

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 ● (red), earth ● (brown), water ● (blue), nature ● (green), magic ● (purple), gold ● (yellow) and chance ● (orange). 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 ● 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×● 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 $\bullet + \bullet$ damage to your opponent.

Action

12 Gold

Chaotic Avalanche



Deal $\bullet + \bullet$ damage to your opponent.

Action

12 Gold

Scalding Fog



Deal $\bullet + \bullet$ damage to both yourself and your opponent.

Action

12 Gold

Devastating Mudslide



Deal $\bullet + \bullet$ damage to both yourself and your opponent.

Action

12 Gold

Wild Seas



Deal $\bullet + \bullet$ damage to both yourself and your opponent.

Action

12 Gold

Magical Inferno



Deal $\bullet \times \bullet$ damage to your opponent.

Action

18 Gold

Arcane Meteor



Deal $\bullet \times \bullet$ damage to your opponent.

Action

18 Gold

Biblical Flood



Deal $\bullet \times \bullet$ damage to both yourself and your opponent.

Action

18 Gold

Ethereal Havoc



Deal $\bullet \times \bullet$ damage to your opponent.

Action

18 Gold

Flower Gardens



Restore ● HP.

Action

3 Gold

Lush Forests



Restore 2×● 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

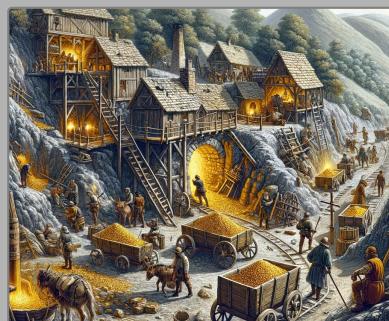


Gain 2×● gold.

Action

7 Gold

Gold Mine



Gain ●+● gold.

Action

7 Gold

Gold Panning



Free Market



Ancient Alchemy



Gain $\text{Yellow} + \text{Blue}$ gold.

Action

7 Gold

Gain $\text{Yellow} + \text{Orange}$ gold.

Action

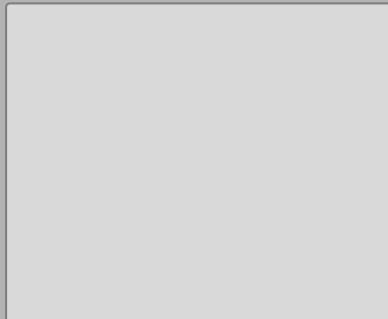
7 Gold

Gain $\text{Yellow} \times \text{Purple}$ gold.

Action

12 Gold

Water Reservoirs

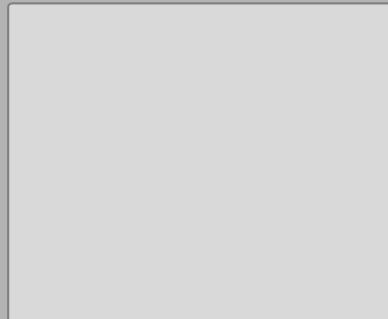


Shield Blue against Red damage until the end of your opponent's turn.

Action

3 Gold

Solid Infrastructure

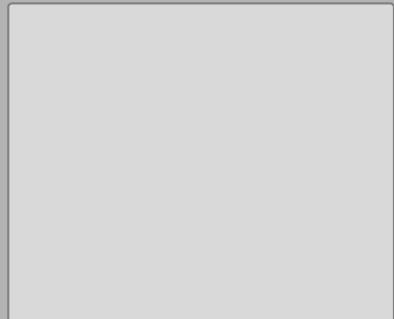


Shield Brown against Blue damage until the end of your opponent's turn.

Action

3 Gold

Natural Forests

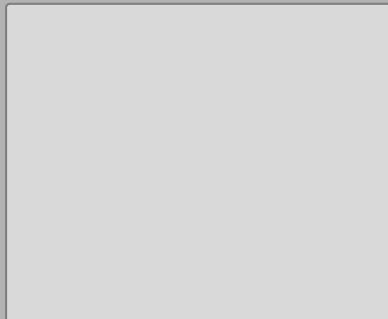


Shield Green against Brown damage until the end of your opponent's turn.

Action

3 Gold

Magical Barrier

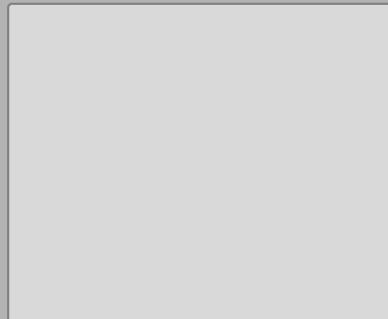


Shield Purple against multi-element damage until the end of your opponent's turn.

Action

7 Gold

Paid Militia

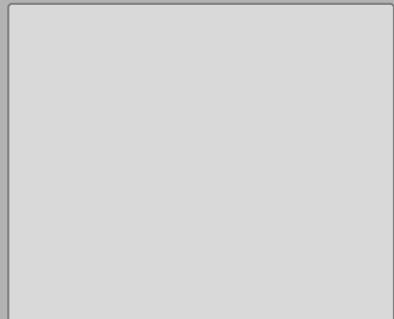


Shield any damage by paying one gold per damage until the end of your opponent's turn.

Action

7 Gold

Prometheus's Gift



Triple the strength of all your Red effects.

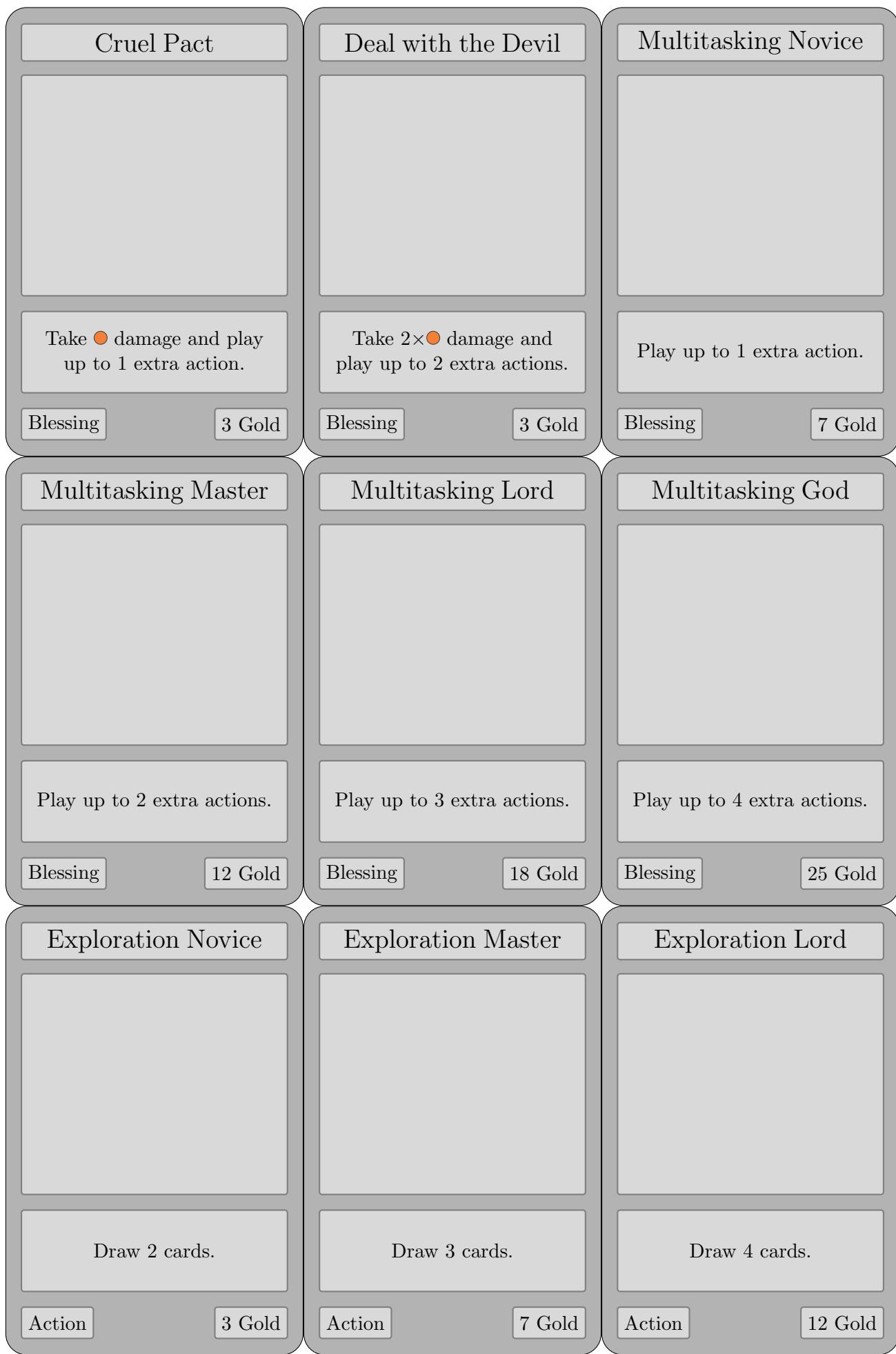
Action

12 Gold

<p>Gaia's Protection</p> <p>Double the strength of all your ● effects.</p> <p>Action 12 Gold</p>	<p>Poseidon's Trident</p> <p>Double the strength of all your ● effects.</p> <p>Action 12 Gold</p>	<p>Ancient Grimoire</p> <p>Double the strength of all your ● effects.</p> <p>Action 12 Gold</p>
<p>Nymphs' Grace</p> <p>Double the strength of all your ● effects.</p> <p>Action 7 Gold</p>	<p>Midas Touch</p> <p>Double the strength of all your ● effects.</p> <p>Action 7 Gold</p>	<p>Purism</p> <p>Double the strength of all your single-element effects.</p> <p>Action 12 Gold</p>
<p>Risk Aversion</p> <p>You may choose not to reroll the ● die when its value is needed.</p> <p>Passive 12 Gold</p>	<p>Gambling</p> <p>Reroll a die once.</p> <p>Action 3 Gold</p>	<p>Cheap Trick</p> <p>Change the value of a die by one.</p> <p>Action 3 Gold</p>

<p>Second Chance</p> <p>Reroll a die up to twice.</p> <p>Action 7 Gold</p>	<p>Sleight of Hand</p> <p>Change the value of a die by up to two.</p> <p>Action 7 Gold</p>	<p>Calculated Risk</p> <p>Reroll a die up to four times.</p> <p>Action 12 Gold</p>
<p>Smoke and Mirrors</p> <p>Change the value of a die by up to three.</p> <p>Action 12 Gold</p>	<p>Perspective Shift</p> <p>Flip a die over.</p> <p>Action 12 Gold</p>	<p>Trickster God</p> <p>Swap the values of two dice.</p> <p>Action 18 Gold</p>
<p>Mirror Wall</p> <p>Draw a card and look at your opponent's hand.</p> <p>Blessing 3 Gold</p>	<p>Mirror Table</p> <p>Draw a card and look at your opponent's face down cards.</p> <p>Blessing 3 Gold</p>	<p>Sneak Peek</p> <p>Draw a card and look at the top 4 cards of your draw pile.</p> <p>Blessing 3 Gold</p>

<p>Reconnaissance</p> <p>Draw a card and look at the top 4 cards of your opponent's draw pile.</p> <p>Blessing 3 Gold</p>	<p>Forecast</p> <p>Draw a card and look at the top 5 cards of the shop's draw pile.</p> <p>Blessing 3 Gold</p>	<p>Impatience</p> <p>Reorder your draw pile.</p> <p>Action 7 Gold</p>
<p>Sabotage</p> <p>Reorder your opponent's draw pile.</p> <p>Action 7 Gold</p>	<p>Magnetic Hands</p> <p>Move any card from your draw or discard pile to your hand, then shuffle your draw pile.</p> <p>Action 7 Gold</p>	<p>Weak Hands</p> <p>Your opponent must discard 3 cards from their hand.</p> <p>Action 12 Gold</p>
<p>Faulty Table</p> <p>Your opponent must discard 1 card from their face down cards.</p> <p>Action 12 Gold</p>	<p>Veto</p> <p>Cancel an action of your opponent and permanently remove this card.</p> <p>Action 12 Gold</p>	<p>All for One</p> <p>Discard 3 cards from your hand and play up to 1 extra action.</p> <p>Blessing 3 Gold</p>



<p>Exploration God</p> <p>Draw 5 cards.</p> <p>Action 18 Gold</p>	<p>Optimization Novice</p> <p>Permanently remove up to 1 card from your hand.</p> <p>Action 3 Gold</p>	<p>Optimization Master</p> <p>Permanently remove up to 2 cards from your hand.</p> <p>Action 7 Gold</p>
<p>Optimization Lord</p> <p>Permanently remove up to 3 cards from your hand or this card.</p> <p>Action 12 Gold</p>	<p>Optimization God</p> <p>Permanently remove up to 4 cards from your hand, discard pile or this card.</p> <p>Action 18 Gold</p>	<p>Wish</p> <p>Buy any available card in the game for free, then shuffle the shop's draw pile.</p> <p>Action 25 Gold</p>
<p>Deep Pockets</p> <p>You may reroll the shop and buy cards an unlimited number of times per turn.</p> <p>Passive 7 Gold</p>	<p>Express Shipping</p> <p>All cards you buy go into your hand.</p> <p>Passive 12 Gold</p>	<p>Reroller</p> <p>Shop rerolls cost 1 gold less.</p> <p>Passive 12 Gold</p>

Big Handed	Spacious Table	Cheapskate
Draw 1 extra card after your turn.	You have space for 1 extra face down card.	Face down cards no longer cost gold to play.
Passive 18 Gold	Passive 12 Gold	Passive 12 Gold
Proactive	At What Cost	Truly Blessed
Play up to 1 extra action per turn, but draw 1 card less after your turn.	Permanently remove a passive card upon buying this; play up to 1 extra action per turn.	Draw a card whenever you play a blessing.
Passive 18 Gold	Passive 18 Gold	Passive 18 Gold
Basic Income	Basic Income	Basic Income
Gain 1 gold.	Gain 1 gold.	Gain 1 gold.
Action 0 Gold	Action 0 Gold	Action 0 Gold



