

Provision Nerf

1. **Novigrad** - card is still so good and abusable for carryover that it even sees play in Cove Gangs netdeck, where it lacks synergies.
2. **Simlas** - Simlas is a high end win condition card, used mostly with Vanadain into Waylays or 2x Bountiful Harvest. This nerf is necessary sooner or later.
3. **Slave Driver** - Soldiers do not feel so strong in meta right now (also because of weak Enslave matchup), but Slave Driver is too efficient and versatile at 5 cost compared with most other cards.
4. **Spring Equinox** - good tempo, easy to play in Nature's Gift; nerf needed to incentivize more complex decks and buffs to other Symbiosis cards in the future.
5. **False Ciri** - backbone not only for classical Hospitality builds, but also many other decks running package of FC+Milton+Sangreal for pure points. Very high ceiling for very low cost, deserves a provision nerf.
6. **Dimun Smuggler** - going in line with Slave Driver and Equinox nerfs - Dimun Smuggler is 10 for 5 + removal support proven a ship is present on the board. Moreover it enables Freya's Blessing for the same points.
7. **King Of Beggars** - KoB helps to polarize Syndicate decks, make them better short round and having consistent access to spender. "~13 points Roach" with utility, inviting Tribute cards even in decks where they do not perfectly fit otherwise.
8. **Kaer Trolde** - leaving more space for 'red' Self-Wound decks
9. **King Demavend** - compare power of this card in NR Zeal with Oneiromancy for justification.
10. **Overwhelming Hunger** - just for more variety after Deathwish netdeck lost a couple of points in the preceding balance councils and became seldom on ladder
11. **Master of Puppets** - because Mya-Mon needs a nerf. Jokes aside, Master of Puppets at just 1 excess provision cost is extremely cheap for its ceiling (compare with Regis: Higher Vampire). Provision nerf would help to make it less frequent as a surprise card in decks like Renfri Soldiers on ladder.
12. **Viy** - to free space for buffs to consume (power nerf in the future if necessary)
13. **Invigorate** - this leader ability is outshined by Precision Strike deck very similar to classical Renfri Handbuff. In direct comparison Invigorate version is inferior, lacks control and consistency, so higher prov gap should incentivize more experiments, also with other Invigorate builds

Power Nerf

1. **Sove** - weakening pointslam high-end, incentivizing Warriors builds other than Patricidal Fury
2. **Torres Var Emreis** - removing another point from unhealthy high Torres 1st form reach
3. **Svalblod** - same justification as Kaer Trolde plus making Svalblod more prone to removal. Would also impact Svalblod resurrected with Sigdrifa and played from Compass.
4. **Brewess:Ritual** - a little mitigation to Deathwish tempo abuse with Urn of Shadows from blue coin.
5. **Corrupted Flaminica** - 2 points nerf in the context of replay with Fucusya; Flaminica is outstanding payoff for Beast decks and deserves slight nerf to make buffs to Beasts less constraint in the future
6. **Artorius Vigo** - 12 points instant value on Nauzicaa Sargeant is a bit too much for an Assimilate engine
7. ~~**Fallen Knight** - Firesworn is already decent even if unpopular. The revert has to be done sooner or later to free space for buffs to other FS cards; in a game balanced around 4 provision specials, 5 power FK abusable with Hemmelfart is not healthy but for one or two seasons of curiosity.~~
8. **Radovid** - very good carryover card, which furthermore is coupled with Radovid:Iron Judgement and autoinclude with leaders like Stockpile. This change should make it harder to get carryover through, probably incentivizing use of zeal givers. Moreover abuse with Decoy in decks like Melitele would become harder.
9. **Rainfarn Of Attre** - still unplayed in mainstream enemy boost decks. But for conditional short round, Rainfarn is already a very strong long round card if having a little support. Probably the last buff to make on this card.
10. **Milton de Peyrac-Peyran** - very strong and hard to remove card in Enemy Boost decks; for example if combined with Sangreal and enemy boost converted 1:1 to own points, then Milton plays for 24 points!
11. **Travelling Priestess** - this nerf has to be done at some point. Provision nerf instead would simply make TP netdeck include Musicians of Blaviken.

Provision Buff

1. **Grand Inquisitor Helveed** - inviting Golden Nekker Firesworn with Sacred Flame as artifact
2. **Cerys: Fearless** - inviting more play with red Self-wound and also Golden Nekker builds.
3. **Hjalmar: Seawolf** - overcosted
4. **Serrit** - the one from NG trio who deserves buff most
5. **Living Armor** - inviting Golden Nekker Forge and slightly buffing constructs package in general
6. **Olaf** - another support for red Self-wound and Golden Nekker
7. **Drummond Shieldmaiden** - overcosted thinning card; if too good with Cerys An Craite, then Cerys may be nerfed (but I think it wouldn't be necessary)
8. **Doadrick Leumaerts** - buff to consistency in NG (or maybe even SY?!) as well as Hyperthin shenanigans
9. **Land of Thousand Fables, Avallach: Sage** - buffs to promote consistency, also in Golden Nekker decks
10. **Yennefer of Vengerberg** - unplayed, would incentivize more experiments with Swarm, also Enemy Boost.
11. **Ulfheddin** - unplayed now, could be good tall punish support in GN Skellige decks, or even a value card in midrange decks
12. **Knighthood** - this card should be buffed to the point it becomes a payoff rather than consideration in Knights decks. The only downside is it could tutor Defender, which brings consistency to some creepy abuse NR.
13. **Salamandra Abomination** - this card requires poison support to shine and doesn't make the cut even if in Poison focused SY decks.
14. **Wyvern** - would be just a filler bronze, but MO needs such card to secure The Manor's Dark Secret and/or play midrange Highlander decks
15. **Selective Mutation** - this card wouldn't be played in any witchers decks other than NR unless costing zero provision.
16. **Duen Canell Guard** - Gift lacks proactive play in 4-provision slot and this card is unplayed. Would be very strong from blue coin in Symbiosis, setting up removal very quickly.
17. **Ronvid The Incesant** - this card is underrated and probably should cost 6 provision, but a season at 5 cost could make him more popular with new interesting decks. Buff to swarm
18. **Mercenary Contract** - weak card, can be interesting to chain Crimes with Ferko as target; flashy chains are what's missing in Crimes (imagine Contract into Ferko into Excommunication)
19. **Sirssa** - Sirssa is not a final round card, nor abusive one and shouldn't cost this much.
20. **Freixenet** - buff to Devotion Gift. Freixenet is a great engine, but tends to overswarm in a long round.
21. **Imlerith** - with Naglfar and Dol Dhu Lokke effects not being exploited in Monsters, Imlerith deserves a buff.
22. **Germain Piquant** - opportunity for Swarm Nekker decks, slight buff to Melitele

Power Buff

1. **Vicovaro Novice** - doesn't catch up in power to current baseline; support for Hyperthin
2. **Lyrian Scytheman** - incentive for NR Swarm; at 4 power this card felt underwhelming in practice in spite of good 12 points ceiling. Also a buff to Uprising.
3. **Back Alley Chemist** - in spite of Wretched Addict having +2 scaling for zero provision cost or Mutant possibly being +4 per self-poison played engine, Salamandra themed SY sees no play, because only Gellert could conveniently setup these cards. BAC at 5 power would make it easier - worth testing out.
4. **Cockatrice** - maybe Beasts are not the best developed MO archetype, but Cockatrice definitely needs to have at least 6 in poison reach.
5. **The Greater Brothers** - because of synergy with Arena Endrega and heal cards, +1 power matters a lot. Using Insanity we could then go to 1 power, and Bekker's Mirror would play for 20 points (in the context of incoming armor payoff) rather than 16, Arena Endrega for 14 rather than 12 in Jackpot and so on.
6. **Archespore** - due to its condition trigger, Archespore would be balance at 5 power for current Gwent standards. This buff should go along with power nerf to Brewess: Ritual, so that greedy highroll of single Archespore from Brewess isn't so high tempo.
7. **Barghest** - at 4 provisions it would replace other consumes, so power buff is the only direction. Doesn't improve anything against tall punish, but floor of this card becomes is better.
8. **Boatbuilders** - at 5 power this card is just too slow. To see it clearly, compare this card with Dwarven Chariot before 3=>2 power nerf - lower tempo, easier to remove, archetype with less straightforward payoff.
9. Kaedweni Cavalry & **Watchman** - The first is just deserved and the card is likely to still see little play. The latter incentivizes protecting cheesy threats, but also helps to exploit other shield interactions. Worth checking out for a season and reverting if too clowney.
10. **Temerian Drummer** - as Gwent wisdom shows, buff is generally weaker than damage. There is a limited number of cards supporting boost NR, so power buff is more appropriate than provision buff here.
11. **Ghoul** - buff to technical Monsters big bois; Ghoul is put in the shadow by Incubus usually doing same job with better average value and ceiling.
12. **Magpie** - power buff to not mess up further Eventide Plunder played for spender.
13. **Aen Elle Slave Trader** - rich effect, but unplayed in meta Frost
14. **Harpy Egg** - buff to non-Succubus Deathwish, indirectly to Maerloorn and Necromancer's Tome
15. **Imperial Golem** - very deserved buff for Hyperthin/Constructs, especially comparing this card to Berengar.
16. **Morenn** - with lock being usual pick, this factional card should be at least as good as Dorregaray.
17. **Sarah & Johnny** - more incentive for flashy special chaining decks; maybe these cards are more unexplored than underpowered
18. **Braenn** - this card looks very underwhelming, but thanks to order has great synergy with Schirru; there is a chance it becomes a consideration when reaches 6p/6c or 5p/5c
19. **Vreemde** - soldiers swarm needs a real payoff

20. **Etriel & Muirlega** - unplayed at 4 power, could incentivize Golden Nekker deck playing both units in one turn.
21. **Kerack Frigate** - due to board crowding problems, this strong engine deserves a bit more power. Incentive for Swarm NR.
22. **Sapper** - no brainer, Sappers deserve immediate revert after Double Madoc nerfs.
23. **Botchling** - support to two unplayed archetypes: boost NR and Cursed
24. **Albrich** - very needed buff to Albrich Hyperthin; power buff improves it more than Renfri Midrange Tactical Decision with Albrich.
25. **Anna Strenger**
26. **Lieutenant Von Herst** - this card is conditional and shines mostly in Round 1 (in R3 typical Firesworn would overcrowd the board with Herst), where helps to prepare Fallen Knights.
27. **Kayran** - power buff is better than provision buff in this case, because consumes are necessary part of final round hand. Also opportunity for various gimmick ideas and evasion of opponent's control (imagine Golden Nekker where board is filled and consumed with Keyran played from Arcane Tome into tutor in one turn)
28. **Saesenthesis: Blaze** - underpowered finisher in Dragons package; probably deserves to be 3 or 4 power.
29. **Artis** - this card supports a unique strategy and deserves to be more staple and harder to remove.
30. **Geralt: Axii** - overcosted and Witcher specific