot)
* **702.136.** [Spectacle](https://mtg.gamepedia.com/Spectacle)