

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, max 12 Bleed counters per target)

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 - REVISED - BALANCE NERF)

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

BALANCE NOTE (2025-10-16): Original version triggered even when taking damage (too consistent in combat). New version requires NO DAMAGE TAKEN, making it a true defensive positioning reward.

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 - REVISED - BALANCE NERF)

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

Cards: 1. **Regeneration** (Passive - REVISED): When you use a healing effect (Photosynthesis, Verdant Regeneration, Repair cards), recover +1 additional card. Does NOT grant passive card recovery per round. 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

BALANCE NOTE (2025-10-16): Original “Regeneration” card granted +1 card per round passively (stacked with Verdant Regeneration for 2 cards/round). New version triggers conditionally when OTHER healing effects activate, preventing passive infinite sustain.

BLEED MECHANIC (Detailed Rules - REVISED - BALANCE NERF)

Bleed Counters: - Stack up to **MAX 10 Bleed counters** per target (Bleed 1 + Bleed 2 = Bleed 3 total, cannot exceed 10) - Trigger at START of target’s turn (before they can act) - Each counter deals 1 damage - Counters do NOT expire (last entire mission) - **NEW CAP:** Bleed damage cannot exceed 10 per turn

BALANCE NOTE (2025-10-16): Original infinite stacking was oppressive in long games (20+ Bleed stacks = automatic win). Cap of 10 maintains lethality while preventing degenerate scaling.

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

- Strong damage-over-time (Bleed stacks up to 10, still lethal)
- High mobility (Leaf Dance, Shadow Step, teleports)
- Good regeneration (Verdant Regeneration + conditional Photosynthesis + conditional Living Seal triggers)
- Surgical strikes (Pruning Cut targets specific components)
- Area control (Root Bind, Vine Walls, Seed Pods)

BALANCE NOTE (2025-10-16): - Bleed capped at 10 stacks (no longer infinite) - Photosynthesis requires NO DAMAGE TAKEN (conditional trigger) - Living Seal NO LONGER grants passive +1 card/round (conditional on healing effects)

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.”

VERSION 3.0 OPTIONAL RULES

Elven Interactions with Taint Exploitation

Taint Philosophy: Elves are **vulnerable to Taint**. Nature recoils from corruption.

Faction Penalties: - **Fragile Immortals:** Gain Taint at **double rate** (3 damage = 2 Taint instead of 1) - **Nature's Protection:** Corruption Save is **5+ if in Forest terrain**, otherwise **4+ standard** - **Regeneration Purge:** "Regeneration" cards now also remove 1 Taint when used

Elven-Specific Taint Management: - Regeneration cards: Heal + remove 1 Taint - Forest terrain: Stand in Forest at end of turn → remove 1 Taint (passive purge) - Bleed stacking: Can spend 3 Taint to apply +2 Bleed counters to enemy (trade corruption for DoT)

Strategic Use: Elves accumulate Taint FAST (double rate). Must manage it aggressively with Regeneration and Forest positioning. Vulnerable to Taint exploitation by enemies. High-risk glass cannon.

Elven Pilot Grit System

Starting Grit: 0 (standard) **Grit Penalty: -1 to all Grit Checks** (always)

Fragile Immortals: - Elven pilots are ageless but emotionally brittle - All Grit Checks: Roll $1d6 + (\text{Grit} - 1)$ - Example: Grit 2 pilot = roll $1d6 + 2 - 1 = 1d6 + 1$ effective

Grit Check Example (Elven Pilot, Grit 2):

Trigger: Broken Ribs (Minor Injury)

Roll: $1d6 + 2 - 1 = 1d6 + 1 = 3$

Result: Full Wound (flip normally)

Outcome: Elf shatters under pain, cannot tough it out

Max Effective Grit: 2 (Grit 3 - 1 penalty = effective 2)

Thematic Fit: Elves are immortal but unfamiliar with pain. They break psychologically under trauma. Mechanically weaker than other factions but compensated by hit-and-run mobility.

END OF DOCUMENT - v3.0 ENHANCED

“We remember the world before the Engine. We remember purity. Taint is anathema. We will not endure.”

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