

Elemental Dice

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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 rerolled 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 rerolls 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, reroll 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.

<h3>Fire</h3>  <p>Deal 🔥 damage to your opponent.</p> <p>Action 7 Gold</p>	<h3>Tremor</h3>  <p>Deal 🏺 damage to your opponent.</p> <p>Action 7 Gold</p>	<h3>Heavy Rain</h3>  <p>Deal 💧 damage to both yourself and your opponent.</p> <p>Action 7 Gold</p>
<h3>Blind Attack</h3>  <p>Deal 🎯 damage to your opponent.</p> <p>Action 7 Gold</p>	<h3>Blazing Fire</h3>  <p>Deal 2 × 🔥 damage to your opponent.</p> <p>Action 12 Gold</p>	<h3>Massive Earthquake</h3>  <p>Deal 2 × 🏺 damage to your opponent.</p> <p>Action 12 Gold</p>
<h3>Torrential Rainstorm</h3>  <p>Deal 2 × 💧 damage to both yourself and your opponent.</p> <p>Action 12 Gold</p>	<h3>Haphazard Offence</h3>  <p>Deal 2 × 🎯 damage to your opponent.</p> <p>Action 12 Gold</p>	<h3>Lava Surge</h3>  <p>Deal 🔥 + 🏺 damage to your opponent.</p> <p>Action 12 Gold</p>

Erratic Blaze



Deal $\text{🔥} + ?$ damage to your opponent.

Action

12 Gold

Chaotic Avalanche



Deal $\text{🗻} + ?$ damage to your opponent.

Action

12 Gold

Scalding Fog



Deal $\text{💧} + \text{🔥}$ damage to both yourself and your opponent.

Action

12 Gold

Devastating Mudslide



Deal $\text{🌊} + \text{⼟}$ damage to both yourself and your opponent.

Action

12 Gold

Wild Seas



Deal $\text{🌊} + ?$ damage to both yourself and your opponent.

Action

12 Gold

Magical Inferno



Deal $\text{🔥} \times \text{🔮}$ damage to your opponent.

Action

18 Gold

Arcane Meteor



Deal $\text{⼟} \times \text{🔮}$ damage to your opponent.

Action

18 Gold

Biblical Flood



Deal $\text{🌊} \times \text{🔮}$ damage to both yourself and your opponent.

Action

18 Gold

Ethereal Havoc



Deal $\text{❓} \times \text{🔮}$ damage to your opponent.

Action

18 Gold

Flower Gardens



Restore HP.

Action

3 Gold

Lush Forests



Restore $2 \times \text{leaf}$ HP.

Action

7 Gold

Fertile Soils



Restore + HP.

Action

7 Gold

Hot Springs



Restore + HP.

Action

7 Gold

Clover Fields



Restore + HP.

Action

7 Gold

Mystical Restoration



Restore × HP.

Action

12 Gold

Marketplace



Gain gold.

Action

3 Gold

Treasury



Gain $2 \times \text{gold coin}$ gold.

Action

7 Gold

Gold Mine



Gain + gold.

Action

7 Gold

Gold Panning



Free Market



Ancient Alchemy



Gain ⚜+💧 gold.

Action

7 Gold

Gain ⚜+? gold.

Action

7 Gold

Gain ⚜×⭐ gold.

Action

12 Gold

Water Reservoirs

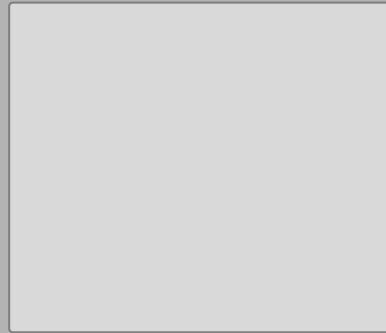


Shield 💧 against 🔥 damage until the end of your opponent's turn.

Action

3 Gold

Solid Infrastructure

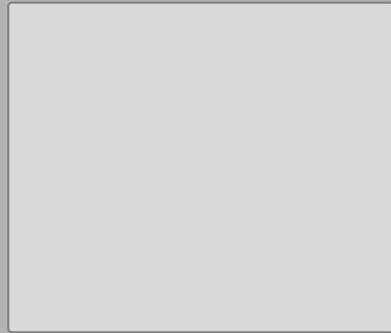


Shield 🪷 against 💧 damage until the end of your opponent's turn.

Action

3 Gold

Natural Forests

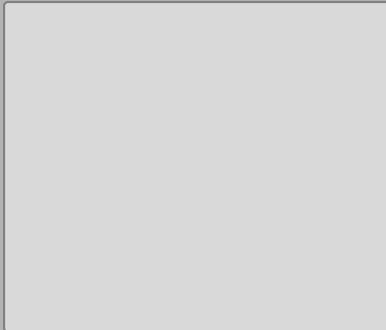


Shield 🍃 against 🪷 damage until the end of your opponent's turn.

Action

3 Gold

Magical Barrier

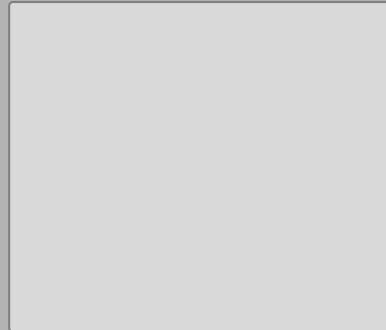


Shield ⚡ against multi-element damage until the end of your opponent's turn.

Action

7 Gold

Paid Militia

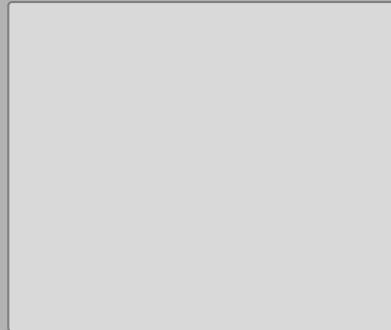


Shield any damage by paying one gold per damage until the end of your opponent's turn.

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
reroll the 🤔 die when
its value is needed.

Passive

12 Gold