

Card Design Contest October

Top 10 Cards

Card + Creator	Points
Eternal Preservator by Raqyee	42
Illusory Horror by Arglaze	20
Ostracon Hypnotist by Envest	16
Frozen Sprite by Orthoceras	16
Caterwauling Skyra by Hellcat	14
Ethereal Archon by Phayze	12
Dark Sapling by Moses000	11
Mind Reader by gsValhalla	11
Dream Delver by GibberingMaw	10
Hallowed Horsemen by Mebler92	10

AtTheEdge's Top 6:

10 Points: Eternal Preservator by raqyee

This card has an interesting name as well as an interesting effect. Putting cards into the deck instead of into the action bar was never seen before in Duelyst. Because of that, you will probably never see the tears in your action bar and it has no immediate effect. That's why the card is balanced and my top card of this month.

9 Points: Ostracon Hypnotist by envest

With the same cost and combined stats like Dancing Blades it offers a unique effect. It can't be played around, but you still have the simple option of replacing the affected card. I think the name is great for this kind of card.

8 Points: Frozen Sprite by orthoceras

The immediate impact for a four mana spell is very low, but if you get the Dying Wishes to trigger, it offers great value. In general, directly interacting with the opponents action bar is not a great idea, but it can be played around very well. I like the names.

7 Points: Caterwauling Skyra by hellcat

While the name is a bit weird, I do like the effect. It seems balanced and can be played around, but it creates pressure onto the enemy. However, I don't think this really fits the Abyssian.

6 Points: Illusory Horror by argblaze

This would be a broken card for four mana, but fortunately you deliver the solution directly to your opponent. I can't really see competitive uses for this, because it is very situational and just playable if your opponent has six cards on hand. This card might be best in Starhorn against control decks.

5 Points: Radiant Crusader by nelf

Interesting concept, though it might be a bit too strong. Otherwise it has only immediate impact when combined with other cards. Cool names.

Oranos' Top 10:

10 Points: Eternal Preservator by raqyee

a great card that gives vanar some much needed healing. my only concern is the mass insertion of the same card into the deck.

9 Points: Obsidian Jailer by megix

i like the idea of being able to hand over minions in exchange for draw. we have mind steal, dominate will, reaper ot9m, but this gives your opponent a choice with a serious enticement to use it.

8 Points: Reva's Compromise by sirplaysalot

a serious dilemma for songhai. give your enemy -1 cost for all cards vs draw 2. if they have >3 cards its probably no, but it could be the last ditch effort to get the pieces of a combo while still being cheap enough to play other cards along side it, unlike heavens eclipse.

7 Points: Poison Hex by shkar

abyssian needs more debuff cards and this fits extremely well. if this card was in game, it would be a staple card without being broken.

6 Points: Young Harpy by moby

a simple, balanced card that can potentially ruin your opponents turn. who said well designed cards had to be complicated?

5 Points: Kinsbane by aureon

taking cues from emerald rejuvenator with the 4 mana 4/4 with equal effect for both playes, but with an interesting twist since it could either make a cheap minion worthless or ramp a strong minion for either side. aymara healer vs bloodtear alchemist is a pretty big swing, but in general its a good effect that adds some tension (though wouldn't help at all against kara).

4 Points: Writer's Block by thegreatersea

an excellent addition to wall vanar. at best its a 6/3 provoke like an inverted primus shieldmaster without movement and dies to dispel. the health could be bumped up to 5 or its cost dropped to 3 and still not feel OP.

3 Points: Ethereal Archon by phayze

a balanced card that is potentially powerful with replace synergy, but is useless alone. could make dueling kron's easily tip in your favor.

2 Points: Dark Sapling by moses000

a creep version of dark seed, but more playable. while it has the downside of potentially overlapping with with existing creep and setting variable amounts of creep without any control makes up for the lower cost compared to shadow nova and seed.

1 Point: Caterwauling Skyra by hellcat

an interesting effect that while somewhat easy to play around will make them wonder if that combo is worth it or if keeping their hand is worth the damage.

Eudaimonia's Top 5:

10 Points: Eternal Preservator by raqyee

Very well-balanced, indirect interaction that manages to serve a clear and substantive design purpose by supporting late-game/sustain Vanar. Excellent execution.

9 Points: Dark Sapling by mooses000

Brilliant simplicity; this serves as a natural (and very flavorful) counterpart to Dark Seed. While I do have some minor concerns over the balance (especially as P2 [T1 this, T2 8/8 Abyssal Juggernaut]), I believe the randomness and time-usefulness limitation lend even it out. Again, the simplicity and "naturalness" of this design are refreshing.

8 Points: Ostrakon Hypnotist by invest

I love the flavor here, and I appreciate the design interaction here, especially with the opponent's ability to replace away larger threats to minimize this card's effect. I also appreciate your consideration for the 5-slot, as greater diversity (especially within faction) is always a bonus.

7 Points: Mind Reader by gsvallhalla

Certainly 0 pts for the naming, but overall I think the ability with this design is brilliant. Not only is there a direct interaction, but it also provides a fascinating information-gain dynamic while circumventing the need for additional UI elements. Very well-done.

6 Points: Justita by telvoc

The ability of this design is one I'd hoped to see more of, as it so perfectly lends itself to action-bar interaction as a proxy for anti-aggro/zoo. I appreciate the simplicity here, and I think the cost/stats are well-tuned.

Narasimha's Top 5:

10 Points: Illusory Horror by argblaze

An ideal balance of cost, stats, and effect. Get out a strong minion on the board, then give your opponent a way to deal with it. If their hand is full, too bad for them.

9 Points: Abyssal Blightcaster by freud

Just the right amount of balance. The minion has a good body, and the curses are neither weak nor overbearing. They're more of a constant irritation, which is a good effect.

8 Points: Frozen Sprite by orthoceras

Low initial value, but the Dying Wishes more than make up for it. Plus, it's super vulnerable to dispel, so that offers even more counterplay.

7 Points: Seething Zealot by dyingday

Super aggro minion incoming. The idea is definitely solid, get out a huge minion early but ramp up your opponent, but the stats are just a wee bit too overtuned.

6 Points: Caterwauling Skyra by hellcat

Simple yet effective. Has a strong effect, but also has clear counterplay. My only concern is the 3 damage, 2 seems more fair. Not every deck has the ability to spit out their hand.

Nullaurelian's Top 10:

10 Points: Dream Delver by gibberingmaw

Similar to the Sphynx's Riddle card, this creates a minigame of hot potato between the two players. However it does not disrupt your opponent's mana curve but instead grants replace fodder for both sides. Actually similar to Spelljammer in that sense. Interesting psuedo-draw. Also has an interesting mirror to Dream Gazer.

9 Points: Ethereal Archon by phayze

Replace decks have been aching for more threats or ways to create a payoff for a long time. This card does so at a competitive price point., but requires board presence to do so.

8 Points: Self-Serving Gift by moonsal

An extra replace for combo decks with an attached risk of discarding your own combo. Also attempts to clog up your opponent's hand with cards, but that is secondary compared to the ability to replace and trigger spell synergies.

7 Points: Blight Guard by averda

A strong body coupled with a drawback. This minion could be compared to Chaos Elemental. In exchange for not moving around randomly, this minion gets +2/+3 and summons a random minion from your opponent's hand with 2 or less attack. At 3 mana this does not easily chain into Zen'rui and does not benefit from having first turn.

6 Points: Traitor of Mar by alkyone

Another variant on the High Hand mechanic. Against the most aggressive decks I can see this as a 5/5 for 3 easily. It would more likely be a 3/3 for 3 however, and against control and midrange it will be useless or overcosted for it's stats. Also can be used to deter silence effects, which is actually very powerful.

5 Points: Mind Reader by gsvallhalla

An interesting take on the mechanics of High Hand. In exchange for on average worse stats, this minion gives insight as to what your opponent's hand looks like. On average I could see this minion entering as a 3/3 for 3 which as isn't bad compared to the baseline for 3.

4 Points: Portal Summoner by nicon

I like this minion. It plays towards Veteruvian's strengths, namely Siphon Energy. I only question whether the body is too strong for the cost. Also is devastating when it hits a rush minion, but that is the same with other cards with similar gimmicks (ie Reaper of the Nine Moons). Certainly an aggressive card I think, but also possibly good in Sabo Vet.

3 Points: Eternal Preservator by raqyee

Vanar has always suffered a lack of native healing capability, which at first glance this card seems to fill. However, the ability triggers off of enemy cards in hand, not cards missing. This gives healing versus control decks but healing is most desperately needed for situations involving potential burst damage Compared to Primus Shieldmaster it seems to have the

same stats with an addition of cantrips and a lack of provoke. Would be fun in Arcanyst Vanar.

2 Points: Jadeite Chains by minerium

Definitely a Starhorn card. This adds an increasing number of cards that could make a sabotage-Magmar possible. This card however, is not a 4 mana card – it is 5, with 1 to ensure that the effect is triggered once. Flip side of this is that this could easily be used by aggro to restock hands with cards from your opponent's deck.

1 Point: Spymaster Kamara by karma97

An interesting card for Lyonar, Spymaster comes in at 6 mana which is not a particularly contested spot for Lyonar decks. For 6 mana this seems to be very understated. However, it's ability seems to be very interesting with one problem – it creates a massive board state without actually reducing the number of cards in hand. I found this interesting because it puts minions into your opponent's deck which can be turned against it's originator. Interesting, but I don't know how much it works with lore/balancing.

MartinSilenus' Top 10:

10 Points: Hallowed Horseman by mebler92

I like this card a lot, since it alters the flow of the game greatly while it is on the field. It is hard to say how powerful it will actually be, but the cool situations it will potentially bring to the game are worth giving it the first spot.

9 Points: Eternal Preservator by raqyee

Healing for Vanar? What sorcery is this? Jokes aside this is a cool card which requires skill and foresight to play properly – you have to choose carefully when to drop it for maximum effect. Having no immediate effect is compensated by the strong statline, making the card potentially pretty viable.

8 Points: Hazehound by thefirstgokun

A bit of a meme card, but potentially useful nonetheless. Refilling both players' action bars is an interesting effect by itself and putting a bunch of dreamgazers into the equation makes it even cooler. It can prevent the opponent from drawing anything useful if they are too low and let you flood the field with garbage and draw actual cards if you have health to spare.

7 Points: Dreamweaving by okojo

This card is ridiculous. But I still love it. Essentially the Magmar version of Koan of Horns it can result in some extremely entertaining stupidity in the endgame. Also has potential to actually be very powerful, but it's hard to say for sure without actual testing.

6 Points: Wheel of Fortune by whalewiskers

The design is a bit convoluted, but I really like the general idea of the card. You get a really powerful card, but the opponent has control over what exactly you get. I am not sure how balanced the current version of the card is, but overall the design is neat.

5 Points: Red Queen by excogitator

A very powerful and well-balanced card in my opinion. Nothing too fancy, but if the opponent has no answer for it, a couple of turns will make their life a hell of a lot harder. The effect is also offset a bit by the replace mechanic, so I think the card is pretty fair overall.

4 Points: Illusory Horror by argblaze

A rather straightforward design. An extremely powerful minion which has a rather interesting downside you can compensate for in a number of ways. Potentially completely broken with Starhorn if you manage to fill your opponent's hand before playing it.

3 Points: Jadeite Chains by minerium

A really cool design for giving you stuff you shouldn't have. Creates potential for some really interesting plays and makes Starhorn a bit more viable.

2 Points: Disseminate by eve

A pretty interesting card. You have to carefully choose when to play it and to consider how it will affect you. The effect is curiously balanced – if you hit some early game minions it will actually help your opponent since magmar battle pets are pretty strong.

1 Point: Mind Crush by legendarypig

A simple and powerful design which can help Starhorn a lot. You won't have to worry too much about the opponent getting better cards from their draws than you – this card will ensure you have a bit of a safety net after drawing your opponent a full hand with your BBS.