The following card designs are based on the concepts described in my other PDF (such as extended positioning, modified gold immunity, 3 rows). Provision costs are not given here, because balancing some cards in the vacuum for a nonexistent game is kind of impossible (keep in mind: bronzes don't have provisions costs anyway). The average value of cards is increased compared to the power level of current Gwent (august 2019). This would make it easier to balance the game. Some of the mentioned abilities could be tied to a specific row even if it isn't explicitly stated so here.

The following cards show some examples of how extended positioning can be utilized, what kind of tutoring cards I think are desirable or just card designs I believe are interesting (note: I've readded the strengthen ability and armor for some of these cards).

Scoia'tael

Card 1:

Color: bronze

Strength: 3

Ability: Deploy: Spawn a [insert name] trap on the opposing side of the board.

[insert name] trap:

Strength:1

Ability: Appear face down. After one turn at turn start, flip over and deal 8 damage equally distributed among surrounding units.

Card 2:

Color: bronze

Strength: 3

Ability: Deploy: Boost up to two surrounding units, which are not boosted yet, by two. Repeat that ability every two turns at turn start.

Card 3:

Color: Silver

Strength: 8

Ability: If this unit is surrounded by at least 3 dwarves gain resilience

Skellige

Card 1:

Color: Bronze

Strength: 5

Ability: Counter: 4. Everytime an ally gets damaged on your turn remove a counter. If it reaches zero play a copy of [card 1] from your deck. Damage an ally by one.

Card 2:

Color: Bronze

Strength: 7

Ability: Deploy: Discard a nongold unit from your hand. If it doesn't have the veteran tag, give it the veteran tag, then draw a card.

(Veteran: Everytime this unit enters the graveyard, strengthen it by 3.)

Card 3:

Color: Silver/Gold

Strength: 7

Ability: Deploy: If the units adjacent to it are both damaged, discard a unit from your deck and strengthen it by 2. If the units behind and in front of it both are damaged reset them.

Monsters

Card 1:

Strength: 2

Color: Silver/Gold

Ability: Deploy: Consume a bronze ally. Play a copy of that unit from your deck.

Card 2:

Color: Bronze

Strength: 5

Ability: When an enemy dies due bleeding, play a copy of [card 2] from your deck.

Card 3:

Color: Silver/Gold

Strength: 7

Ability: Everytime an enemy dies under fog, spawn a wolf token.

(wolf token: strength 3, no ability)

Rabid wolf (rework):

Color: bronze

Strength: 5

Ability: Deal 3 damage. Increase the initial damage by one for every wolf on your side of the board

Northern Realms

Siege Tower:

Color: bronze

Strength: 6, Armor: 3

Ability: Every turn at turn end move to the next row on the same column if possible and boost adjacent units by one and give them one armor.

Card 2:

Color: bronze

Strength 9, armor 3

Ability: *Protect* the unit behind it from damage. If another copy of [card 2] is adjacent to it, protect it also from other effects.

(Protect: Specified effects which target the protected unit, will affect the protector instead;

To clarify: "it" both times refers to [card 2], other effects = lock, destroy, bleed, …)

Card 3:

Color: silver/gold

Strength: 8

Ability: Every two turns at turn start give all other units in this column a shield.

Nilfgaard

Card 1:

Color: bronze

Strength: 7

Ability: Deploy: Gain Vitality for x turns, where x is equal to the number of spies on the opposing column and apply bleeding for y turns, where y is equal to the number of spies on the opposing row.

Card 2:

Color: Silver/Gold

Strength: 9

Ability: Deploy: Destroy all spies on the opposing row. If at least two spies were destroyed this way play any bronze unit from your deck.

Card 3:

Color: Silver/Gold

Strength: 6

Ability: After two turns at turn end seize the bronze unit with the lowest power of the opposing column and lock it.