

PENANCE

The Ossuarium - Equipment Slot System

Absolution Through Steel

Generated deck-equipment-system

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Penance: Absolution Through Steel

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

Faction Identity

The Ossuarium - Necromantic resource vampires - **Philosophy:** "Death is not the end. It is merely a change in employment." - **Playstyle:** Lifesteal, corpse exploitation, resurrection mechanics, inevitable grinding - **Signature Mechanic:** Soul Harvest (drain HP from enemies to recover your own cards)

Deck Composition Formula

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

Where X depends on Casket class and equipment loadout.

SPECIAL: The Ossuarium does not shuffle "Damage" cards into deck on reshuffle. Instead, they add "Decay" cards (different mechanic).

THE OSSUARIUM FACTION CORE (6 Cards - Mandatory)

1. SOUL HARVEST

Type: Attack (Lifesteal) **SP Cost:** 3 **Range:** Melee (Range 1) **Effect:** Deal 4 damage. Recover cards equal to damage dealt from your discard pile (max 4 cards). **Keywords:** Attack, Lifesteal, Vampiric, Melee **Flavor:** "Their life becomes yours. This is the calculus of necromancy."

2. CORPSE FUEL

Type: Utility (Death Trigger) **SP Cost:** 2 **Effect:** When an enemy Casket is destroyed within 3 hexes, immediately recover 5 cards from your discard pile and shuffle into deck. **Keywords:** Utility, Death-Trigger, Healing, Corpse-Exploitation **Flavor:** "Waste nothing. The dead still serve."

3. PHYLACTERY (Passive)

Type: Passive Ability **SP Cost:** N/A **Effect:** The first time each mission you would be reduced to 0 HP, instead set HP to 5 (recover 5 cards from discard pile). This is automatic and costs nothing. **Keywords:** Passive, Resurrection, Survival **Flavor:** "I have prepared for death. Many times."

4. BONE SCYTHER REAP

Type: Attack (AoE Drain) **SP Cost:** 4 **Range:** Melee (Range 1) **Effect:** Deal 3 damage to primary target and 2 damage to all adjacent enemies. Recover 1 card from discard pile per enemy damaged (max 4 cards). **Keywords:** Attack, AoE, Lifesteal, Melee **Flavor:** "The scythe thirsts."

5. DEATHLESS ADVANCE

Type: Movement + Buff **SP Cost:** 2 **Effect:** Move up to 3 hexes. Until end of your turn, you cannot take more than 5 damage from any single attack (damage cap). **Keywords:** Movement, Defense, Resilience **Flavor:** “The dead do not fear pain.”

6. NECROTIC SURGE (Passive)

Type: Passive Ability **SP Cost:** N/A **Effect:** Whenever you recover cards from discard pile (via any effect), recover +1 additional card. **Keywords:** Passive, Synergy, Healing **Flavor:** “Death feeds on itself, growing stronger.”

CASKET CLASSES & EQUIPMENT SLOTS

Revenant (Scout - 6 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 1 Accessory
- **Philosophy:** Fast drain, hit-and-run lifesteal
- **Total Equipment Cards:** 8-12 cards
- **Total Deck Size:** 26-30 cards

Phylarch (Assault - 5 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 2 Accessories
- **Philosophy:** Balanced vampiric combat, corpse exploitation
- **Total Equipment Cards:** 12-18 cards
- **Total Deck Size:** 30-36 cards

Bonelord (Heavy - 4 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 3 Accessories
- **Philosophy:** Inevitable grind, resurrection loops, unkillable
- **Total Equipment Cards:** 15-24 cards
- **Total Deck Size:** 33-42 cards

Mausoleum (Fortress - 3 SP)

- **Equipment Slots:** 1 Weapon (2-handed) OR 1 Weapon + 1 Shield + 4 Accessories
- **Philosophy:** Death fortress, spawns minions, mass drain
- **Total Equipment Cards:** 18-30 cards
- **Total Deck Size:** 36-48 cards

SAMPLE BUILDS

BUILD 1: “Vampiric Striker” (Revenant - Scout)

Casket Type: Revenant (Light, 6 SP)

Equipment Loadout: - **Weapon:** Bone Scythe (6 cards) - Ossuarium-exclusive - **Offhand:** Buckler Shield (2 cards) - **Accessory:** Death Mark Sigil (3 cards) - Ossuarium-exclusive

Tactics (choose 2): - Eternal Hunger - Grave Robber

Total Deck: - 10 Universal Core - 6 Ossuarium Faction Core - 11 Equipment (6 + 2 + 3) - 2 Tactics - **Total: 29 cards** (fast cycle, aggressive drain)

Playstyle: - Soul Harvest every turn (4 damage + recover 4 cards) - Bone Scythe provides multiple lifesteal attacks - Death Mark Sigil adds passive lifesteal (recover 1 card per turn when damaging) - Eternal Hunger doubles lifesteal efficiency - Grave Robber loots corpses for bonus equipment - Fast, aggressive, self-sustaining vampire

BUILD 2: “Corpse Grinder” (Phylarch - Assault)

Casket Type: Phylarch (Medium, 5 SP)

Equipment Loadout: - **Weapon:** Flail (5 cards) - **Offhand:** Kite Shield (3 cards) - **Accessory 1:** Death Mark Sigil (3 cards) - **Accessory 2:** Repair Sigil (2 cards)

Tactics (choose 2): - Corpse Fuel (already in Core, DON'T duplicate) - Undying Resilience

Total Deck: - 10 Universal Core - 6 Ossuarium Faction Core - 13 Equipment (5 + 3 + 3 + 2) - 2 Tactics - **Total: 31 cards** (balanced sustain)

Playstyle: - Kill enemies to trigger Corpse Fuel (recover 5 cards per kill) - Necrotic Surge adds +1 card to all recovery effects - Flail provides ignore-Defense attacks (Wild Swing) - Death Mark + Repair Sigil = constant HP recovery - Undying Resilience provides second resurrection - Grinds enemies down through attrition

BUILD 3: “Immortal Fortress” (Bonelord - Heavy)

Casket Type: Bonelord (Heavy, 4 SP)

Equipment Loadout: - **Weapon:** Mace (5 cards) - **Offhand:** Tower Shield (4 cards) - **Accessory 1:** Death Mark Sigil (3 cards) - **Accessory 2:** Reinforced Plating (3 cards) - **Accessory 3:** Phylactery Relic (3 cards) - Ossuarium-exclusive

Tactics (choose 2): - Undying Resilience (second resurrection) - Bone Armor

Total Deck: - 10 Universal Core - 6 Ossuarium Faction Core - 18 Equipment (5 + 4 + 3 + 3 + 3) - 2 Tactics - **Total: 36 cards** (maximum survivability)

Playstyle: - THREE resurrection mechanics: 1. Phylactery (Faction Core - resurrect at 5 HP) 2. Phylactery Relic (store 5 cards, resurrect once) 3. Undying Resilience (resurrect at 10 HP) - Tower Shield + Reinforced Plating + Bone Armor = massive defense - Death Mark provides constant lifesteal - Soul Harvest sustains HP - Literally cannot die (three lives + constant healing) - Ultimate tank

BUILD 4: “Minion Master” (Mausoleum - Fortress)

Casket Type: Mausoleum (Fortress, 3 SP)

Equipment Loadout: - **Weapon:** Summoning Staff (6 cards) - Ossuarius-exclusive - **Offhand:** Shroud of Souls (4 cards) - Ossuarius-exclusive - **Accessory 1:** Death Mark Sigil (3 cards) - **Accessory 2:** Repair Sigil (2 cards) - **Accessory 3:** Heat Sink Sigil (2 cards) - **Accessory 4:** Phylactery Relic (3 cards)

Tactics (choose 2): - Raise Dead - Eternal Hunger

Total Deck: - 10 Universal Core - 6 Ossuarius Faction Core - 20 Equipment (6 + 4 + 3 + 2 + 2 + 3) - 2 Tactics - **Total: 38 cards** (summoner platform)

Playstyle: - Summon Thralls using Summoning Staff + Raise Dead - Thralls are meatshields (1 HP, act on your turn, die in 3 rounds) - Shroud of Souls creates defensive barriers from corpses - Death Mark drains through Thralls (they deal damage = you heal) - Stay at range, let Thralls fight - Phylactery Relic provides safety net - Overwhelming action economy (you + 3-4 Thralls)

OSSUARIUM FACTION TACTICS (Choose 2 from 5)

TACTIC 1: ETERNAL HUNGER

Type: Passive **SP Cost:** N/A **Effect:** Whenever you recover cards from discard pile, recover double the amount (rounds up). Does NOT stack with Necrotic Surge. **Strategic Use:** Amplifies all lifesteal and healing **Keywords:** Passive, Lifesteal, Synergy **Flavor:** “Hunger without end.”

TACTIC 2: GRAVE ROBBER

Type: Utility (Death Trigger) **SP Cost:** 1 **Effect:** When enemy Casket is destroyed within 3 hexes, roll 1d6. On 4+, gain 1 random equipment card from their deck (add to your deck permanently this mission). **Strategic Use:** Loot enemy gear mid-battle **Keywords:** Utility, Loot, Death-Trigger **Flavor:** "The dead have no use for such things."

TACTIC 3: UNDYING RESILIENCE

Type: Passive (Resurrection) **SP Cost:** N/A **Effect:** The SECOND time each mission you would be reduced to 0 HP, instead set HP to 10 (recover 10 cards from discard pile). Stacks with Phylactery (Faction Core). **Strategic Use:** Two resurrections per mission **Keywords:** Passive, Resurrection, Survival **Flavor:** "I have died twice. I will die again."

TACTIC 4: RAISE DEAD

Type: Active (Summon) **SP Cost:** 3 **Effect:** Summon 1 Thrall minion adjacent to you. Thrall has 1 HP, deals 2 damage (melee), acts on your turn (costs 1 SP to command). Lasts 3 rounds or until destroyed. Max 3 Thralls at once. **Strategic Use:** Action economy, meatshields, damage soak **Keywords:** Active, Summon, Minion **Flavor:** "Rise. Serve. Fall again."

TACTIC 5: BONE ARMOR

Type: Passive (Defense) **SP Cost:** N/A **Effect:** For each enemy destroyed this mission, gain +1 permanent Defense (max +5). Defense persists entire mission. **Strategic Use:** Scales with kills, encourages aggression **Keywords:** Passive, Defense, Scaling **Flavor:** "Their bones become my armor."

OSSUARIUM-EXCLUSIVE EQUIPMENT

Bone Scythe (Weapon - 6 cards)

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

Cards: 1. **Reaping Strike** (2 SP, Melee): Deal 3 damage, recover 2 cards from discard 2. **Harvest** (3 SP, Melee): Deal 4 damage, recover 3 cards from discard 3. **Death Sweep** (4 SP, Melee AoE): Deal 3 damage to all adjacent enemies, recover 1 card per enemy hit 4. **Lifesteal** (Passive): Whenever you deal damage with Bone Scythe attacks, recover 1 card (once per turn) 5. **Soul Rend** (3 SP, Melee): Deal 3 damage, target cannot recover cards next turn 6. **Necrotic Cut** (2 SP, Melee): Deal 2 damage, Bleed 2 (necrotic damage over time)

Summoning Staff (Weapon - 6 cards)

Crafting Cost: 6 Scrap **Faction:** Ossuarium only

Cards: 1. **Summon Thrall × 2** (3 SP, Utility): Summon 1 Thrall adjacent to you (1 HP, 2 damage, lasts 3 rounds) 2. **Command Thrall** (1 SP, Utility): All your Thralls attack (2 damage each) 3. **Sacrifice Thrall** (0 SP, Utility): Destroy 1 Thrall, recover 3 cards from discard 4. **Death Bolt** (2 SP, Ranged 1-4): Deal 2 damage, if target is adjacent to your Thrall, deal 4 damage instead 5. **Mass Summon** (5 SP, Utility): Summon 3 Thralls simultaneously (once per mission)

Shroud of Souls (Offhand - 4 cards)

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

Cards: 1. **Soul Barrier** (0 SP, Reactive): Reduce damage by 2, gain 1 Heat 2. **Corpse Wall** (2 SP, Utility): When enemy dies within 2 hexes, place corpse token (blocks movement, grants +1 Defense to you if behind it) 3. **Spirit Shield** (3 SP, Defense):

Summon 1 spirit (1 HP, intercepts next attack targeting you, then vanishes) 4. **Harvest Souls** (2 SP, Utility): Remove all corpse tokens within 3 hexes, recover 2 cards per token removed

Phylactery Relic (Accessory - 3 cards)

Crafting Cost: 6 Scrap **Faction:** Ossuarium only

Cards: 1. **Store Life** (2 SP, Utility): Move up to 5 cards from discard pile into Phylactery (storage). Max 5 cards stored. 2. **Soul Anchor** (Passive): If you are reduced to 0 HP and Phylactery has stored cards, resurrect with stored cards as HP. Phylactery empties. Once per mission. 3. **Death's Door** (0 SP, Reactive): When you would take lethal damage, transfer damage to Phylactery (destroys stored cards instead). Prevent up to 5 damage.

DECAY MECHANIC (Replaces Damage Cards)

The Ossuarium does NOT add “Damage” cards on reshuffle.

Instead, they add “Decay” cards:

Decay Card: - **Type:** Curse - **SP Cost:** 0 - **Effect:** Discard this card. Lose 1 SP this turn. Gain 1 Heat. - **Flavor:** “Even the undead rot.”

Why Different? - Decay cards slow you down but don't dead-draw - You can still play them (discard for minor penalty) - Thematic: undead degrade over time but never fully “die” - Balancing: Ossuarium has strong lifesteal, Decay prevents infinite sustain

FACTION STRENGTHS

- Best lifesteal in game (multiple cards recover HP)
- Resurrection mechanics (Phylactery + Undying Resilience = 2 lives)

- Corpse exploitation (gain resources from enemy deaths)
- Inevitable grinding (outlast through constant healing)
- Minion summoning (action economy advantage)

FACTION WEAKNESSES

- Reliant on dealing damage to heal (if prevented from attacking, cannot sustain)
- Weak to burst damage (must kill enemies to recover, can't prevent initial hits)
- Decay cards slow late-game (multiple reshuffles = multiple Decay cards)
- Minions are fragile (Thralls die easily, 1 HP each)
- Requires kills to function optimally (Corpse Fuel, Bone Armor trigger on deaths)

TACTICAL TIPS

Early Game (Turns 1-3)

- Soul Harvest every turn (consistent lifesteal)
- Position aggressively (need to hit enemies to heal)
- Don't waste Phylactery resurrection early (save for late-game)

Mid Game (Turns 4-6)

- Kill weakened enemies to trigger Corpse Fuel (5 cards per kill)
- Summon Thralls if using Raise Dead (meatshields buy time)
- Stack Bone Armor if taken (each kill = +1 permanent Defense)

Late Game (Turns 7+)

- Phylactery triggers automatically (first death = resurrect at 5 HP)
- Undying Resilience triggers next (second death = resurrect at 10 HP)

- Decay cards accumulate (2-3 reshuffles = 2-3 Decay cards in deck)
- Eternal Hunger doubles lifesteal (recover massive HP per hit)

COUNTER-PLAY (How to Beat Ossuarium)

- Prevent them from attacking (control, stuns, disarms)
- Burst damage overwhelms lifesteal (kill before they heal)
- Destroy minions immediately (don't let Thralls accumulate)
- Target Phylactery Relic (destroy their resurrection insurance)
- Keep them away from corpses (deny Corpse Fuel triggers)
- Inflict Pilot Wounds that prevent healing

CAMPAIGN PROGRESSION

Starting Loadout (Mission 1)

- Weapon: Bone Scythe (5 Scrap)
- Offhand: Buckler Shield (2 Scrap)
- Accessory: Death Mark Sigil (5 Scrap, faction-exclusive)
- **Total: 12 Scrap investment** (expensive but self-sustaining)

Mid-Campaign (Mission 5-10)

- Add Phylactery Relic (6 Scrap) for resurrection
- Add Repair Sigil (3 Scrap) for extra healing
- Upgrade to Phylarch or Bonelord (more accessory slots)

Late-Campaign (Mission 15+)

- Stack lifesteal accessories (Death Mark + Repair Sigil + Phylactery)

- Acquire Summoning Staff if using minion build
 - Take Undying Resilience Tactic (two resurrections)
 - Become unkillable endgame boss
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END OF DOCUMENT

“We do not die. We merely pause. And then we rise again.”