

PENANCE

Elven Verdant Covenant - Equipment Slot System

Absolution Through Steel

Generated deck-equipment-system

Elven Verdant Covenant - Equipment Slot System

Penance: Absolution Through Steel

Version: 2.0 (Equipment System) **Last Updated:** October 11, 2025

Faction Identity

Elven Verdant Covenant - Surgical precision and nature magic - **Philosophy:** “We are the pruning blade. We remove the diseased so the garden may thrive.” - **Playstyle:** Bleed damage-over-time, mobility, hit-and-run, surgical strikes - **Signature Mechanic:** Bleed stacks (enemies take damage each turn, multiple applications stack)

Deck Composition Formula

Variable Deck Size = 10 Universal Core + 6 Elven Core + X Equipment + 2 Tactics

Where X depends on Casket class and equipment loadout.

SPECIAL: All Elven weapons automatically apply Bleed 1 on hit (faction bonus).

ELVEN FACTION CORE (6 Cards - Mandatory)

1. THORN STRIKE

Type: Attack (Precision) **SP Cost:** 2 **Range:** Melee (Range 1) **Effect:** Deal 3 damage. Apply Bleed 2 (target takes 2 damage at start of their next turn). **Keywords:** Attack, Bleed, Precision, Melee **Flavor:** "The wound deepens. The poison spreads."

2. PRUNING CUT

Type: Attack (Component Targeting) **SP Cost:** 3 **Range:** Melee (Range 1) **Effect:** Deal 4 damage to specific component (you choose: Right Arm, Left Arm, Legs, Head, Chassis). If target discards cards from that component type, deal +2 Component Damage. **Keywords:** Attack, Component-Targeting, Surgical, Melee **Flavor:** "Cut away the rot."

3. ROOT BIND

Type: Utility (Control) **SP Cost:** 2 **Range:** Ranged (1-3 hexes) **Effect:** Target enemy cannot move until end of their next turn. If they attempt to move, take 3 damage and Bleed 1. **Keywords:** Utility, Control, Root, Nature **Flavor:** "The roots hold. Struggle is futile."

4. PHOTOSYNTHESIS (Passive)

Type: Passive Ability **SP Cost:** N/A **Effect:** At end of your turn, if you did NOT attack this turn, recover 1 card from discard pile and remove 1 Heat. **Keywords:** Passive, Healing, Patience, Nature **Flavor:** "We draw strength from stillness."

5. LEAF DANCE

Type: Movement + Attack **SP Cost:** 3 **Effect:** Move up to 3 hexes. You may make 1 attack during this movement (at any point). After attacking, you may continue moving.

Keywords: Movement, Attack, Mobility, Hit-and-Run **Flavor:** "Strike where they are weak. Vanish before they retaliate."

6. VERDANT REGENERATION (Passive)

Type: Passive Ability **SP Cost:** N/A **Effect:** At the start of each round, recover 1 card from discard pile. If you have Living Seal equipped, recover 2 cards instead. **Keywords:** Passive, Regeneration, Healing, Nature **Flavor:** "Life finds a way."

CASKET CLASSES & EQUIPMENT SLOTS

Thorn Dancer (Scout - 6 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 1 Accessory
- **Philosophy:** Maximum mobility, hit-and-run, surgical strikes
- **Total Equipment Cards:** 8-12 cards
- **Total Deck Size:** 26-30 cards

Rootwarden (Assault - 5 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 2 Accessories
- **Philosophy:** Balanced offense/control, bleed stacking
- **Total Equipment Cards:** 12-18 cards
- **Total Deck Size:** 30-36 cards

Ironwood Sentinel (Heavy - 4 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 3 Accessories

- **Philosophy:** Defensive druid, regeneration, area control
- **Total Equipment Cards:** 15-24 cards
- **Total Deck Size:** 33-42 cards

World Tree Titan (Fortress - 3 SP)

- **Equipment Slots:** 1 Weapon (2-handed) OR 1 Weapon + 1 Shield + 4 Accessories
- **Philosophy:** Nature fortress, summons plants, overwhelming zone control
- **Total Equipment Cards:** 18-30 cards
- **Total Deck Size:** 36-48 cards

SAMPLE BUILDS

BUILD 1: “Surgical Assassin” (Thorn Dancer - Scout)

Casket Type: Thorn Dancer (Light, 6 SP)

Equipment Loadout: - **Weapon:** Thorn Blade (6 cards) - Elven-exclusive - **Offhand:** Dueling Dagger (2 cards) - **Accessory:** Living Seal Sigil (3 cards) - Elven-exclusive

Tactics (choose 2): - Apex Predator - Shadow Step

Total Deck: - 10 Universal Core - 6 Elven Faction Core - 11 Equipment (6 + 2 + 3) - 2 Tactics - **Total: 29 cards** (fast cycle, maximum mobility)

Playstyle: - Leaf Dance + Shadow Step = move 6 hexes + attack + vanish - Thorn Blade applies Bleed 3-4 per hit (stacks rapidly) - Dueling Dagger provides parry defense (Reactive) - Living Seal doubles regeneration (2 cards per round passive) - Apex Predator adds +2 damage vs wounded targets - Hit-and-run guerrilla warfare

BUILD 2: “Bleed Master” (Rootwarden - Assault)

Casket Type: Rootwarden (Medium, 5 SP)

Equipment Loadout: - **Weapon:** Thorn Whip (6 cards) - Elven-exclusive - **Offhand:** Kite Shield (3 cards) - **Accessory 1:** Living Seal Sigil (3 cards) - **Accessory 2:** Targeting Sigil (3 cards)

Tactics (choose 2): - Toxin Mastery - Verdant Growth

Total Deck: - 10 Universal Core - 6 Elven Faction Core - 15 Equipment (6 + 3 + 3 + 3) - 2 Tactics - **Total: 33 cards** (bleed specialist)

Playstyle: - Stack Bleed on multiple targets (Thorn Whip has AoE) - Toxin Mastery doubles Bleed damage (Bleed 2 becomes Bleed 4) - Targeting Sigil improves accuracy (Lock-On, Aim Assist) - Living Seal provides regeneration (2 cards per round) - Verdant Growth summons vine walls (area control) - Enemies die to damage-over-time while you heal

BUILD 3: “Nature Fortress” (Ironwood Sentinel - Heavy)

Casket Type: Ironwood Sentinel (Heavy, 4 SP)

Equipment Loadout: - **Weapon:** Longbow (4 cards) - Elven-exclusive, ranged - **Offhand:** Bark Shield (3 cards) - Elven-exclusive - **Accessory 1:** Living Seal Sigil (3 cards) - **Accessory 2:** Reinforced Plating (3 cards) - **Accessory 3:** Repair Sigil (2 cards)

Tactics (choose 2): - Verdant Growth - Ironbark Skin

Total Deck: - 10 Universal Core - 6 Elven Faction Core - 18 Equipment (4 + 3 + 3 + 3 + 2 + 3) - 2 Tactics - **Total: 36 cards** (regeneration tank)

Playstyle: - Longbow provides safe ranged damage (Bleed from range) - Bark Shield regenerates HP (Living Armor passive) - Living Seal + Repair Sigil + Verdant Regeneration = recover 4 cards per round (passive) - Reinforced Plating + Ironbark Skin = massive damage reduction - Verdant Growth summons vine walls (blocks enemy movement) - Photosynthesis triggers often (don't attack every turn = heal) - Outlast through regeneration and area denial

BUILD 4: “Druid Commander” (World Tree Titan - Fortress)

Casket Type: World Tree Titan (Fortress, 3 SP)

Equipment Loadout: - **Weapon:** Nature Staff (7 cards) - Elven-exclusive - **Offhand:** EMPTY (2-handed staff) - **Accessory 1:** Living Seal Sigil (3 cards) - **Accessory 2:** Heat Sink Sigil (2 cards) - **Accessory 3:** Repair Sigil (2 cards) - **Accessory 4:** Seed Pod (3 cards) - Elven-exclusive

Tactics (choose 2): - Verdant Growth - Nature’s Wrath

Total Deck: - 10 Universal Core - 6 Elven Faction Core - 17 Equipment (7 + 0 + 3 + 2 + 2 + 3) - 2 Tactics - **Total: 35 cards** (summoner/controller)

Playstyle: - Nature Staff summons Ent minions (2 HP, 3 damage, lasts 3 rounds) - Seed Pod summons vine walls, thorn barriers, healing flowers - Verdant Growth + Nature’s Wrath = overwhelming plant army - Living Seal + Repair Sigil = constant regeneration - Root Bind locks enemies in place (they take damage if they move) - Control entire battlefield with plants and area denial - Let minions fight while you heal

ELVEN FACTION TACTICS (Choose 2 from 5)

TACTIC 1: APEX PREDATOR

Type: Passive **SP Cost:** N/A **Effect:** Your attacks deal +2 damage to enemies that have Bleed counters on them. **Strategic Use:** Amplifies Bleed builds, rewards stacking **Keywords:** Passive, Synergy, Damage **Flavor:** “The wounded do not escape.”

TACTIC 2: SHADOW STEP

Type: Active **SP Cost:** 2 **Effect:** Teleport up to 3 hexes. You may use this after attacking (vanish after strike). Once per turn. **Strategic Use:** Hit-and-run mobility, escape tool **Keywords:** Active, Movement, Teleport **Flavor:** “Here, then gone.”

TACTIC 3: TOXIN MASTERY

Type: Passive **SP Cost:** N/A **Effect:** All Bleed effects you apply deal double damage. Bleed 1 becomes Bleed 2, Bleed 2 becomes Bleed 4, etc. **Strategic Use:** Maximum damage-over-time **Keywords:** Passive, Synergy, Bleed **Flavor:** “Our poisons are perfected over centuries.”

TACTIC 4: VERDANT GROWTH

Type: Active **SP Cost:** 3 **Effect:** Summon 1 Vine Wall (3 hexes long, blocks movement, grants +1 Defense to allies behind it, lasts 3 rounds). Max 2 Vine Walls at once. **Strategic Use:** Area control, defensive positioning **Keywords:** Active, Summon, Defense, Nature **Flavor:** “The forest rises at our command.”

TACTIC 5: IRONBARK SKIN

Type: Passive **SP Cost:** N/A **Effect:** At start of each round, gain 1 Armor counter (blocks 1 damage, then removed). Max 3 Armor counters. **Strategic Use:** Passive damage mitigation **Keywords:** Passive, Armor, Defense **Flavor:** “Our bark is thicker than iron.”

ELVEN-EXCLUSIVE EQUIPMENT

Thorn Blade (Weapon - 6 cards)

Crafting Cost: 5 Scrap **Faction:** Elves only

Cards: 1. **Venom Strike** (2 SP, Melee): Deal 3 damage, apply Bleed 2 2. **Leaf Slash** (2 SP, Melee): Deal 4 damage, apply Bleed 1 3. **Surgical Cut** (3 SP, Melee): Deal 3 damage to specific component, apply Bleed 2, +1 Component Damage if target discards that component type 4. **Dancing Blades** (3 SP, Melee): Attack twice for 2 damage each, apply

Bleed 1 per hit 5. **Thorn Burst** (4 SP, Melee AoE): Deal 2 damage to all adjacent enemies, apply Bleed 1 to each 6. **Execute** (4 SP, Melee): Deal 5 damage, if target has 3+ Bleed counters, deal 8 damage instead

Thorn Whip (Weapon - 6 cards)

Crafting Cost: 5 Scrap **Faction:** Elves only

Cards: 1. **Lash** (2 SP, Ranged 1-2): Deal 3 damage, apply Bleed 1 2. **Grapple** (2 SP, Ranged 1-3): Pull enemy 2 hexes, apply Bleed 1 3. **Strangle** (4 SP, Melee): Deal 4 damage, target loses 2 SP next turn, apply Bleed 2 4. **Whip Storm** (4 SP, Melee AoE): Deal 2 damage to all adjacent enemies, apply Bleed 1 to each 5. **Disarm** (3 SP, Ranged 1-2): Deal 2 damage, discard 1 weapon card from target's hand, apply Bleed 1 6. **Entangle** (2 SP, Ranged 1-3): Target cannot move next turn, apply Bleed 1

Longbow (Weapon - 4 cards)

Crafting Cost: 4 Scrap **Faction:** Elves only (2-handed)

Cards: 1. **Rapid Fire** (1 SP, Ranged 2-5): Deal 2 damage, apply Bleed 1 2. **Aimed Shot** (3 SP, Ranged 3-8): Deal 5 damage, apply Bleed 2 3. **Volley** (4 SP, Ranged 3-6): Deal 3 damage to up to 3 targets, apply Bleed 1 to each 4. **Pierce Shot** (3 SP, Ranged 2-6): Deal 4 damage, Armor-Piercing, apply Bleed 2

Nature Staff (Weapon - 7 cards)

Crafting Cost: 6 Scrap **Faction:** Elves only (2-handed)

Cards: 1. **Summon Ent × 2** (3 SP, Utility): Summon 1 Ent adjacent to you (2 HP, 3 damage, lasts 3 rounds) 2. **Command Nature** (1 SP, Utility): All your Ents and plants attack/activate 3. **Thorn Barrage** (3 SP, Ranged 1-4 AoE): Deal 2 damage to target +

adjacent hexes, apply Bleed 1 to each 4. **Root Prison** (4 SP, Ranged 1-3): Target cannot move for 2 turns, takes 2 damage per turn, apply Bleed 1 5. **Healing Bloom** (2 SP, Utility): Recover 3 cards from discard, remove 2 Heat

Bark Shield (Offhand - 3 cards)

Crafting Cost: 4 Scrap **Faction:** Elves only

Cards: 1. **Living Armor** (Passive): At end of your turn, if you took damage this turn, recover 1 card from discard 2. **Shield Block** (0 SP, Reactive): Reduce damage by 2 3. **Thorn Defense** (1 SP, Reactive): Reduce damage by 1, deal 2 damage to attacker, apply Bleed 1

Seed Pod (Accessory - 3 cards)

Crafting Cost: 4 Scrap **Faction:** Elves only

Cards: 1. **Plant Vine Wall** (2 SP, Utility): Summon 3-hex Vine Wall (blocks movement, lasts 2 rounds) 2. **Plant Healing Flower** (2 SP, Utility): Place flower (3-hex radius, allies recover 1 card per turn, lasts 3 rounds) 3. **Plant Thorn Trap** (2 SP, Utility): Place trap (3 damage + Bleed 2 when enemy moves into it, 1 use)

Living Seal (Accessory Sigil - 3 cards)

Crafting Cost: 5 Scrap **Faction:** Elves only

Cards: 1. **Regeneration** (Passive): At start of each round, recover 1 card from discard (stacks with Verdant Regeneration = 2 cards) 2. **Thorn Aura** (2 SP, Defense): Enemies adjacent to you take 1 damage at start of their turn (lasts 2 rounds) 3. **Root Network** (3 SP, Utility): Summon 3-hex Vine Wall, lasts 3 rounds, you may teleport to it once

BLEED MECHANIC (Detailed Rules)

Bleed Counters: - Stack infinitely (Bleed 1 + Bleed 2 = Bleed 3 total on target) - Trigger at START of target's turn (before they can act) - Each counter deals 1 damage - Counters do NOT expire (last entire mission)

Example: - Turn 1: You hit enemy for Bleed 2 - Turn 2: Enemy starts turn, takes 2 damage, still has Bleed 2 - Turn 2: You hit enemy again for Bleed 3 - Turn 3: Enemy starts turn, takes 5 damage (Bleed 2 + Bleed 3 = Bleed 5 total)

Strategic Use: - Stack Bleed on priority targets (they die slowly but surely) - Spread Bleed to multiple enemies (everyone takes damage each turn) - Combine with Apex Predator (+2 damage vs Bleeding targets) - Combine with Toxin Mastery (double Bleed values)

FACTION STRENGTHS

- Best damage-over-time in game (Bleed stacks infinitely)
- High mobility (Leaf Dance, Shadow Step, teleports)
- Best regeneration (Photosynthesis + Verdant Regeneration + Living Seal = 3 cards per round passive)
- Surgical strikes (Pruning Cut targets specific components)
- Area control (Root Bind, Vine Walls, Seed Pods)

FACTION WEAKNESSES

- Lower burst damage (relies on damage-over-time)
- Fragile (light armor, low HP pools on Scout builds)
- Requires setup time (Bleed stacks need multiple turns)
- Weak to fast aggro (if killed before Bleed activates, wasted effort)
- Equipment restricted (cannot use heavy weapons, metal armor, firearms)

TACTICAL TIPS

Early Game (Turns 1-3)

- Apply Bleed to all enemies (spread damage-over-time)
- Use mobility to avoid retaliation (Leaf Dance, Shadow Step)
- Set up Vine Walls for area control

Mid Game (Turns 4-6)

- Enemies now have Bleed 3-5 (taking 3-5 damage per turn)
- Apex Predator adds +2 damage to attacks vs Bleeding targets
- Photosynthesis triggers (skip attacks to heal)

Late Game (Turns 7+)

- Enemies have massive Bleed stacks (5-10 damage per turn)
- Focus on survival (they die to Bleed, you just need to not die)
- Verdant Regeneration keeps you alive (2 cards per round passive)

COUNTER-PLAY (How to Beat Elves)

- Rush them down fast (kill before Bleed stacks high)
- Destroy Living Seal Sigil (removes regeneration engine)
- Area attacks hit through mobility (can't dodge AoE)
- Destroy Vine Walls immediately (removes area control)
- Inflict Pilot Wounds that prevent healing
- Use ranged attacks (they're melee-focused)

CAMPAIGN PROGRESSION

Starting Loadout (Mission 1)

- Weapon: Thorn Blade (5 Scrap)
- Offhand: Dueling Dagger (2 Scrap)
- Accessory: Living Seal Sigil (5 Scrap, faction-exclusive)
- **Total: 12 Scrap investment**

Mid-Campaign (Mission 5-10)

- Add Seed Pod (4 Scrap) for area control
- Add Bark Shield (4 Scrap) for regeneration synergy
- Upgrade to Rootwarden or Ironwood (more accessory slots)

Late-Campaign (Mission 15+)

- Acquire Nature Staff (6 Scrap) if using summoner build
- Stack regeneration accessories (Living Seal + Repair Sigil + Bark Shield)
- Take Toxin Mastery Tactic (double all Bleed damage)
- Enemies die to massive Bleed stacks while you heal

END OF DOCUMENT

“We are the blade that prunes. We are the root that endures. We are nature’s judgment.”