

# Card Design Contest September

## Top 11 Cards

Card + Creator	Points
Noided Deevil by raqyee	16
Enrager by tsevech	11
Caulophryne by devildriven	10
Pureflesh Golem by Sorostoran	10
Catastrophe by vim	10
Hoarfrost Geist by nindo	10
Bloodweaver by skulldragon42	10
Silithar Blade by dewize	9
Blade Myriad by sinpathy	9
Dreamforger by Jaybirdmcfée	9
Tarred Reclaimer by mmf	9

**D U E L Y S I**  

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## Top 10 Cards of attheedge

### **10 Points: Caulophryne by devildriven**

It is strange that you choose the name of a fish, however I like the idea. Instead of negative effects the Shadow Creeps are now also supportive with this minion on board.

### **9 Points: Noided Deevil by raqyee**

I'm not sure about the meaning of the name, but the effect is very unique and the balance fine. The snowball effect shouldn't be too big since your BBS is limited.

### **8 Points: Soulbound Sampan by orthoceras**

I really like the idea here but I miss the Songhai-flavor. Like I said in the Discussion Hub I would have preferred it having Backstab. The card could be a bit too weak since a golem for 4 mana has the same stats and I don't really see an archetype it could fit in. I like the name.

### **7 Points: Crystal Crusader by MEgix**

The balance seems fine and the effect is very situational but it fits Vanar because of the synergy with Hearth Sister, Mesmerize, and other. The opponent has to care about positioning even more now.

### **6 Points: Vagrant Bloodmage by narasimha**

The name is very flavorful and the card's situational effect is compensated by high stats.

### **5 Points: Enrager by tsevech**

This, rather simple design is balanced and the effect is not always useful, but especially with artifacts this card is very strong and could also work as a finisher.

## Top 10 Cards of eudaimonia

### **10 points: Pureflesh Golem by Sorostoran**

Simple, yet very effective in carrying-out the design's purpose. Cost & statline seem well-tuned.

### **9 Points: Silithar Blade by Dewize**

Certainly 0 points on the naming, but the utilization of bloodbond on an artifact is novel and interesting. Egg instead of actual minion was a good balance call.

### **8 points: Plaguespreader by Althur**

Very natural incorporation of Shadow Creep, but I find this design acutely underpowered (I would either increase the quantity of SC generated, or adjust the statline, as Abyssal Crawler outperforms this by a mile).

### **7 points: Shadowsmith by Genkei**

I like how this design opens-up the design space for more artifact support in Abyssian. Well-balanced with an overall safe approach to stats and the ability's scope.

### **6 points: Enrager by Tsevech**

A fine 3-drop for Magmar. Well-balanced, and I appreciate the consideration between Celerity and the end result.

## Top 6 Cards of bolthero

### 10 Points: Catastrophe by vim

This card is quite strong and its a extreme power creep to Pandora in fact I would turn this into a structure and call it Pandora's box but that's just me I feel like the stats need to be reduced huge degree by either making it's stats extremely weak by making it a 0/4 for 6 or a 0/3 for 6 .

### 9 Points: Blade Myriad by sinpathy

This card is strong but it might be extremely weak in a minion heavy meta like this. This would be extremely strong in the mirror but its really a Keshrai without a body. Still I love the flavor of this card in Songhai.

### 8 Points: Emperor Sargos by anjosustrakr

I love the effect of this card as it's a Control Win con hell not even a Win con its a "Scoop" I lost if he gets the monolith off because once it's off you're on a clock on either you'll win hell you'll lose the turn the monolith goes off in some decks. But here's the problem its actually super slow and requires protection like the true Sargos I could even see more cards that add monolith pieces.

### 7 Points: Iceshard Spectre by xhanx

A more conditional Azurite Lion that requires your BBS to up to reactive still it's a cool mechanic that would be great in Vanar I'd rather see this be from reactive this minion to actually Bloodbond: Gain 1+/1+ and frenzy.

### 6 Points: Sol Commander by magnusjun

Amazing effect but the cost of this minion needs to go up to a 3 drop hell even a 4 drop with a Open Gambit like that since in Argeon it permanently makes your general a 4/25 and if you have regalia 6/26 Actually this should be a 5 drop with an effect that strong. But in Zir'an it would be fair a little controlling but I think that what he was going for I'd rather see the card be a 5 mana 4/2 Zeal: Bloodblond: Your Bloodborn Spell can target your general.

## Top 10 Cards of hellcat

### **10 points: hoarfrost geist by Nindo**

A cute vespyr that can be summoned from hand, but has 2 mana cost anyways for it's 2/2 stats and flying keyword. I think being able to summon minions from your hand through other means (that isn't having an unseven drop a vorpal reaver) is a nice mechanic that should be explored more in Duelyst as long as it's balanced in this case. It sacrifices your hand and efficiency for tempo, and the body synergises great with the vespyr archetype which i've always liked.

### **9 points: Dream Forger by Jaybirdmcfee**

It's nice to see he made his own artwork and neat bit of lore. I think it's his own sprite artwork? Anyways, this cutely ugly little critter's bloodborn effect bring more grow to our games, which is a keyword I personally like seeing, as it's one of the most manageable "clock" types of gameplay. You can kite around growers, dispel them, and whatnot, but with these guys running around you can't possibly dispel every little grow.

### **8 points: Deepfire Sacrificer by Gabriek**

Woo, deathwatch support! While costly, it solves deathwatch abyssian's problem of either having no tempo at all and being a limp beatstick all game, or having to make a bunch of weenies survive an entire turn.

### **7 points: Noided Deevil by Raqyee**

I might be biased towards likin Abyssian, but I think this minion opens up a lot of possibilities. While not directly supporting any archetype beside deathwish, it's immunity to sticking debuffs(that aren't dispel) makes it a sticky minion. Also, Deevil > Rebirth > BBS shenanigans.

### **6 points: Bloodfrenzied Imp by nwardezir**

A very simple card with a nice effect. A 2/3 body that trades in the powerful OG's on rust crawler, mystic, and primus for a statboost, and the random nearby tile allows it to reach enemies or places it otherwise wouldn't be able to reach. While this effect is RNG and yes, we all hate RNG, I would say it's a good form of rng that keeps things different every match. I find it interesting and worth playing with despite it's simplicity.

### **5 points: Blood Chalice by Seththeseal**

I like structures, blood chalice especially seems fun to have. 3 mana to bank up on more BBS casts and grow your hand gradually allows for interesting games.

### **4 points: Exiled Necromancer by Ezekeel**

Swapping BBS allows for some very interesting plays - for both parties! It's 3/4 body isn't that much of a nuisance by the time the general's BBS is first useable, and the enemy could spend resources on destroying it to gain back their BBS, or not. Maybe Lilithe does want to keep kinetic surge after all.

### **3 points: Atar teachings by Nubirak**

Ooh, I like the lore on this one. I always found sand howlers to be interesting cards and force more minion-to-minion slugfests. While floodign the board with 3/3 magic immune cards for 1 mana every two turns might seem ridiculous, it's still an artifact that can be destroyed easily, and at just one cast it's underwhelming.

### **2 points: Reflection Jester by Dyanus**

Dyanus himself really summed up pretty well what this card will bring, but I'm unsure exactly how balanced it is, as having sticky arcanysts with high health that were hard to remove's balancing point -is- the fact that you don't lose by immediately removing them, because their attack is limited.

### **1 point: Runic Resonator by Nashiok**

While by nature disallowing enemies from using/playing cards/abilities is rather toxic, I still find that Runic Resonator's effect isn't that oppressive, easily dealt with at it's cost and stats, yet allows for some strategic thinking on both sides on how to play it. Besides, it's a structure, which I would like seeing more in Duelyst.

## Top 10 Cards of nullaurelian

### 10 Points: Bloodweaver by skulldragon42

I found this design to be an interesting concept. Though it is 6 mana, I would expect that it would be more commonly played turn 7. The reason that BBS's are important is because they do not cost a card slot. Here, we see the ability to create card advantage in a manner similar to Alcuin Loremaster. While a 3/5 is moderately tanky, at 6 mana it is very much a value card which greatly benefits existing synergies and potentially brings forward cards that would otherwise be considered a waste of a slot.

### 9 Points: Tarded Reclaimer by mmf

This card is a tutor, and interestingly enough it also discourages some replaces which is counter to a core mechanic of the game. Because of how this effect is worded you can 'sculpt' the cards you potentially get back. If this effect was placed on a minion with more health I would say it would be broken but the 3-health breakpoint is incredibly important. I think this could be an interesting deck choice for decks that have lots of good options and perhaps not enough space for all the cool tech they might want.

### 8 Points: Owlbeast Occultist by leftbank

This minion seems interesting. More specifically, I think that the ability is very strong. Filling your hand with spells is very strong - even if the spells are weak they still can be replaced for better cards. The passive ability is what makes this card a very interesting tradeoff. By making BBS cost health, it creates a late-game clock against yourself unless you kill it.

### 7 Points: Gravity Beast by painfulelegy

Reverse Repulsor Beast. More importantly, it is a way to force Vanar's opponents to fight at a disadvantage. Infiltrate has always seemed to be a weak ability - you could play around it by being aggressive since Vanar had no way for punishing you playing that game. Here we have a minion that generates value by pulling stuff in to infiltrate range, allowing for core cards such as Snowchaser and Crystal Cloaker to trade up.

### 6 Points: Heartstopper by oranos

An alternate to Staff of Yikir for control decks. I say that because the card is designed to disrupt it's opponent's designs since most decks are built around the availability of Blood Born Spells. As an artifact, this card is incredibly fragile. As a Veteruvian Artifact, it is doubly so since everybody kills Veteruvian artifacts to prevent value. However I worry that it might be too strong at 2 mana, which allows for early combos with Wildfire Ankh. An additional concern is whether it procs off of each instance of damage or only once. If those two issues could be ironed out, I would say this would be amazing.

### 5 Points: Suntide Seraph by ssdrsh0

A Lyonar control card. Lyonar's shtick has always been beat opponent face in with overstatted minions. Here we see the opposite - a support minion that wins the game without relying on combat. The issue I have with this design is that it does very little to encourage Zir'an over Argeon for a general choice.