

# PENANCE

## The Vestige Bloodlines - Complete Deck & Equipment System

Absolution Through Steel

Generated deck-equipment-system

# The Vestige Bloodlines - Complete Deck & Equipment System

**Faction Motto:** “MEMORIA MORIENTES” (We Are The Memory of the Dying)

**Playstyle:** Mutation swarm, pack tactics, biomass harvesting, bloodline synergies, aggressive snowball

**Core Mechanic:** Biomass Tokens + Bloodline Strain bonuses - Harvest from kills to trigger mutations and empower your specific bloodline

**Frame Type:** Hunter (5 SP per turn)

## Design Philosophy

The Vestige Bloodlines are dying. Not slowly, but generationally—each child born more feral than their parents, each generation closer to mindless beasts. They pilot Caskets not for power, but for **survival**—the neural threads are the only thing keeping their minds human and their bodies from transforming into Abominations.

Every card reflects their desperate struggle:

- **Bloodline Identity:** Your curse is inherited—wolf, bear, insect, raven, or serpent
- **Biomass Economy:** Feed the hunger, or lose yourself to it
- **Pack Tactics:** Together, we remember what we were
- **Casket Dependency:** Without the neural threads stabilizing our minds AND bodies, we are just beasts
- **The Extinction Clock:** We have 150 years. Maybe less.

**They are not monsters piloting machines. They are people using machines to stay people.**

## Why Vestige MUST Pilot Caskets

### The Dual Suppression System

Vestige Bloodlines discovered the horrifying truth in Year 85:

**Caskets don't just help them fight. Caskets keep them human.**

**Neural Thread Functions:** 1. **Mental Stabilization:** Preserves coherent thought, prevents feral regression 2. **Mutation Suppression:** Actively halts genetic degradation, freezes transformation 3. **Identity Preservation:** Maintains sense of self against both mental and physical collapse

**Without Caskets:** - **6-24 hours:** Rapid mutation acceleration—extra limbs, lost limbs, transformative changes - **24-48 hours:** Point of no return—irreversible metamorphosis into Abomination - **48+ hours:** No human consciousness remains—pure beast, must be mercy-killed

### The Prison-Lifeline Paradox

**They are not pilots who use Caskets. They are prisoners who need them.**

- **Fenmar:** Disconnect = transform into quadrupedal wolves (lose hands, speech, humanity)
- **Urtok:** Disconnect = hibernate forever (body petrifies into living stone)
- **Vexis:** Disconnect = metamorphosis into mindless insects (hive-absorption)
- **Corvath:** Disconnect = avian devolution (bones hollow until collapse, mind regresses to bird)
- **Serrak:** Disconnect = limbless serpent (arms/legs retract, venom becomes lethal to self)

## The Generational Countdown

**Each generation needs MORE suppression:** - **1st gen:** Could disconnect for days (72+ hours) - **2nd gen:** Could disconnect for 48 hours - **3rd gen:** Can disconnect for 24 hours - **4th gen:** Can disconnect for 6-12 hours - **5th gen (predicted):** Cannot disconnect at all—instant transformation

**Current 4th generation children are born inside Caskets and may never leave.**

## The Strength They Cannot Use

**The cruelest irony:**

Vestige mutations give them **superhuman physical capabilities:** - Fenmar pack coordination (tactical superiority) - Urtok strength (can lift 800+ lbs) - Vexis regeneration (molt healing) - Corvath mobility (gliding, enhanced senses) - Serrak toxicity (natural venom weapons)

**But without Caskets, they cannot use any of it.**

A Fenmar disconnected for 18 hours has enhanced strength, speed, senses—**and the mind of a rabid wolf.** Useless.

**They are not weak pilots made strong by Caskets. They are strong beasts made functional by Caskets.**

The Casket is the only thing standing between “super-soldier” and “Abomination.”

## MUTATION STRAIN MECHANIC

### The Casket's Limit

**Caskets suppress mutations, but they have limits.** Every time you spend Biomass, you force a controlled mutation. Spend too much, and the suppression fails.

**Tracking: - Mutation Strain Track:** Count total Biomass tokens spent this mission (cumulative, never resets) - Starts at 0, increases every time you spend Biomass - Track goes from 0 to 30+

**Thresholds:**

Strain Level	Status	Effect
0-9	Stable	Normal operation, no penalties
10-19	Unstable	All attacks generate +1 Heat (mutations straining Casket systems)
20-29	Feral	Must attack each turn if able, cannot use Reactive defense cards (beast instinct taking over)
30+	Transformation	Mission ends immediately, pilot transforms into Abomination, Casket shuts down ( <b>LOSS CONDITION</b> )

**Strategic Implications:** - Early mission: Spend freely (0-9 Strain is safe) - Mid mission: Risky decisions (10+ Strain = Heat pressure builds) - Late mission: Desperation (20+ Strain = can't defend, pure aggression) - **Never exceed 29 Strain** or you lose the mission immediately

**Cards that add Mutation Strain:** - Bloodline Shift: +2 Strain per use - Adaptive Evolution: +1 Strain per use - Regenerative Flesh: +1 Strain per use - Carapace Molt: +2 Strain per use - Hibernation Trance: +4 Strain per use - Reactive Scales (Biomass option): +1 Strain per use

**Thematic justification:**

“The neural threads can only suppress so much. Every mutation you force brings you closer to the edge. Push too hard, and the Casket loses its grip. The beast wins. You transform. You lose.”

# FACTION CARDS (10 Total - Players Choose 6)

## 1. Vestige Heritage

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: When ANY Casket (enemy, ally, or neutral) is destroyed within 6 hexes of you, gain 2 Biomass tokens. **Bloodline Bonus:** Gain 1 additional Biomass if killed enemy matches your primary bloodline's prey type (Fenmar = kills beasts, Urtok = kills heavy units, Vexis = kills swarms, Corvath = kills scouts, Serrak = kills wounded). The dead fuel evolution.
- **Keywords:** passive, resource-generation, biomass, bloodline-synergy
- **Lore:** "Our blood remembers. Our hunger never forgets."

## 2. Predator's Mark

- **Type:** Gambit
- **Cost:** 1 SP
- **Range:** 6 hexes
- **Effect:** Mark 1 visible enemy as "Prey". Your attacks against Prey deal +2 damage. You can track Prey through concealment/smoke. When Prey is destroyed, recover 3 cards from discard pile. Mark lasts until Prey dies or end of mission.
- **Keywords:** gambit, mark, tracking, damage-buff
- **Lore:** "I smell fear. I follow blood. I do not stop."

## 3. Pack Instinct

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A

- **Effect:** Passive: When you attack an enemy adjacent to 1+ allied Vestige Caskets, deal +1 damage. If adjacent to 2+ Vestige allies, deal +2 damage instead.  
**Bloodline Bonus (Fenmar):** Gain +3 damage instead if all adjacent allies are also Fenmar bloodline (pure pack). The pack hunts together.
- **Keywords:** passive, ally, damage, flanking, bloodline-fenmar
- **Lore:** "Alone we are prey. Together we are apex."

## 4. Bloodline Shift

- **Type:** Utility
- **Cost:** 2 Biomass tokens
- **Range:** Self
- **Effect:** Transform into enhanced bloodline form until end of round. Choose based on your primary bloodline:
- **Fenmar (Wolf):** +2 movement, Pack Instinct bonuses doubled
- **Urtok (Bear):** +3 Defense, regenerate 1 card when hit
- **Vexis (Chitin):** +2 Defense, molt reaction (negate 1 attack per round)
- **Corvath (Raven):** +3 movement, ignore terrain, can glide
- **Serrak (Serpent):** All attacks inflict poison (2 damage next turn), +1 movement
- Can stack multiple shifts. Add +2 to Mutation Strain track. **Warning:** Multiple shifts risk Casket suppression failure.
- **Keywords:** utility, transformation, biomass, bloodline-choice, mutation-strain
- **Lore:** "Flesh is fluid. Blood is law. But the cage has limits."

## 5. Alpha's Command

- **Type:** Buff
- **Cost:** 2 SP
- **Range:** 4 hexes
- **Effect:** All allied Vestige Caskets within 4 hexes gain +1 damage and +1 movement until end of round. **Bloodline Bonus (Fenmar):** Fenmar allies gain +2 movement instead. The Alpha leads, the pack follows.
- **Keywords:** buff, ally, leadership, area-effect, bloodline-fenmar

- **Lore:** "I lead. You follow. We survive."

## 6. Feral Rage

- **Type:** Gambit
- **Cost:** 0 SP
- **Range:** Self
- **Effect:** Until end of your turn, your attacks deal +3 damage but you cannot use defense cards or movement cards. Gain 2 Heat. Pure aggression.
- **Heat:** +2
- **Keywords:** gambit, damage-buff, restriction, heat
- **Lore:** "Reason is weakness. Instinct is truth."

## 7. Adaptive Evolution

- **Type:** Reactive
- **Cost:** 1 Biomass token
- **Range:** Self
- **Effect:** Play when you take damage. Gain 1 mutation counter (+1 damage to all attacks permanently this mission, stacks infinitely). Add +1 to Mutation Strain track. **Warning:** Spending too much Biomass risks losing control.
- **Keywords:** reactive, scaling, biomass, permanent-buff, mutation-strain
- **Lore:** "What doesn't kill us makes us deadlier. But also... less human."

## 8. Scent of Blood

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: You deal +2 damage to enemies with 15 or fewer cards remaining in their deck. Predators finish wounded prey.
- **Keywords:** passive, execute, conditional-damage
- **Lore:** "The smell of death. The taste of victory."



## 9. Devouring Maw

- **Type:** Attack
- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 5
- **Effect:** Deal 5 damage. If this kills the target, gain 3 Biomass tokens and recover 2 cards from discard pile. Consume the fallen.
- **Keywords:** attack, melee, biomass-generation, lifesteal
- **Lore:** "Flesh sustains flesh. Their death is our strength."

## 10. Howl of Remembrance

- **Type:** Utility
- **Cost:** 1 SP
- **Range:** 5 hexes
- **Effect:** All allied Vestige Caskets within 5 hexes immediately move up to 2 hexes toward you. **Bloodline Bonus:** Draw 1 card for each ally that moves (remembering ancestors' tactics). Rally the bloodlines.
- **Keywords:** utility, ally, movement, positioning, card-draw
- **Lore:** "The call of the ancestor. The answer of the heir."

## PRIMARY WEAPON: Mutation Claws & Fangs (12 cards)

### Savage Strike (×3)

- **Cost:** 2 SP
- **Range:** Melee (1 hex)
- **Damage:** 3

- **Effect:** Deal 3 damage. Basic melee attack with mutated limbs.
- **Keywords:** attack, melee, vestige, primary

## Rending Claws (×3)

- **Cost:** 2 SP
- **Range:** Melee (1 hex)
- **Damage:** 4
- **Effect:** Deal 4 damage. If you have Pack Instinct active, deal 5 damage instead.
- **Keywords:** attack, melee, pack-synergy, vestige, primary

## Leaping Pounce (×2)

- **Cost:** 3 SP
- **Range:** 3 hexes
- **Damage:** 4
- **Effect:** Move up to 3 hexes in straight line toward target, then deal 4 damage. Predatory lunge.
- **Keywords:** attack, melee, movement, vestige, primary

## Frenzy (×2)

- **Cost:** 4 SP
- **Range:** Melee (1 hex)
- **Damage:** 6
- **Effect:** Attack twice for 3 damage each against same target. Gain 1 Heat. Uncontrolled aggression.
- **Heat:** +1
- **Keywords:** attack, melee, multi-hit, vestige, primary

## Alpha's Bite (×1)

- **Cost:** 3 SP

- **Range:** Melee (1 hex)
- **Damage:** 6
- **Effect:** Deal 6 damage. If you have 2+ allied Vestige Caskets adjacent, deal 8 damage instead. Pack leader's fury.
- **Keywords:** attack, melee, conditional, vestige, primary

## Bloodthirsty Rend (×1)

- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 5
- **Effect:** Deal 5 damage. If this kills the target, immediately make another attack against adjacent enemy for 3 damage. Chain kills.
- **Keywords:** attack, melee, chain-attack, vestige, primary

## SECONDARY EQUIPMENT: Bloodline Adaptations (6 cards)

### Regenerative Flesh (×2)

- **Cost:** 1 Biomass token
- **Range:** Self
- **Effect:** Recover 2 cards from your discard pile. Add +1 to Mutation Strain track. Spend Biomass to heal wounds.
- **Keywords:** utility, healing, biomass, vestige, secondary, mutation-strain

### Venomous Spit (×1)

- **Cost:** 2 SP
- **Range:** 4 hexes
- **Damage:** 2

- **Effect:** Deal 2 damage. Target takes 2 additional damage at start of their next turn (poison). Toxic adaptation.
- **Keywords:** attack, ranged, poison, vestige, secondary

## Reactive Scales (×1)

- **Cost:** 0 SP (Reactive)
- **Range:** Self
- **Effect:** Play when targeted by attack. Reduce damage by 2 (minimum 1). Spend 1 Biomass token to reduce by 3 instead (adds +1 Mutation Strain). Hardened hide.
- **Keywords:** reactive, defense, biomass, vestige, secondary, mutation-strain

## Primal Roar (×1)

- **Cost:** 1 SP
- **Range:** 4 hexes
- **Effect:** Target enemy has -1 to their next attack roll. All Vestige allies within 4 hexes gain +1 damage on their next attack. Intimidation and inspiration.
- **Keywords:** utility, debuff, ally-buff, vestige, secondary

## Tracking Scent (×1)

- **Cost:** 0 SP
- **Range:** Self
- **Effect:** Draw 2 cards. If you have a Prey marked, draw 3 cards instead. Enhanced senses guide the hunt.
- **Keywords:** utility, card-draw, conditional, vestige, secondary

## BLOODLINE-SPECIFIC EXPANSION CARDS (6 Total)

### Fenmar Bloodline: Moonlit Fury

- **Type:** Attack-Buff
- **Cost:** 3 SP
- **Range:** Self
- **Effect:** Until end of round, all your attacks deal +2 damage and you may move 1 hex after each attack (hunt and strike). **Requires:** Fenmar primary bloodline.
- **Keywords:** bloodline-fenmar, damage-buff, mobility
- **Lore:** “Under the moon, we are unstoppable.”

### Urtok Bloodline: Hibernation Trance

- **Type:** Reactive-Defense
- **Cost:** 4 Biomass tokens
- **Range:** Self
- **Effect:** When your deck reaches 8 cards or fewer, enter Hibernation (cannot act for 1 turn). Next turn, recover 6 cards, remove all Heat, gain +2 Defense permanently this mission. Add +4 to Mutation Strain track. **Requires:** Urtok primary bloodline. Once per mission.
- **Keywords:** bloodline-urtok, healing, defense-buff, limit, mutation-strain
- **Lore:** “Sleep heals all wounds. Even these. But the cost...”

### Vexis Bloodline: Carapace Molt

- **Type:** Reactive
- **Cost:** 2 Biomass tokens
- **Range:** Self

- **Effect:** Play when you take 5+ damage in a single attack. Negate all damage, recover 3 cards (shed damaged shell). Generate 1 Heat. Add +2 to Mutation Strain track. **Requires:** Vexis primary bloodline. Once per round.
- **Heat:** +1
- **Keywords:** bloodline-vexis, defense, molt, healing, mutation-strain
- **Lore:** “The shell breaks. The flesh endures. But for how long?”

## Corvath Bloodline: Omen’s Flight

- **Type:** Movement-Utility
- **Cost:** 2 SP
- **Range:** Self
- **Effect:** Glide up to 4 hexes in straight line, ignoring terrain and enemies. Draw 2 cards when you land. **Requires:** Corvath primary bloodline.
- **Keywords:** bloodline-corvath, movement, card-draw, mobility
- **Lore:** “We see from above. We strike from the sky.”

## Serrak Bloodline: Serpent’s Coil

- **Type:** Attack-Control
- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 4
- **Effect:** Deal 4 damage. Target cannot move next turn (constricted). Target takes 2 additional poison damage at start of their turn. **Requires:** Serrak primary bloodline.
- **Keywords:** bloodline-serrak, attack, control, poison
- **Lore:** “Once coiled, you do not escape.”

## Universal Bloodline: Ancestral Memory

- **Type:** Utility
- **Cost:** 3 Biomass tokens
- **Range:** Self

- **Effect:** Look at top 5 cards of your deck. Rearrange them in any order. **Bloodline Bonus:** If you have 5+ Biomass, also recover 1 card from discard pile (ancestor's wisdom). Add +3 to Mutation Strain track. The blood remembers tactics.
- **Keywords:** utility, deck-manipulation, biomass, card-recovery, mutation-strain
- **Lore:** "I have walked this path before. In another life. Before I was... this."

## SAMPLE DECK LOADOUTS

### "Fenmar Alpha" (Wolf Pack Leader)

**Primary Bloodline:** Fenmar (Wolf-Blooded)

**Faction Cards (6):** Vestige Heritage, Pack Instinct, Alpha's Command, Howl of Remembrance, Moonlit Fury, Adaptive Evolution

**Strategy:** Lead Fenmar allies in coordinated pack assaults. Pack Instinct gives +3 damage with pure Fenmar pack. Alpha's Command buffs +2 movement for wolves. Moonlit Fury for mobile hunt-and-strike. Howl of Remembrance rallies pack and draws cards. Vestige Heritage generates Biomass from pack kills.

**Strengths:** - Dominant with Fenmar allies (pack synergies) - High mobility (wolf movement bonuses) - Coordinated damage spikes - Resource generation from teamwork

**Weaknesses:** - Weak alone (all cards reward allies) - No defensive tools - Dependent on Fenmar teammates - Low solo survivability

### "Urtok Survivor" (Bear Tank)

**Primary Bloodline:** Urtok (Bear-Kin)

**Faction Cards (6):** Vestige Heritage, Bloodline Shift (Urtok form), Hibernation Trance, Adaptive Evolution, Regenerative Flesh, Reactive Scales

**Strategy:** Tank through Bloodline Shift (Urtok = +3 Defense, regenerate when hit). Adaptive Evolution turns damage into permanent power. Hibernation Trance resurrects at low HP. Regenerative Flesh + Reactive Scales for emergency healing. Survive everything, outlast enemies.

**Strengths:** - Extreme survivability (bear Defense bonuses) - Infinite damage scaling (Adaptive Evolution) - Resurrection mechanic (Hibernation Trance) - Self-sufficient (no allies needed)

**Weaknesses:** - Slow damage ramp - Low mobility (bear form slow) - Setup time required - Passive early game

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## “Vexis Metamorph” (Chitin Mutant)

**Primary Bloodline:** Vexis (Chitin-Bearer)

**Faction Cards (6):** Vestige Heritage, Bloodline Shift (Vexis form), Carapace Molt, Adaptive Evolution, Reactive Scales, Regenerative Flesh

**Strategy:** Maximum mutation stacking. Bloodline Shift (Vexis) for molt reactions. Carapace Molt negates big hits. Adaptive Evolution for controlled transformations. Become unkillable mutation engine.

**Strengths:** - Highest mutation variety - Molt defense (negate attacks) - Controlled mutations - Infinite adaptability

**Weaknesses:** - Biomass-hungry - Complex resource management - Setup time required - Reactive playstyle

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## “Corvath Skirmisher” (Raven Scout)

**Primary Bloodline:** Corvath (Raven-Touched)

**Faction Cards (6):** Vestige Heritage, Bloodline Shift (Corvath form), Omen’s Flight, Predator’s Mark, Scent of Blood, Tracking Scent



**Strategy:** Hit-and-run tactics through Omen's Flight mobility. Mark priority targets with Predator's Mark. Scent of Blood executes wounded. Bloodline Shift (Corvath) for +3 movement and gliding. Tracking Scent draws cards when hunting Prey. Never stop moving, never get hit.

**Strengths:** - Highest mobility (raven gliding) - Target priority (Predator's Mark) - Execute specialist (Scent of Blood) - Card advantage (Tracking Scent)

**Weaknesses:** - Fragile (no Defense bonuses) - Low burst damage - Predictable pattern (hit-and-run) - Weak if pinned down

## "Serrak Assassin" (Serpent Poisoner)

**Primary Bloodline:** Serrak (Serpent-Scaled)

**Faction Cards (6):** Vestige Heritage, Bloodline Shift (Serrak form), Serpent's Coil, Predator's Mark, Venomous Spit, Scent of Blood

**Strategy:** Poison and control through Serpent's Coil (4 damage + immobilize + poison). Bloodline Shift (Serrak) makes all attacks poison. Mark high-value targets with Predator's Mark. Venomous Spit for ranged poison. Scent of Blood executes poisoned enemies. Control and kill.

**Strengths:** - Control specialist (immobilize) - Poison damage (delayed kills) - Target priority (Predator's Mark) - Execute finisher (Scent of Blood)

**Weaknesses:** - Low direct damage - Poison takes time - No defensive tools - Weak vs swarms

## TACTICAL GUIDELINES

### Bloodline Selection

- **Choose based on playstyle:** Fenmar (teamwork), Urtok (tank), Vexis (adaptability), Corvath (mobility), Serrak (control)

- **Team composition:** All-Fenmar team is strongest (pack synergies), but mixed bloodlines offer versatility
- **Bloodline-specific cards:** Some cards require matching primary bloodline (marked with “Requires: [Bloodline]”)

## Biomass Economy & Mutation Strain Management

**Critical Rule: Track your Mutation Strain every mission. At 30+, you transform and lose.**

**Generation:** - Vestige Heritage: 2 Biomass per kill (+1 if prey type matches) - Devouring Maw: 3 Biomass on kill

**Spending (with Strain costs):** - Bloodline Shift: 2 Biomass, +2 Strain - Adaptive Evolution: 1 Biomass, +1 Strain - Regenerative Flesh: 1 Biomass, +1 Strain - Reactive Scales (Biomass option): 1 Biomass, +1 Strain - Carapace Molt (Vexis): 2 Biomass, +2 Strain - Hibernation Trance (Urtok): 4 Biomass, +4 Strain (once per mission) - Ancestral Memory: 3 Biomass, +3 Strain

**Strain Budgeting (Critical!):** - **0-9 Strain (Safe Zone):** Spend freely early mission, no penalties - **10-19 Strain (Unstable):** +1 Heat on all attacks - plan Heat management - **20-29 Strain (Feral):** Must attack each turn, no Reactive defenses - finish mission FAST - **30+ Strain (GAME OVER):** You transform, mission ends, you lose

**Typical Mission Strain Budget:** - Conservative play: 5-8 Biomass spent (0-9 Strain, safe) - Aggressive play: 10-15 Biomass spent (10-19 Strain, Unstable but manageable) - Desperate play: 20-25 Biomass spent (20-29 Strain, Feral - win NOW or lose) - **NEVER spend 30+ Biomass** in a single mission

**Strategy Examples:** - **Urtok Tank (low Strain):** 2x Bloodline Shift (4 Strain) + 3x Regenerative Flesh (3 Strain) = 7 Strain total (safe) - **Adaptive Evolution Spam (high risk):** 10x Adaptive Evolution = 10 Strain (Unstable, +1 Heat pressure) - **Emergency Urtok Resurrection:** Hibernation Trance (4 Strain) + 2x Shift (4 Strain) + 5x Evolution (5 Strain) = 13 Strain (Unstable) - **Suicide Build (DO NOT DO):** Hibernation + 5x Shift + 10x Evolution = 29 Strain (Feral, one more use = transformation)

**Optimal Banking:** - Keep 2-4 Biomass tokens available for emergencies - Save Strain budget for late-mission desperation plays - Front-load Bloodline Shifts early (before Unstable threshold)

## Pack Coordination (Fenmar-Specific)

- **Pure Fenmar pack:** +3 damage per attack (Pack Instinct bonus)
- **Alpha's Command:** Use every turn when 2+ Fenmar allies present (+2 movement for wolves)
- **Howl of Remembrance:** Rally scattered wolves, draw cards for each (resource engine)
- **Moonlit Fury:** Use when enemies grouped (mobile hunt-and-strike)

## Survival Tactics (Urtok-Specific)

- **Bloodline Shift (Urtok):** +3 Defense + regenerate when hit (tank form)
- **Hibernation Trance:** Save for 8 cards or fewer (resurrect with 6 cards, +2 Defense permanently)
- **Adaptive Evolution:** Farm damage intentionally (each hit = +1 permanent damage)
- **Regenerative Flesh:** Combine with Hibernation for massive healing (6 + 2-3 cards)

## Mutation Management (Vexis-Specific)

- **Carapace Molt:** Use reactively against 5+ damage attacks (negate + heal 3)
- **Bloodline Shift (Vexis):** +2 Defense + molt reaction once per round
- **Adaptive Evolution:** Use for controlled power spikes (choose mutation timing)
- **Reactive Scales:** Layer defenses (reduce 2-3 damage per attack)

## Hit-and-Run (Corvath-Specific)

- **Omen's Flight:** Glide 4 hexes, ignore terrain, draw 2 cards (mobility + card advantage)
- **Bloodline Shift (Corvath):** +3 movement + gliding (never get caught)

- **Predator's Mark:** Mark before engaging, kite while dealing +2 damage
- **Tracking Scent:** Draw 3 cards if Prey marked (resource engine while hunting)

## Poison Control (Serrak-Specific)

- **Serpent's Coil:** Immobilize + poison (lock down priority targets)
- **Bloodline Shift (Serrak):** ALL attacks poison (2 damage next turn = 100% uptime)
- **Venomous Spit:** Ranged poison (2 immediate + 2 delayed = 4 total)
- **Scent of Blood:** Execute poisoned enemies at 15 HP or fewer

## FACTION RELATIONSHIPS

Faction	Relationship	Why
<b>Church of Absolution</b>	-3 War	Church executes Vestige on sight (Taint corruption = sin)
<b>Verdant Covenant (Elves)</b>	-1 Distrustful	Elves pity Vestige but can't/won't help (view mutations as "unnatural")
<b>Forge-Guilds (Dwarves)</b>	0 Neutral	Dwarves tolerate Vestige if they pay well (pragmatic trade, no emotion)
<b>The Exchange</b>	+1 Friendly	Exchange deals with anyone who has coin (neutrally amoral)
<b>The Ossuarium</b>	0 Neutral	Ossuarium study Vestige mutations (offer dubious "cures" for souls)
<b>The Wyrd Conclave (Fae)</b>	-2 Hostile	Fae find Vestige "boring" (already cursed, nothing to bargain)
<b>Nomad Collective</b>	-1 Distrustful	Nomads fear Vestige (superstitious, believe mutations are contagious)
<b>Crucible Packs</b>	0 Neutral	Crucible respect Vestige fighting spirit but pity their "dishonor" (unwilling curse)
<b>Emergent Syndicate</b>	-2 Hostile	Syndicate views Vestige as "failed prototypes" (random mutations vs scientific evolution)

## DESIGN NOTES

### Balance Considerations

- **Biomass Economy:** Powerful but requires kills (weak if denied)

- **Mutation Strain Cap:** Hard limit at 30 Strain prevents infinite scaling (transformation = loss)
- **Bloodline Dependency:** Many cards require specific bloodlines (limits deck flexibility)
- **Pack Scaling:** Strongest with Vestige allies (weaker in mixed-faction teams)
- **Risk vs Reward:** High damage potential balanced by transformation risk

## Unique Mechanics

- **Bloodline Shift:** 5 unique transformations (unprecedented variety)
- **Pack Instinct:** Scales with Vestige-specific allies (faction-locked synergy)
- **Adaptive Evolution:** Permanent damage scaling (turns defense into offense)
- **Bloodline Bonus:** Prey type matching (strategic target selection)

## Counterplay

- **Against Vestige:** Deny first kill, isolate pack members, anti-synergy tech, area denial
- **Vestige Counters:** Church (Righteous Wrath ignores Defense), Dwarves (Stone Endurance outlasts), Elves (Root Bind prevents Corvath escapes)

# CAMPAIGN INTEGRATION

## Early Campaign Hooks

- **Quest:** “The Lost Cub” - Rescue kidnapped Fenmar child from Church Inquisition
- **Quest:** “Bloodline Truce” - Mediate peace between feuding Urtok and Serrak bloodlines
- **Quest:** “The First Memory” - Escort Grendok Urtok to sacred site (uncover Year 0 secrets)

## Mid Campaign Conflicts

- **Faction War:** Church Purification Crusade 2.0 (players must defend Vestige territories)
- **Political Crisis:** Vestige Council debates: Seek cure? Join Syndicate? Accept extinction?
- **Moral Dilemma:** 4th generation Vestige children born as Abominations—mercy kill or raise as weapons?

## Late Campaign Endgame

- **Cure Quest:** Find genetic stabilization method (Elven Worldheart sap? Ossuarium soul-binding? Dwarven runecraft?)
- **Extinction Acceptance:** Grendok's philosophy wins—Vestige peacefully fade into history
- **Syndicate Merger:** Sella Vexis leads Vestige into Emergent Syndicate (controlled evolution)
- **Rebellion Victory:** Kael Fenmar unites all bloodlines, overthrows Church, establishes Vestige nation

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