

Rules and Cards for Elemental Deck Builder

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- The game is played between two players who take turns. The player whose HP reaches 0 first loses. If both players' HPs reach 0 at the same time, the one whose action caused this wins.
- Seven dice determine the strengths of various cards: fire 🔴, earth 🟤, water 🔵, nature 🟢, magic 🟣, gold 🟡 and chance 🟠. They are rolled at the start of the game. The chance 🟠 die is also re-rolled whenever its value is needed (possibly multiple times per turn) and dice-control cards cannot affect it.
- Each starts with 60 HP and 8 Basic Income cards in their draw pile. The first player starts with 5 gold and the second with 6 gold.
- All non-starter cards are shuffled into a shop deck. Initially, there is no shop laid out. When a player re-rolls the shop, which costs 2 gold, the current laid out shop is moved to the shop's discard pile and 5 cards are drawn from the shop's draw pile. When a card is bought by a player, by paying its cost, it is not automatically replaced with a new card. The bought card goes to the player's discard pile, unless it is a passive card, in which case it is immediately and permanently deployed.
- On each turn a player may (in any order): gain one gold, play at most one action from their hand, play any number of blessings from their hand, play any number of face down cards, re-roll the shop at most twice, buy at most one card from the shop. Instead of playing an action, the player may place a card face down, which costs 5 gold. A played card, after its effect is executed, goes to the player's discard pile. After a player's turn is over, they have to discard their hand and draw 4 cards from their draw pile (this is also done at the start of the game). A player may have at most 2 face down cards at a time.
- Whenever a card needs to be drawn from a deck's draw pile, but it is empty. Its discard pile is shuffled and it becomes the draw pile.
- Blessings and face down cards may also be played during the opponent's turn. This can be done at any time, including between the opponent playing a card and executing its action. In such a situation, the player whose turn it is, may in turn, also respond before executing their original action. This can repeat ad infinitum.
- A player dealing damage (to their opponent or themselves) receives gold equal to the damage dealt.

Fire

Deal  damage to your opponent.

Action

7 Gold


Tremor

Deal  damage to your opponent.

Action

7 Gold


Heavy Rain

Deal  damage to both yourself and your opponent.

Action

7 Gold

Blind Attack

Deal  to your opponent.

Action

7 Gold

Blazing Fire

Deal 2× damage to your opponent.

Action

12 Gold


Earthquake

Deal 2× damage to your opponent.

Action

12 Gold


Rainstorm

Deal 2× damage to both yourself and your opponent.

Action

12 Gold



Haphazard Offence

Deal 2× to your opponent.

Action

12 Gold


Volcanic Eruption

Deal + damage to your opponent.

Action

12 Gold

Wildfire

Deal + damage to your opponent.

Action

12 Gold



Uncharted Lands

Deal + damage to your opponent.

Action

12 Gold



Hot Steam

Deal + damage to both yourself and your opponent.

Action

12 Gold



Quicksand

Deal + damage to both yourself and your opponent.

Action

12 Gold

Wild Seas

Deal + damage to both yourself and your opponent.

Action

12 Gold

Magical Firestorm

Deal × damage to your opponent.

Action

18 Gold



Meteor Strike

Deal × damage to your opponent.

Action

18 Gold



Biblical Flood

Deal × damage to both yourself and your opponent.

Action

18 Gold

Chaotic Spell

Deal × damage to your opponent.

Action

18 Gold

Ecology

Restore ● HP.

Action

3 Gold

Reforestation

Restore 2×● HP.

Action

7 Gold

Nature Reserves

Restore ●+● HP.

Action

7 Gold

Hot Springs

Restore ●+● HP.

Action

7 Gold

Alternative Medicine

Restore ●+● HP.

Action

7 Gold

Mystical Restoration

Restore ●×● HP.

Action

12 Gold

Marketplace

Gain ● gold.

Action

3 Gold

Treasury

Gain 2×● gold.

Action

7 Gold

Gold Mine

Gain ●+● gold.

Action

7 Gold

Gold Panning

Gain  +  gold.

Action

7 Gold

Free Market

Gain  +  gold.

Action

7 Gold



Ancient Alchemy

Gain  ×  gold.

Action

12 Gold



Water Reservoirs

Shield  against  damage until the end of your opponent's turn.

Action

7 Gold



Solid Infrastructure

Shield  against  damage until the end of your opponent's turn.

Action

7 Gold


Natural Forests

Shield  against  damage until the end of your opponent's turn.

Action

7 Gold

Magical Barrier

Shield  against multi-element damage until the end of your opponent's turn.

Action

7 Gold


Paid Militia

Shield any amount by paying one gold per unit of damage until the end of your opponent's turn.

Action

7 Gold


Prometheus's Gift

Triple the strength of all your  effects.

Action

12 Gold


Gaia's Protection

Double the strength of all your  effects.

Action

12 Gold


Poseidon's Trident

Double the strength of all your  effects.

Action

12 Gold


Ancient Grimoire

Double the strength of all your  effects.

Action

12 Gold


Nymphs' Grace

Double the strength of all your  effects.

Action

7 Gold

Midas Touch

Double the strength of all your  effects.

Action

7 Gold


Purism

Double the strength of all your single-element effects.

Action

12 Gold

Risk Aversion

You may choose not to re-roll the  die when its value is needed.

Passive

12 Gold

Gambling

Re-roll a die once.

Action

3 Gold

Cheap Trick

Change the value of a die by one.

Action

3 Gold

Second Chance

Re-roll a die up to twice.

Action

7 Gold

Sleight of Hand

Change the value of a die by up to two.

Action

7 Gold

Calculated Risk

Re-roll a die up to four times.

Action

12 Gold

Smoke and Mirrors

Change the value of a die by up to three.

Action

12 Gold

Perspective Shift

Flip a die over.

Action

12 Gold

Trickster God

Swap the values of two dice.

Action

18 Gold

Mirror Wall

Draw a card and look at your opponent's hand.

Blessing

3 Gold

Mirror Table

Draw a card and look at your opponent's face down cards.

Blessing

3 Gold

Sneak Peek

Draw a card and look at the top 4 cards of your deck.

Blessing

3 Gold

Reconnaissance

Draw a card and look at the top 4 cards of your opponent's deck.

Blessing

3 Gold

Forecast

Draw a card and look at the top 5 cards of the shop's draw pile.

Blessing

3 Gold

Impatience

Reorder your deck.

Action

7 Gold

Sabotage

Reorder your opponent's deck.

Action

7 Gold

Magnetic Hands

Move a chosen card from your deck to your hand and then shuffle your deck.

Action

7 Gold

Weak Hands

Your opponent must discard 3 cards from their hand.

Action

12 Gold

Faulty Table

Your opponent must discard 1 card from their face down cards.

Action

12 Gold

Veto

Cancel an action of your opponent and permanently remove this card.

Action

12 Gold

All for one

Discard 3 cards from your hand and play up to 1 extra action.

Blessing

3 Gold

Deal with the Devil

Draw a card from the shop's draw pile and "buy" it for free; play up to 2 extra actions.

Blessing

3 Gold

Multitasking Novice

Play up to 1 extra action.

Blessing

7 Gold

Multitasking Master

Play up to 2 extra actions.

Blessing

12 Gold

Multitasking Lord

Play up to 3 extra actions.

Blessing

18 Gold

Multitasking God

Play up to 4 extra actions.

Blessing

25 Gold

Exploration Novice

Draw 2 cards.

Action

3 Gold

Exploration Master

Draw 3 cards.

Action

7 Gold

Exploration Lord

Draw 4 cards.

Action

12 Gold

Exploration God

Draw 5 cards.

Action

18 Gold

Recycling Novice

Permanently remove up to 1 card from your hand.

Action

3 Gold

Recycling Master

Permanently remove up to 2 cards from your hand.

Action

7 Gold

Recycling Lord

Permanently remove up to 3 cards from your hand or this card.

Action

12 Gold

Recycling God

Permanently remove up to 4 cards from your hand, discard pile or this card.

Action

18 Gold

Wish

Buy any card in the game, then shuffle the shop's draw pile.

Action

25 Gold

Deep Pockets

You may re-roll the shop and buy cards from it an unlimited number of times per turn.

Passive

7 Gold

Express Shipping

All cards you buy go into your hand.

Passive

12 Gold

Re-roller

Shop re-rolls cost 1 less gold.

Passive

12 Gold

Big Handed

Draw 1 extra card after your turn.

Passive

18 Gold

Roomy Table

You have space for 1 extra face down card.

Passive

12 Gold

Cheapskate

Face down cards no longer cost gold to play.

Passive

12 Gold

Proactive

Play up to 1 extra action per turn, but draw 1 fewer cards after your turn.

Passive

18 Gold

At what cost

Permanently remove a passive card upon buying this; play up to 1 extra action per turn.

Passive

18 Gold

Truly Blessed

Draw a card whenever you play a blessing.

Passive

18 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Basic Income

Gain 1 gold.

Action

0 Gold

Gold

Gold

Gold

Gold

Gold

Gold