Citadel of Swords Design Bible

# Map Design

## Ruins

-There should be around 20 ruins on the map.

-We expect players to receive 12 ruins total.

### By Wave:

1. 2-3
2. 1-2
3. 2-3
4. 2-3
5. 1-2
6. 0

## Ruins Count:

**Lakeside:** 23

**Delta:** 21

**Mountain Pass:** 15

**Snowmelt:** 20

**Crimson Islands:** 20

**Lakeside Hard:** 21

# Content Design (WIP)

## Units

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Energy** | **Power** | **Health** | **Stam** | **Text** | **Type** | **Rarity** |
| Conjured Imp | 0 | 6 | 15 | 3/4 | Duplicate | C | C |
| Cyclops | 1 | 120 | 100 | 1/3 | Sight range 1 | M | R |
| Demon Soldier | 3 | 6 | 40 | 3/5 | **Flying** | M | U |
| Devourer | 2 | 5 | 20 | 4/6 | **Enrage**: +1/+1, **Victorious**: Full Heal |  |  |
| Dwarf Architect | 2 | 4 | 20 | 3/5 |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Spells

## Relics

## Enemies