

# PENANCE

## The Wyrd Conclave - Complete Deck & Equipment System

Absolution Through Steel

Generated deck-equipment-system

# The Wyrd Conclave - Complete Deck & Equipment System

## Penance: Absolution Through Steel

**Faction Motto:** "REALITY IS NEGOTIABLE" (Everything has a price)

**Playstyle:** Reality distortion, bargain mechanics, stolen identities, illusion warfare **Core**

**Mechanic:** Bargain Tokens - Make deals with twisted costs, steal enemy abilities **Frame**

**Type:** Scout (6 SP per turn)

## Design Philosophy

The Wyrd Conclave are Fae tricksters who weaponize reality itself. Every card reflects their philosophy:

- **Bargain Economy:** Make powerful deals, but pay hidden costs
- **Reality Distortion:** Cards that break normal game rules
- **Stolen Faces:** Copy and use enemy abilities
- **Illusion Warfare:** Create fake threats, confuse enemies
- **Temporal Manipulation:** Reorder turns, rewind actions
- **Incomprehensible Logic:** Mechanics that don't make logical sense (by design)
- **Fae Trickery:** Cards with dual effects (help AND harm simultaneously)

# Historical Context: Between Worlds

## Pre-Sundering Origins

**The Fae Courts** (Pre-Sundering dimensional beings): - Existed “between” dimensions (not fully in material world) - Fed on mortal creativity, emotion, and wonder - Made bargains with mortals (power for abstract costs) - Incomprehensible alien intelligence (logic humans can’t grasp)

## Year 0: The Sundering & Dimensional Collapse

**When Theslar activated the Engine:** - Void energy tore holes between dimensions - Fae Courts forcibly pulled into material world - **Trapped:** Can no longer fully return to Feywild - **Weakened:** Lost much of their reality-warping power - **Changed:** Now need physical bodies (stolen from mortals)

**The Aftermath:** - Fae began stealing faces (literally replacing people) - Created Caskets from impossible materials (not metal, not organic - other) - **Named themselves:** “The Wyrd Conclave” (assembly of the strange) - Desperate to return home, but the way is sealed

## Year 1-437: Tricksters Trapped

**Current Status:** ~300 Fae trapped in material world - Each has stolen 2-10 identities (wear faces like masks) - Pilot Caskets made from “folded reality” (space bent into armor) - **Goal:** Find way back to Feywild (or reshape this world into new Feywild) - Make bargains to gather power, knowledge, and leverage

**Fae Structure:** - **No hierarchy** (every Fae is independent agent) - **Alliances of convenience** (betray each other constantly) - **Speak in riddles** (incomprehensible to mortals) - **Bargain obsession** (compulsion to make deals)

**Territory:** Wherever dimensional walls are thin - The Shimmer Wastes (reality distortions, mirages) - Forgotten corners of the world (abandoned cities where Fae wear stolen faces) - Between places (crossroads, borders, thresholds)

## FACTION CARDS (10 Total - Players Choose 6)

### 1. Bargain Struck

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: At start of your turn, gain 1 Bargain token. You may spend Bargain tokens to activate powerful effects (see other cards). Bargain tokens persist across missions (you owe the Fae). Maximum 10 Bargain tokens. Reality's currency.
- **Keywords:** passive, resource-generation, bargain-token, persistent
- **Lore:** "Everything has a price. Shall we discuss terms?"

### 2. Stolen Face

- **Type:** Gambit
- **Cost:** 3 Bargain tokens
- **Range:** 6 hexes
- **Effect:** Choose 1 visible enemy. Look at their hand. Choose 1 card from their hand and copy it into yours (you may play it this turn as if it were yours). That enemy loses that card. If you kill that enemy this mission, permanently gain that card (add to deck between missions). Thievery incarnate.
- **Keywords:** gambit, theft, card-steal, identity-theft, permanent-gain
- **Lore:** "I will wear your face. I will speak your words. I will BE you."

### 3. Reality Fracture

- **Type:** Utility
- **Cost:** 4 Bargain tokens
- **Range:** Self
- **Effect:** Rewind time. Return to start of your turn (restore SP, return hand to state at turn start, undo all actions). Any damage dealt or taken this turn is undone. May only be used once per mission. Temporal violation.
- **Keywords:** utility, time-manipulation, rewind, limit, reality-distortion
- **Lore:** "That didn't happen. Try again."

### 4. Impossible Geometry

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: You may move through enemy-occupied hexes (they see a different you, illusion). You may ignore terrain costs (you don't walk, you step between). Your movement does not provoke reactions. Space means nothing to us.
- **Keywords:** passive, movement, ignore-terrain, ignore-enemies, phase-walk
- **Lore:** "Euclidean geometry is a suggestion, not a rule."

### 5. Fae Bargain

- **Type:** Gambit
- **Cost:** 2 SP
- **Range:** 8 hexes
- **Effect:** Offer bargain to enemy: "Take 5 damage now, OR give me 3 Bargain tokens and take no damage." Enemy chooses. If they give tokens, you gain 3 Bargain tokens. If they refuse, deal 5 damage and gain "Bargain Breaker" mark on them (+2 damage from all Wyrd attacks permanently). Contracts bind.
- **Keywords:** gambit, choice, bargain-generation, mark, coercion
- **Lore:** "Choose. Pain now, or debt forever?"

## 6. Mirror Self

- **Type:** Utility
- **Cost:** 5 Bargain tokens
- **Range:** Self
- **Effect:** Create illusory duplicate of yourself at your current location. Duplicate has 1 HP, acts on your turn, can move and attack (deals 0 damage, but enemies don't know it's fake). Lasts until destroyed or 3 turns. Enemies cannot tell which is real (you control both). Deception layered.
- **Keywords:** utility, illusion, duplicate, deception, tactical
- **Lore:** "Which one is me? All of them. None of them."

## 7. Price Paid

- **Type:** Reactive
- **Cost:** 0 SP (but costs Bargain tokens retroactively)
- **Range:** Self
- **Effect:** Play when you would die (deck reaches 0). Instead, spend ALL Bargain tokens you have. For each token spent, recover 3 cards from discard pile. If you have 0 tokens, you die normally. Survival has a cost. Always.
- **Keywords:** reactive, survival, bargain-cost, death-prevention, desperate
- **Lore:** "Death? We renegotiate the terms."

## 8. Shimmer Step

- **Type:** Attack
- **Cost:** 2 SP
- **Range:** Teleport up to 8 hexes, then attack adjacent enemy
- **Damage:** 4
- **Effect:** Teleport to any hex within 8 hexes (ignore terrain, enemies, obstacles). If adjacent to enemy after teleport, deal 4 damage. Spend 2 Bargain tokens to attack twice (teleport, attack, teleport again, attack again). Impossible positioning.
- **Keywords:** attack, teleport, mobility, bargain-synergy

- **Lore:** “Here. There. Everywhere. Nowhere.”

## 9. Fae Curse

- **Type:** Attack-Debuff
- **Cost:** 3 SP
- **Range:** 6 hexes
- **Damage:** 2
- **Effect:** Deal 2 damage. Place “Fae Curse” on target (lasts until removed). Cursed targets: Draw 1 fewer card each turn (hand size 5 instead of 6). All allies within 3 hexes of cursed target also draw 1 fewer card (curse spreads). Curse removed when target kills a Wyrd unit. Malevolence spreads.
- **Keywords:** attack, debuff, curse, area-effect, persistent
- **Lore:** “You carry our mark now. It will follow you. It will consume you.”

## 10. Deal with the Devil

- **Type:** Gambit
- **Cost:** 0 SP (but costs future actions)
- **Range:** Self
- **Effect:** Gain 5 Bargain tokens immediately. Draw 3 cards immediately. Next turn, you have 0 SP (cannot act). Alternates each turn: Full SP, then 0 SP, then full SP, etc. Lasts 3 turns total. Mortgage your future.
- **Keywords:** gambit, bargain-generation, card-draw, SP-lock, high-risk
- **Lore:** “Power now. Payment later. You’ll barely notice.”

## PRIMARY WEAPON: Folded-Blades & Reality-Shards (12 cards)

### Shimmer Strike (×3)

- **Cost:** 2 SP
- **Range:** Melee (1 hex)
- **Damage:** 3
- **Effect:** Deal 3 damage. If you have 3+ Bargain tokens, enemy cannot use Reactive cards against this attack (too confused by illusions).
- **Keywords:** attack, melee, bargain-synergy, anti-reactive, wyrd, primary

### Phase Cut (×3)

- **Cost:** 2 SP
- **Range:** Melee (1 hex)
- **Damage:** 4
- **Effect:** Deal 4 damage. Ignore Defense buffs (attack phases through armor). Gain 1 Bargain token if this kills target (bargain fulfilled).
- **Keywords:** attack, melee, armor-piercing, bargain-generation, wyrd, primary

### Mirage Assault (×2)

- **Cost:** 3 SP
- **Range:** 3 hexes
- **Damage:** 3
- **Effect:** Teleport to target, deal 3 damage, teleport back to starting hex. Enemy cannot retaliate (you were never there). Spend 1 Bargain token to attack 2 enemies (teleport to each).
- **Keywords:** attack, teleport, untouchable, bargain-synergy, wyrd, primary



## Paradox Blade (×2)

- **Cost:** 4 SP
- **Range:** Melee (1 hex)
- **Damage:** 6
- **Effect:** Deal 6 damage. You also take 2 damage (paradox hurts you too). Spend 2 Bargain tokens to negate self-damage (offload cost to another reality).
- **Keywords:** attack, melee, high-damage, self-damage, bargain-cost, wyrd, primary

## Stolen Strength (×1)

- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 5
- **Effect:** Deal 5 damage. If target has any buffs active (+damage, +Defense, etc.), steal 1 buff (you gain it, they lose it). Lasts until end of round. Thievery again.
- **Keywords:** attack, melee, buff-steal, tactical, wyrd, primary

## Incomprehensible Strike (×1)

- **Cost:** 3 SP
- **Range:** Choose: Melee OR Ranged 6
- **Damage:** 4
- **Effect:** This attack has no fixed range (you choose melee or ranged when played). Enemy must discard 1 random card from hand (confusion effect). Spend 2 Bargain tokens to force discard 2 cards instead. Logic fails.
- **Keywords:** attack, flexible-range, discard-force, bargain-synergy, wyrd, primary

## SECONDARY EQUIPMENT: Illusion Tools (6 cards)

### Fae Mirror (×2)

- **Cost:** 1 SP
- **Range:** Self
- **Effect:** Create 1 Mirror Self illusion at your location (see Faction Card “Mirror Self”). Illusion lasts 2 turns or until destroyed. Spend 1 Bargain token to create 2 illusions instead. Multiply confusion.
- **Keywords:** utility, illusion, duplicate, bargain-synergy, wyrd, secondary

### Bargain Siphon (×1)

- **Cost:** 0 SP (Reactive)
- **Range:** Self
- **Effect:** Play when enemy attacks you. Offer bargain: “Miss this attack, give me 2 Bargain tokens.” Enemy chooses. If they give tokens, attack misses. If they refuse, attack hits normally. Extortion mid-combat.
- **Keywords:** reactive, defense, bargain-generation, choice, wyrd, secondary

### Shimmer Veil (×1)

- **Cost:** 2 SP
- **Range:** Self
- **Effect:** Become invisible (cannot be targeted by attacks) until your next turn. You may still move and attack (but attacking breaks invisibility). Spend 1 Bargain token to stay invisible even after attacking. Unseen predator.
- **Keywords:** utility, stealth, untargetable, bargain-synergy, wyrd, secondary

### Reality Shard (×1)

- **Cost:** 2 SP

- **Range:** 4 hexes
- **Damage:** 2
- **Effect:** Throw shard of broken reality. Deal 2 damage. Create “Distortion hex” at impact location (lasts 3 turns). Distortion hexes: Enemies standing in them have -1 to all actions. Allies ignore effect. Warped space.
- **Keywords:** attack, ranged, terrain-creation, debuff, wyrd, secondary

## Temporal Loop (×1)

- **Cost:** 3 SP
- **Range:** Self
- **Effect:** Next damage you take this turn is stored in temporal loop. At start of your next turn, choose 1 enemy within 6 hexes - they take that stored damage instead. Redirect pain through time.
- **Keywords:** utility, damage-redirect, temporal, tactical, wyrd, secondary

# ADDITIONAL FACTION CARDS (Expansion Options)

## Stolen Identity

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: When you kill an enemy, gain 1 permanent copy of a random card from their deck (draw from their discard pile). You may use this card in future missions. Your deck grows with their stolen power.
- **Keywords:** passive, theft, permanent-gain, deck-expansion
- **Lore:** “What was yours is now mine. Forever.”

## Fae Pact

- **Type:** Gambit
- **Cost:** 5 Bargain tokens
- **Range:** 6 hexes
- **Effect:** Force enemy to make pact: "Fight for me for 1 turn, OR take 8 damage." If they fight for you, they must attack their own allies (you control them for 1 turn). If they refuse, deal 8 damage. Domination.
- **Keywords:** gambit, mind-control, choice, coercion
- **Lore:** "Your will is negotiable."

## Between Moments

- **Type:** Utility
- **Cost:** 4 Bargain tokens
- **Range:** Self
- **Effect:** Take an additional turn immediately after this one (you get 2 turns in a row). Cannot use this ability 2 turns in a row (temporal strain). Time is ours.
- **Keywords:** utility, extra-turn, bargain-cost, limit
- **Lore:** "A moment for you. An eternity for me."

## Bargain Cascade

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: Whenever you spend Bargain tokens, gain 1 Heat per token spent. When you reach 5+ Heat, instead of rolling Strain, choose: Take 3 damage OR give 1 random enemy 3 Bargain tokens (offload cost to them). Costs spread.
- **Keywords:** passive, heat-generation, cost-sharing
- **Lore:** "Debts are contagious."

## Mirror Realm

- **Type:** Gambit
- **Cost:** 8 Bargain tokens
- **Range:** 6 hexes (area)
- **Effect:** Create Mirror Realm (6-hex radius zone centered on you). Lasts 2 turns. Inside Mirror Realm: All enemies see illusions (cannot target real units, only illusions). Allies see clearly. When realm ends, all illusions vanish. Ultimate deception.
- **Keywords:** gambit, illusion, area-effect, bargain-cost, ultimate
- **Lore:** “Welcome to my world. Nothing is real.”

## Price Multiplier

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: Whenever enemy gives you Bargain tokens (via Fae Bargain, Bargain Siphon, etc.), you gain +1 additional token. Compound interest.
- **Keywords:** passive, bargain-generation, scaling
- **Lore:** “Read the fine print. The interest is compounding.”

## SAMPLE DECK LOADOUTS

### “The Bargainer” (Token Economy)

**Faction Cards (6):** Bargain Struck, Fae Bargain, Price Paid, Bargain Cascade, Price Multiplier, Mirror Self

**Strategy:** Generate massive Bargain tokens via Fae Bargain (force enemies into deals). Bank tokens for emergency Price Paid (survive death). Use Mirror Self to create tactical illusions. Bargain Cascade offloads Heat costs to enemies. Snowball tokens endlessly.

**Strengths:** - Extreme token generation (3-5 tokens per turn) - Survives fatal damage (Price Paid safety net) - Forces enemies into lose-lose choices - Compound interest scaling (Price Multiplier)

**Weaknesses:** - Weak early game (needs tokens first) - High Heat generation (Bargain Cascade) - Dies if caught at 0 tokens - Enemies learn to refuse bargains

## “The Thief” (Identity Theft)

**Faction Cards (6):** Stolen Face, Stolen Identity, Impossible Geometry, Shimmer Step, Shimmer Veil, Incomprehensible Strike

**Strategy:** Steal enemy cards with Stolen Face, copy their abilities. Use Stolen Identity to permanently add their cards to your deck. Impossible Geometry for untouchable positioning. Shimmer Step for teleport strikes. Become stronger by absorbing enemies.

**Strengths:** - Deck grows permanently (Stolen Identity) - Can use ANY faction's cards (Stolen Face) - Extreme mobility (Shimmer Step + Impossible Geometry) - Adapts to any matchup (steal counters)

**Weaknesses:** - Slow deck growth (kills required) - Expensive token costs (Stolen Face) - Weak vs swarm (can't steal from everyone) - Deck bloat (too many stolen cards = inconsistency)

## “The Illusionist” (Mirror Army)

**Faction Cards (6):** Mirror Self, Fae Mirror, Mirror Realm, Shimmer Veil, Mirage Assault, Shimmer Strike

**Strategy:** Create Mirror Selves everywhere (Fae Mirror × 2 illusions). Use Mirror Realm to blind enemies (can't target real you). Shimmer Veil for invisibility. Mirage Assault for untouchable attacks. Enemy never knows where you are.

**Strengths:** - Extreme confusion (enemies waste attacks on illusions) - Untargetable (Shimmer Veil + Mirror Realm) - Action economy (Mirror Selves act independently) - Perfect for 1v1 (enemy paralyzed by indecision)

**Weaknesses:** - Illusions have 1 HP (die easily to AOE) - Expensive token costs (Mirror Self 5 tokens, Mirror Realm 8 tokens) - Weak vs high-Intelligence enemies (see through illusions) - Fragile if illusions cleared

## “The Time Lord” (Temporal Manipulation)

**Faction Cards (6):** Reality Fracture, Temporal Loop, Between Moments, Deal with the Devil, Shimmer Step, Bargain Struck

**Strategy:** Manipulate time itself. Reality Fracture to undo bad turns. Between Moments for double turns. Temporal Loop to redirect damage. Deal with the Devil for burst power (accept SP lock). Abuse time to outmaneuver enemies.

**Strengths:** - Undo mistakes (Reality Fracture) - Extra turns (Between Moments) - Damage immunity (Temporal Loop) - Burst potential (Deal with the Devil)

**Weaknesses:** - Limited uses (Reality Fracture once per mission) - High token costs (Between Moments 4 tokens) - Deal with the Devil SP lock (can't act every other turn) - Predictable after first use

# TACTICAL GUIDELINES

## Bargain Token Economy

- **Generation:** Bargain Struck (1/turn passive), Fae Bargain (3 if accepted), Bargain Siphon (2 if accepted), Phase Cut (1 on kill)
- **Spending:** Stolen Face (3), Reality Fracture (4), Fae Bargain (0, generates instead), Mirror Self (5), Deal with the Devil (0, generates 5)
- **Optimal banking:** Keep 4-5 tokens for Reality Fracture (emergency rewind) or Price Paid (death prevention)
- **Never go to 0:** Always keep 1-2 tokens minimum (safety net)

## Bargain Forcing

- **Fae Bargain:** Offer “5 damage OR 3 tokens” - enemies often give tokens (you profit)
- **Bargain Siphon:** Offer “Miss OR 2 tokens” - enemies hate missing, give tokens
- **Fae Pact:** Offer “Mind control OR 8 damage” - enemies choose lesser evil, you win either way
- **Pattern:** Always make offer worse than reality (they choose bad option, you gain)

## Illusion Tactics

- **Mirror Self:** Create 2-3 illusions, surround enemy (they guess wrong 75% of the time)
- **Shimmer Veil:** Go invisible, reposition behind enemy, attack from unexpected angle
- **Mirror Realm:** Drop on objective, defend with fake army (enemies waste turns)
- **Fae Mirror:** Cheap illusion spam (2 tokens = 2 illusions = 4 targets for enemy to guess)

## Temporal Abuse

- **Reality Fracture:** Use after catastrophic turn (got hit for 10 damage, rewind, avoid it)
- **Between Moments:** Use for burst offense (2 turns in a row = 10 SP of attacks)
- **Temporal Loop:** Store big hit (enemy deals 8 damage, redirect to THEIR ally next turn)



# FACTION RELATIONSHIPS

Faction	Relationship	Why
Church of Absolution	-2 Hostile	Church hunts Fae-touched, views bargains as devil worship
Verdant Covenant (Elves)	+1 Cordial	Shared interest in dimensional ecology, occasional allies
Forge-Guilds (Dwarves)	-1 Suspicious	Dwarves refuse Fae bargains (learned the hard way)
The Ossuarium	+1 Cordial	Both exist “between” states, shared outsider status
Nomad Collective	0 Neutral	Fae occasionally trick Nomads for amusement
Crucible Packs	-1 Distrustful	Crucible honor code incompatible with Fae trickery
The Exchange	+1 Friendly	Mutual respect for contracts (even if Fae exploit loopholes)
Vestige Bloodlines	0 Neutral	Fae find Vestige mutations fascinating (study subjects)
Emergent Syndicate	+1 Cordial	Both manipulate biology/reality, respect for transformation

# NOTABLE NPCs

## Lady Whisper “The Thousand-Faced”

**Title:** Fae Envoy, Reality Merchant, The One Who Bargains

**Age:** Unknown (appears 25, claims to be 10,000) **Casket:** “The Folded Mirror” (made from crystallized possibilities)

**Appearance:** - Changes faces constantly (never same twice) - Sometimes has 2 faces simultaneously (front + back of head) - Eyes shimmer like oil on water (reflective, rainbow iridescence) - Wears stolen clothes from 100 different eras - Speaks in layered voices (3-4 voices overlapping)

**Personality:** - Playful cruelty (finds mortal suffering amusing) - Obsessed with collecting stories (bargains for memories) - Speaks only in riddles and paradoxes - Cannot lie directly (but truth is VERY selective)

**Unique Abilities:** - **Infinite Faces** (Passive): Lady Whisper can copy any humanoid’s face perfectly. She has 100+ stolen identities stored. - **Bargain Binding** (3 Bargain tokens): Force any character to make binding contract. They MUST honor terms or suffer Fae Curse (permanent debuff). - **Reality Merchant** (Ultimate): Once per campaign, offer players ANY wish. Cost is abstract (sacrifice memory, emotion, future, identity). Always a trick.

**Backstory:** - One of the first Fae trapped after Sundering - Has made 10,000+ bargains with mortals - Collects faces like trophies (wears them, discards them) - **Personal goal:** Find way back to Feywild (will betray anyone to achieve this)

**Campaign Hook:** Lady Whisper offers players incredible power (Fae Pact card) in exchange for “small favor” (actually devastating long-term cost).

## CAMPAIGN INTEGRATION

### Early Campaign Hooks

- **Quest:** “The Bargain” - Fae offer to solve players’ problem (for a price)
- **Quest:** “The Doppelganger” - NPC has been replaced by Fae, players must identify who
- **Quest:** “The Shimmer Wastes” - Players cross Fae territory, must negotiate safe passage

## Mid Campaign Conflicts

- **Faction War:** Wyrd Conclave vs. Church (Fae steal Church relics for dimensional research)
- **Political Crisis:** Fae replace town's leadership with doppelgangers (town goes mad)
- **Moral Dilemma:** Fae offer to cure player's Taint (cost: sacrifice friend's identity)

## Late Campaign Endgame

- **Alliance Option:** Join Wyrd Conclave (become Fae-touched, gain reality powers, lose humanity)
- **Destruction Option:** Close dimensional rifts permanently (trap Fae forever, they become mortal)
- **Synthesis Option:** Bargain with Lady Whisper (negotiate new equilibrium, Fae stay but restricted)

[← Back to Factions](#) | [View Bargain Mechanics →](#)