

PENANCE

Complete Equipment Pool

Absolution Through Steel

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Penance: Absolution Through Steel

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

Equipment System Overview

Deck Composition

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

Where X = total cards from equipped items

Equipment Slots (By Casket Class)

Casket Class	SP	Weapon Slot	Shield/ Offhand Slot	Accessory Slots	Total Equipment Cards
Scout (Light)	6	1	1	1	8-12 cards
Assault (Medium)	5	1	1	2	12-18 cards
Heavy	4	1	1	3	15-24 cards
Fortress	3	1 (can be 2- handed)	1	4	18-30 cards

CATEGORY 1: WEAPONS

Light Weapons (3-4 cards)

DAGGER

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** None (Universal)

Cards: 1. **Stab** (1 SP, Melee): Deal 3 damage 2. **Deflect** (0 SP, Reactive): Reduce damage by 1 3. **Double-Strike** (2 SP, Melee): Deal 2 damage twice (two separate attacks)

PISTOL

Card Count: 3 cards **Crafting Cost:** 3 Scrap **Weight:** Light **Faction Restrictions:** None (Universal)

Cards: 1. **Quick Shot** (1 SP, Ranged 1-4): Deal 2 damage 2. **Point Blank** (1 SP, Melee): Deal 4 damage, gain 1 Heat 3. **Reload** (1 SP, Utility): Draw 1 card

HAND AXE

Card Count: 4 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Dwarves, Orcs, Nomads

Cards: 1. **Chop** (2 SP, Melee): Deal 4 damage 2. **Hook** (1 SP, Melee): Deal 2 damage, pull enemy 1 hex toward you 3. **Throw** (2 SP, Ranged 1-3): Deal 3 damage, discard this card 4. **Retrieve** (1 SP, Utility): Recover 1 discarded Hand Axe card from discard pile

Medium Weapons (5-6 cards)

LONGSWORD

Card Count: 6 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

Cards: 1. **Slash** (2 SP, Melee): Deal 4 damage 2. **Thrust** (2 SP, Melee): Deal 3 damage, +2 damage if attacking from front arc 3. **Parry** (0 SP, Reactive): Reduce damage by 2, next attack this turn +1 damage 4. **Riposte** (1 SP, Reactive): When attacked in melee, deal 3 damage to attacker 5. **Pommel Strike** (1 SP, Melee): Deal 2 damage, target loses 1 SP next turn 6. **Guard Stance** (2 SP, Defense): +2 Defense until your next turn

SPEAR

Card Count: 5 cards **Crafting Cost:** 3 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

Cards: 1. **Thrust** (2 SP, Melee): Deal 4 damage 2. **Sweep** (3 SP, Melee AoE): Deal 3 damage to up to 2 adjacent enemies 3. **Brace** (2 SP, Defense): +3 Defense vs next melee attack 4. **Javelin Throw** (3 SP, Ranged 1-5): Deal 5 damage, discard this card 5. **Defensive Stance** (1 SP, Utility): Move up to 1 hex, +1 Defense until your next turn

MACE

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Church, Dwarves, Orcs

Cards: 1. **Crush** (2 SP, Melee): Deal 4 damage 2. **Shield Break** (3 SP, Melee): Deal 3 damage, destroy 1 Shield card in target's hand 3. **Stun Strike** (3 SP, Melee): Deal 3 damage, target loses 2 SP next turn 4. **Overhead Smash** (4 SP, Melee): Deal 6 damage, gain 1 Heat 5. **Backswing** (2 SP, Melee): Deal 3 damage to target, 2 damage to adjacent enemy

Heavy Weapons (6-9 cards)

GREATSWORD

Card Count: 8 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed, blocks Shield slot) **Faction Restrictions:** Church, Elves, Nomads

Cards: 1. **Cleave** (3 SP, Melee AoE): Deal 5 damage to primary target, 3 damage to adjacent enemies 2. **Overhead Smash** (4 SP, Melee): Deal 7 damage 3. **Spinning Slash** (4 SP, Melee AoE): Deal 4 damage to ALL adjacent hexes 4. **Execute** (5 SP, Melee): Deal 8 damage if target has 10 HP or less 5. **Guard Break** (3 SP, Melee): Deal 4 damage, ignore all Defense buffs 6. **Pommel Bash** (1 SP, Melee): Deal 2 damage, push 1 hex 7. **Impale** (4 SP, Melee): Deal 6 damage, target cannot move next turn 8. **Defensive Sweep** (2 SP, Defense): +1 Defense, deal 2 damage to attackers in melee

WARHAMMER

Card Count: 6 cards **Crafting Cost:** 5 Scrap **Weight:** Heavy **Faction Restrictions:** Church, Dwarves, Orcs

Cards: 1. **Crushing Blow** (2 SP, Melee): Deal 4 damage, Armor-Piercing 2. **Earthshaker** (4 SP, Melee AoE): Deal 5 damage to primary, 2 damage + push to adjacent enemies 3. **Backswing** (2 SP, Melee): Deal 3 damage twice (two targets) 4. **Forge Fury** (3 SP, Melee): Deal 3 damage + 1 per Heat you have (max +6), remove all Heat 5. **Armor Break** (3 SP, Melee): Deal 3 damage, target loses all Armor counters 6. **Slam** (3 SP, Melee): Deal 4 damage, target loses 1 SP next turn, gain 1 Heat

HALBERD

Card Count: 7 cards **Crafting Cost:** 5 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Church, Orcs, Nomads

Cards: 1. **Thrust** (2 SP, Melee): Deal 4 damage 2. **Slash** (3 SP, Melee): Deal 5 damage 3. **Hook** (2 SP, Melee): Deal 3 damage, pull enemy 2 hexes toward you 4. **Trip** (2 SP, Melee): Deal 2 damage, target cannot move next turn 5. **Overhead Chop** (4 SP, Melee): Deal 7 damage 6. **Defensive Sweep** (1 SP, Defense): Deal 2 damage to all adjacent enemies 7. **Impale** (5 SP, Melee): Deal 8 damage, Armor-Piercing

Ranged Weapons (4-7 cards)

CROSSBOW

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

Cards: 1. **Aimed Shot** (2 SP, Ranged 2-6): Deal 4 damage 2. **Quick Shot** (1 SP, Ranged 2-4): Deal 2 damage 3. **Reload** (1 SP, Utility): Draw 1 card, remove 1 Heat 4. **Suppressing Fire** (3 SP, Ranged 2-6): Deal 2 damage, target loses 1 SP next turn 5. **Leg Shot** (3 SP, Ranged 2-6): Deal 3 damage, target's movement costs +1 SP next turn

LONGBOW

Card Count: 4 cards **Crafting Cost:** 3 Scrap **Weight:** Light (2-handed) **Faction Restrictions:** Elves only

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

RIFLE

Card Count: 6 cards **Crafting Cost:** 6 Scrap **Weight:** Medium (2-handed) **Faction Restrictions:** Dwarves, Merchants, Nomads

Cards: 1. **Snipe** (3 SP, Ranged 4-10): Deal 6 damage, Armor-Piercing 2. **Burst Fire** (4 SP, Ranged 2-6): Deal 3 damage three times (same or different targets) 3. **Suppressing Fire** (2 SP, Ranged 2-8): Deal 2 damage, target loses 1 SP 4. **Reload** (0 SP, Utility): Draw 1 card 5. **Aimed Shot** (2 SP, Ranged 3-8): Deal 4 damage 6. **Hip Fire** (1 SP, Ranged 1-3): Deal 3 damage, gain 1 Heat

Exotic Weapons (6-8 cards)

CHAIN WHIP

Card Count: 6 cards **Crafting Cost:** 5 Scrap **Weight:** Medium **Faction Restrictions:** Church, Fae, Nomads

Cards: 1. **Lash** (2 SP, Ranged 1-2): Deal 3 damage, Bleed 1 2. **Grapple** (2 SP, Ranged 1-3): Pull enemy 2 hexes toward you 3. **Trip** (2 SP, Melee): Deal 2 damage, target cannot move next turn 4. **Disarm** (3 SP, Melee): Deal 2 damage, target discards 1 random weapon card from hand 5. **Strangle** (4 SP, Melee): Deal 4 damage, target loses 2 SP next turn 6. **Sweep** (3 SP, Melee AoE): Deal 3 damage to all adjacent enemies

FLAIL

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Church, Orcs, Nomads

Cards: 1. **Wild Swing** (2 SP, Melee): Deal 4 damage, ignore Defense buffs 2. **Overhead Crush** (3 SP, Melee): Deal 5 damage, gain 1 Heat 3. **Chain Wrap** (2 SP, Melee): Deal 2 damage, target loses 1 SP next turn 4. **Momentum Strike** (4 SP, Melee): Deal 6 damage, gain 2 Heat 5. **Defensive Spin** (1 SP, Defense): +1 Defense until next turn

CATEGORY 2: SHIELDS / OFFHAND

Light Shields (2-3 cards)

BUCKLER SHIELD

Card Count: 2 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** None (Universal)

Cards: 1. **Quick Deflect** (0 SP, Reactive): Reduce damage by 1 2. **Shield Bash** (1 SP, Melee): Deal 2 damage, push 1 hex

DUELING DAGGER (Offhand)

Card Count: 2 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Elves, Fae, Nomads

Cards: 1. **Parry** (0 SP, Reactive): Reduce damage by 1, next attack +1 damage 2. **Offhand Strike** (1 SP, Melee): Deal 2 damage

Medium Shields (3-4 cards)

KITE SHIELD

Card Count: 3 cards **Crafting Cost:** 3 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

Cards: 1. **Shield Block** (0 SP, Reactive): Reduce damage by 2 2. **Shield Charge** (2 SP, Melee): Move 2 hexes, deal 3 damage, push 1 hex 3. **Defensive Stance** (2 SP, Defense): +2 Defense until next turn

Heavy Shields (4-5 cards)

TOWER SHIELD

Card Count: 4 cards **Crafting Cost:** 4 Scrap **Weight:** Heavy **Faction Restrictions:** Church, Dwarves, Orcs

Cards: 1. **Iron Wall** (0 SP, Reactive): Reduce damage by 3, gain 1 Heat 2. **Shield Wall** (3 SP, Defense): Allies behind you gain +2 Defense until your next turn 3. **Advance** (2 SP, Movement): Move 2 hexes, +1 Defense this turn 4. **Hunker Down** (2 SP, Defense): +3 Defense, cannot attack until next turn

CATEGORY 3: PLATING (Accessory Slot - Physical Hull Mods)

ABLATIVE PLATING

Card Count: 3 cards **Crafting Cost:** 3 Scrap **Faction Restrictions:** None (Universal)

Cards: 1. **Reactive Armor** (0 SP, Reactive): When damaged, reduce by 1 and remove this card 2. **Shrapnel Burst** (1 SP, Reactive): When damaged, deal 2 damage to attacker 3. **Sacrificial Layer** (Passive): First damage you take each round is reduced by 1

SPIKE PLATING

Card Count: 2 cards **Crafting Cost:** 2 Scrap **Faction Restrictions:** Orcs, Horde, Nomads

Cards: 1. **Thorn Defense** (Passive): Enemies in melee range take 1 damage when they attack you 2. **Charge Damage** (1 SP, Utility): Next movement: deal 2 damage to enemies you move through

REINFORCED PLATING

Card Count: 3 cards **Crafting Cost:** 4 Scrap **Faction Restrictions:** None (Universal)

Cards: 1. **Damage Reduction** (Passive): All damage you take is reduced by 1 (minimum 1) 2. **Fortified Hull** (2 SP, Defense): +2 Defense until end of round 3. **Emergency Bulkhead** (0 SP, Reactive): Prevent 1 Component Damage, remove this card

STEALTH PLATING

Card Count: 3 cards **Crafting Cost:** 4 Scrap **Faction Restrictions:** Elves, Fae, Nomads

Cards: 1. **Sensor Dampening** (Passive): Ranged attacks against you have -1 to hit 2. **Heat Signature Reduction** (1 SP, Utility): Remove 2 Heat 3. **Optical Camouflage** (3 SP, Defense): Cannot be targeted by ranged attacks until your next turn

CATEGORY 4: SIGILS (Accessory Slot - Magical/Tech Enchantments)

Universal Sigils

REPAIR SIGIL

Card Count: 2 cards **Crafting Cost:** 3 Scrap **Faction Restrictions:** None (Universal)

Cards: 1. **Emergency Repair** (2 SP, Utility): Recover 3 cards from discard pile 2. **Auto-Patch System** (Passive): At start of your turn, if below 10 HP, recover 1 card

HEAT SINK SIGIL

Card Count: 2 cards **Crafting Cost:** 2 Scrap **Faction Restrictions:** None (Universal)

Cards: 1. **Passive Cooling** (Passive): At end of your turn, remove 1 Heat 2. **Vent Boost** (1 SP, Utility): Remove 3 Heat, draw 1 card

TARGETING SIGIL

Card Count: 3 cards **Crafting Cost:** 3 Scrap **Faction Restrictions:** None (Universal)

Cards: 1. **Aim Assist** (1 SP, Utility): Next attack this turn +2 damage 2. **Weak Point Scan** (2 SP, Utility): Look at target's hand, choose 1 card to discard 3. **Lock-On** (2 SP, Utility): Your next ranged attack ignores cover and range penalties

Faction-Exclusive Sigils

MARTYR'S BRAND (Church Only)

Card Count: 3 cards **Crafting Cost:** 5 Scrap **Faction:** Church of Absolution only

Cards: 1. **Redirect Damage** (0 SP, Reactive): Redirect attack targeting ally within 3 hexes to yourself 2. **Faith Shield** (2 SP, Defense): Ally within 2 hexes gains +2 Defense until your next turn 3. **Consecrated Aura** (Passive): Allies within 2 hexes recover +1 card when drawing

FORGE-RUNE (Dwarves Only)

Card Count: 3 cards **Crafting Cost:** 5 Scrap **Faction:** Dwarven Clans only

Cards: 1. **Heat-to-Damage** (2 SP, Utility): Your next attack deals +1 damage per 2 Heat you have 2. **Runic Overcharge** (3 SP, Utility): Gain 2 Rune Counters, gain 2 Heat 3. **Component Protection** (0 SP, Reactive): Prevent 1 Component Damage, gain 1 Heat

LIVING SEAL (Elves Only)

Card Count: 3 cards **Crafting Cost:** 5 Scrap **Faction:** Elven Verdant Covenant only

Cards: 1. **Regeneration** (Passive): At end of your turn, recover 1 card if you did not attack this turn 2. **Thorn Aura** (2 SP, Defense): Enemies adjacent to you take 1 damage at start of their turn 3. **Root Network** (3 SP, Utility): Summon vine wall (3 hexes), blocks movement, lasts 2 rounds

DEATH MARK (Ossuarium Only)

Card Count: 3 cards **Crafting Cost:** 5 Scrap **Faction:** The Ossuarium only

Cards: 1. **Lifesteal** (Passive): Whenever you deal damage, recover 1 card (once per turn) 2. **Soul Harvest** (3 SP, Utility): Target enemy discards 3 cards, you recover 2 cards 3. **Corpse Fuel** (2 SP, Utility): When enemy is destroyed, recover 5 cards

GLAMOUR SIGIL (Wyrd Conclave Only)

Card Count: 4 cards **Crafting Cost:** 6 Scrap **Faction:** The Wyrd Conclave only

Cards: 1. **Illusion** (2 SP, Defense): Next attack targeting you misses automatically 2. **Mirror Self** (3 SP, Utility): Create decoy, enemy must target decoy first 3. **Phase Step** (2 SP, Movement): Move up to 3 hexes, ignore terrain and enemies 4. **Bargain Token** (4 SP, Utility): Discard 5 cards, gain 5 SP immediately

MUTATION SIGIL (Horde Only)

Card Count: 3 cards **Crafting Cost:** 5 Scrap **Faction:** Emergent Syndicate only

Cards: 1. **Adaptive Evolution** (Passive): Each time you take damage, gain +1 damage permanently this mission 2. **Frenzy** (3 SP, Utility): Your next attack deals double damage, gain 3 Heat 3. **Bio-Regeneration** (2 SP, Utility): Recover 3 cards, gain 1 Taint

SALVAGE SIGIL (Nomads Only)

Card Count: 2 cards **Crafting Cost:** 3 Scrap **Faction:** Nomadic Scrap-Takers only

Cards: 1. **Scavenge Corpse** (1 SP, Utility): When enemy destroyed, gain 1 Scrap token 2. **Field Repair** (2 SP, Utility): Spend 2 Scrap tokens, recover 5 cards

CONTRACT SIGIL (Merchants Only)

Card Count: 3 cards **Crafting Cost:** 5 Scrap **Faction:** The Exchange only

Cards: 1. **Debt Marker** (2 SP, Utility): Mark target enemy, your attacks vs marked target +2 damage 2. **Bounty Hunter** (Passive): When marked target is destroyed, gain 3 Scrap tokens 3. **Credit Line** (4 SP, Utility): Spend 3 Scrap tokens, draw 5 cards

CATEGORY 5: SPELL EQUIPMENT (Weapon Slot - Magic)

Fire School (Pyromancy)

FLAME WAND

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Church, Wyrld Conclave, Elves

Cards: 1. **Ember Bolt** (1 SP, Ranged 2-4): Deal 2 damage, target gains 1 Heat 2. **Flame Shield** (1 SP, Reactive): Reduce damage by 1, attacker gains 1 Heat 3. **Ignite** (2 SP, Ranged 2-3): Deal 1 damage, target gains 2 Heat

PYROMANCER'S GRIMOIRE

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Church, Wyrld Conclave

Cards: 1. **Fireball** (2 SP, Ranged 3-6): Deal 4 damage, gain 1 Heat 2. **Flame Wall** (3 SP, Utility): Create 3-hex fire wall (blocks movement, deals 2 damage to crossers), lasts 2 rounds 3. **Burning Hands** (2 SP, Melee AoE): Deal 3 damage to all adjacent enemies, gain 1 Heat 4. **Heat Absorption** (1 SP, Utility): Remove 2 Heat, next fire spell +1 damage 5. **Immolation** (4 SP, Ranged 2-5): Deal 5 damage, target gains 3 Heat, you gain 2 Heat

INFERNO STAFF

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Church, Wyrd Conclave

Cards: 1. **Firestorm** (4 SP, Ranged 3-6 AoE): Deal 4 damage to target + 2 damage to adjacent hexes, gain 2 Heat 2. **Phoenix Flame** (3 SP, Utility): Recover 3 cards from discard pile, gain 2 Heat 3. **Meteor Strike** (5 SP, Ranged 4-8): Deal 6 damage, create burning terrain (1 hex), gain 3 Heat 4. **Flame Burst** (2 SP, Ranged 2-5): Deal 3 damage twice (same or different targets), gain 1 Heat 5. **Molten Armor** (2 SP, Defense): +2 Defense until next turn, adjacent enemies take 1 damage at start of their turn 6. **Cinder Blast** (3 SP, Ranged 3-6): Deal 4 damage, push target 1 hex, gain 1 Heat 7. **Infernal Resurrection** (4 SP, Utility): When you would take fatal damage, negate it, gain 4 Heat, this card is removed from game

Ice/Frost School (Cryomancy)

FROST FOCUS

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Elves, Dwarves, Wyrd Conclave

Cards: 1. **Ice Shard** (1 SP, Ranged 2-4): Deal 2 damage 2. **Frost Shield** (0 SP, Reactive): Reduce damage by 1, attacker's movement costs +1 SP next turn 3. **Chill Touch** (1 SP, Melee): Deal 2 damage, target loses 1 SP next turn

GLACIAL TOME

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Elves, Dwarves

Cards: 1. **Ice Lance** (2 SP, Ranged 3-6): Deal 4 damage, target's movement costs +1 SP next turn 2. **Frozen Ground** (2 SP, Utility): Create 3-hex ice terrain (difficult terrain, movement costs +1 SP), lasts 3 rounds 3. **Frost Nova** (3 SP, Melee AoE): Deal 2 damage to all adjacent enemies, enemies lose 1 SP next turn 4. **Ice Armor** (2 SP, Defense): +2 Defense until next turn, first attack against you deals -2 damage 5. **Blizzard** (4 SP, Ranged 4-6 AoE): Deal 3 damage to target + 1 damage to all enemies within 2 hexes, all affected lose 1 SP next turn

WINTER'S HEART STAFF

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Elves, Dwarves

Cards: 1. **Glacial Prison** (4 SP, Ranged 3-6): Deal 3 damage, target cannot move for 2 turns (can still attack/rotate) 2. **Avalanche** (5 SP, Ranged 4-8): Deal 6 damage, push target 2 hexes, create difficult terrain 3. **Ice Wall** (3 SP, Utility): Create 5-hex ice wall (blocks movement and LOS), 5 HP, lasts until destroyed 4. **Frostbite** (2 SP, Ranged 2-5): Deal 3 damage, ongoing: target takes 1 damage at start of their turn for 2 turns 5. **Frozen Time** (3 SP, Utility): Target enemy skips their next turn (save: discard 2 cards to resist) 6. **Shatter** (3 SP, Ranged 3-6): If target has any slow/freeze effects, deal 7 damage, else deal 3 damage 7. **Absolute Zero** (4 SP, Ranged 2-4): Deal 5 damage, target loses all SP next turn, remove this card from game after use

Lightning/Storm School (Electromancy)

SHOCK ROD

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Dwarves, Nomads, Emergent

Cards: 1. **Static Jolt** (1 SP, Ranged 2-3): Deal 2 damage 2. **Charge** (1 SP, Utility): Gain 1 Heat, next lightning spell +1 damage 3. **Arc** (2 SP, Ranged 2-4): Deal 2 damage to target, 1 damage to adjacent enemy

STORMCALLER'S GRIMOIRE

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Dwarves, Nomads

Cards: 1. **Lightning Bolt** (2 SP, Ranged 4-8): Deal 5 damage, Armor-Piercing 2. **Chain Lightning** (3 SP, Ranged 3-6): Deal 3 damage to target, arcs to 2 additional enemies within 2 hexes (2 damage each) 3. **Thunderclap** (2 SP, Melee AoE): Deal 2 damage to all adjacent enemies, push 1 hex 4. **Storm Shield** (2 SP, Defense): +1 Defense until next turn, attackers take 1 damage when they attack you 5. **Overcharge** (3 SP, Utility): Gain 2 Heat, next 2 lightning spells cost -1 SP and deal +2 damage

TEMPEST SCEPTER

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Dwarves, Emergent

Cards: 1. **Thunderstrike** (3 SP, Ranged 4-8): Deal 6 damage, target discards 1 random card 2. **Lightning Storm** (4 SP, Ranged 3-6 AoE): Deal 3 damage to target + 3 damage to 2 random enemies within 3 hexes 3. **Call Lightning** (2 SP, Ranged 4-10): Deal 4 damage, if target is in open terrain (no cover), deal 6 damage instead 4. **Static Field** (3 SP, Utility): Create 4-hex electric field (enemies entering take 2 damage), lasts 3 rounds 5. **Galvanize** (2 SP, Utility): Ally within 3 hexes gains +2 SP this turn, remove 2 Heat from them 6. **Plasma Lance** (4 SP, Ranged 5-10): Deal 7 damage, Armor-Piercing, create line of lightning (hits all targets in straight line) 7. **Storm Avatar** (5 SP, Utility): For 2 turns: All lightning damage you deal +2, you gain +1 Defense, gain 3 Heat, remove this card from game after use

Death/Necromancy School

BONE WAND

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Ossuarium only

Cards: 1. **Death Bolt** (1 SP, Ranged 2-4): Deal 2 damage 2. **Lifesteal** (2 SP, Ranged 2-3): Deal 2 damage, recover 1 card from discard pile 3. **Curse** (1 SP, Ranged 2-4): Target draws 1 fewer card next turn

NECROMANCER'S GRIMOIRE

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Ossuarium only

Cards: 1. **Soul Drain** (2 SP, Ranged 3-6): Deal 3 damage, recover 2 cards from your discard pile 2. **Raise Dead** (3 SP, Utility): When enemy is destroyed, create 1 skeleton minion (5 HP, acts on your turn, melee 2 damage) 3. **Death's Touch** (2 SP, Melee): Deal 4 damage, gain 1 Taint 4. **Bone Prison** (3 SP, Ranged 2-5): Deal 2 damage, target cannot move next turn, target discards 1 card 5. **Wither** (3 SP, Ranged 3-6): Deal 3 damage, ongoing: target takes 1 damage at start of their turn for 3 turns

STAFF OF THE GRAVE

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Ossuarium only

Cards: 1. **Death Wave** (4 SP, Ranged 3-6 AoE): Deal 4 damage to target, 2 damage to all adjacent enemies 2. **Corpse Explosion** (3 SP, Ranged 3-8): Target destroyed enemy explodes, deal 5 damage to all adjacent hexes 3. **Life Siphon** (3 SP, Ranged 2-5): Deal 4 damage, recover 3 cards from discard pile, gain 1 Taint 4. **Plague** (4 SP, Ranged 3-6): Deal 2 damage, ongoing: target takes 2 damage at start of their turn until they discard 3 cards total 5. **Reanimate** (4 SP, Utility): Recover 5 cards from your Damage Graveyard to

discard pile, gain 2 Taint 6. **Death's Grasp** (3 SP, Ranged 2-6): Deal 5 damage, pull target 2 hexes toward you 7. **Lich Form** (5 SP, Utility): For 3 turns: You are immune to damage (but still take Damage cards), gain 3 Taint, remove this card from game after use

Nature/Life School

LIVING BRANCH

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Elves only

Cards: 1. **Thorn Strike** (1 SP, Ranged 2-3): Deal 2 damage, Bleed 1 2. **Barkskin** (1 SP, Defense): +1 Defense until next turn 3. **Rejuvenate** (2 SP, Utility): Recover 2 cards from discard pile

DRUID'S TOME

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Elves only

Cards: 1. **Thornwhip** (2 SP, Ranged 2-4): Deal 3 damage, Bleed 1, pull target 1 hex toward you 2. **Entangle** (2 SP, Ranged 3-5): Deal 2 damage, target's movement costs +2 SP next turn 3. **Natural Armor** (2 SP, Defense): +2 Defense until next turn, recover 1 card from discard pile 4. **Vine Wall** (3 SP, Utility): Create 4-hex vine wall (blocks movement, 3 HP), lasts until destroyed 5. **Photosynthesis** (1 SP, Utility): If in sunlight/open terrain, recover 3 cards from discard pile

WORLD TREE STAFF

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Elves only

Cards: 1. **Grasping Roots** (3 SP, Ranged 3-6): Deal 3 damage, target cannot move for 2 turns 2. **Swarm of Thorns** (4 SP, Ranged 2-5 AoE): Deal 3 damage to target + 2 damage to adjacent enemies, all affected Bleed 1 3. **Forest's Wrath** (4 SP, Ranged 3-8): Deal 6 damage, summon 1 treant minion (8 HP, melee 3 damage) 4. **Regeneration** (2 SP, Utility): Recover 4 cards from discard pile 5. **Nature's Blessing** (3 SP, Utility): Ally within 3 hexes recovers 3 cards, gains +1 Defense until end of round 6. **Earthquake** (4 SP, Ranged 3-6 AoE): Deal 4 damage to all enemies within 2 hexes, create difficult terrain 7. **Wild Growth** (3 SP, Utility): For 2 turns: At end of your turn, recover 2 cards from discard pile, cannot attack

Light/Holy School

BLESSED TALISMAN

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Church only

Cards: 1. **Holy Smite** (1 SP, Ranged 2-4): Deal 2 damage, +1 damage vs corrupted enemies 2. **Divine Shield** (0 SP, Reactive): Reduce damage by 2 3. **Purify** (2 SP, Utility): Remove 1 Taint from self or ally within 2 hexes

CODEX OF LIGHT

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Church only

Cards: 1. **Radiant Bolt** (2 SP, Ranged 3-6): Deal 4 damage, +2 damage vs corrupted enemies 2. **Blessing** (2 SP, Utility): Ally within 3 hexes gains +2 damage on next attack, recover 1 card 3. **Consecrated Ground** (3 SP, Utility): Create 3-hex holy terrain (allies standing in it gain +1 Defense, remove 1 Heat at end of turn), lasts 3 rounds 4. **Smite Evil** (3 SP, Ranged 2-5): Deal 3 damage, if target has 3+ Taint, deal 6 damage instead 5. **Healing Light** (2 SP, Utility): Ally within 3 hexes recovers 3 cards from discard pile

DIVINE SCEPTER

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Church only

Cards: 1. **Sunburst** (4 SP, Ranged 3-6 AoE): Deal 5 damage to target + 3 damage to adjacent enemies, +2 damage vs corrupted 2. **Divine Intervention** (3 SP, Reactive): Negate all damage from next attack targeting you or ally within 2 hexes 3. **Pillar of Light** (4 SP, Ranged 4-8): Deal 6 damage, Armor-Piercing, purge 1 Taint from self 4. **Mass Healing** (4 SP, Utility): All allies within 3 hexes recover 2 cards from discard pile 5. **Holy Fire** (3 SP, Ranged 3-6): Deal 5 damage, target gains 2 Heat, you remove 1 Heat 6. **Sanctuary** (3 SP, Utility): Create 2-hex sanctuary zone (enemies cannot enter, allies inside gain +3 Defense), lasts 2 rounds 7. **Martyrdom** (0 SP, Reactive): When ally would die, you take all damage instead, gain +2 Defense until end of round, remove this card from game after use

Void/Shadow School

SHADOW CATALYST

Card Count: 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Wyrd Conclave, Ossuarium, Emergent

Cards: 1. **Void Bolt** (1 SP, Ranged 2-4): Deal 2 damage, ignore Defense buffs 2. **Dark Shield** (0 SP, Reactive): Reduce damage by 1, gain 1 Taint 3. **Shadow Step** (2 SP, Utility): Teleport up to 2 hexes, gain 1 Taint

VOID GRIMOIRE

Card Count: 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Wyrd Conclave, Ossuarium, Emergent

Cards: 1. **Reality Tear** (2 SP, Ranged 3-6): Deal 4 damage, ignore Defense and Armor, gain 1 Taint 2. **Void Prison** (3 SP, Ranged 2-5): Deal 2 damage, teleport target to random adjacent hex, target loses 1 SP 3. **Shadow Form** (2 SP, Defense): +2 Defense until next

turn, cannot be targeted by ranged attacks, gain 1 Taint 4. **Corruption Burst** (3 SP, Ranged 3-6): Deal 3 damage, target gains 1 Taint, you gain 1 Taint 5. **Phase Shift** (2 SP, Utility): Teleport up to 3 hexes, ignore terrain, gain 1 Taint

ABYSSAL STAFF

Card Count: 7 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Wyrd Conclave, Emergent

Cards: 1. **Void Storm** (4 SP, Ranged 3-6 AoE): Deal 5 damage to target + 3 damage to adjacent enemies, all affected gain 1 Taint, you gain 2 Taint 2. **Reality Fracture** (3 SP, Ranged 2-6): Deal 6 damage, ignore all Defense/Armor, gain 2 Taint 3. **Summon Shadow** (3 SP, Utility): Create shadow minion (5 HP, melee 3 damage, has phase abilities), gain 1 Taint 4. **Dimensional Rift** (4 SP, Utility): Teleport target enemy to any hex within 6 hexes, gain 1 Taint 5. **Void Drain** (3 SP, Ranged 3-6): Deal 4 damage, recover 2 cards from discard pile, target gains 1 Taint, you gain 1 Taint 6. **Shadow Tendrils** (3 SP, Ranged 2-5): Deal 3 damage, pull target 2 hexes toward you, target loses 1 SP next turn 7. **Embrace the Void** (5 SP, Utility): For 2 turns: All damage you deal +3, ignore all Defense/Armor, gain 1 Taint per spell cast, remove this card from game after use

CRAFTING COSTS SUMMARY

Tier	Equipment Type	Card Count	Scrap Cost	Examples
Basic	Light weapons, shields, light spell foci	2-3 cards	2 Scrap	Dagger, Buckler, Flame Wand, Frost Focus
Standard	Medium weapons, plating, grimoires	4-6 cards	3-4 Scrap	Longsword, Crossbow, Kite Shield, Pyromancer's Grimoire
Advanced	Heavy weapons, sigils, artifact staves	6-8 cards	5-6 Scrap	Greatsword, Warhammer, Rifle, Inferno Staff
Faction	Exclusive sigils/ weapons/spells	3-7 cards	5-6 Scrap	Forge-Rune, Martyr's Brand, Divine Scepter

SMELTING & SALVAGE

Smelting Equipment

When you no longer need equipment: - **Smelt** equipment → Remove all cards from deck - Gain **Scrap Tokens**: 1 Scrap per 2 cards smelted (round down) - Minimum 1 Scrap (even if only 2-card equipment)

Example: - Greatsword (8 cards) → Smelt → Gain 4 Scrap - Dagger (3 cards) → Smelt → Gain 1 Scrap

Salvaging Enemy Equipment

When you destroy an enemy Casket: - Roll 1d20 on **Salvage Table** - On 15+, recover 1 random equipment card from their deck - That equipment can be used even if your faction cannot craft it

Looted Gear Rules: - Cannot be repaired/upgraded (no Research) - If destroyed, gone forever (cannot re-craft) - Can be smelted for Scrap normally

EQUIPMENT RESTRICTIONS BY FACTION

Faction	Allowed Weapons	Forbidden Weapons	Special Access
Church	All weapons	None	Can dual-wield
Dwarves	Axes, Hammers, Picks, Cannons	Swords, Bows, Whips	All gain Armor-Piercing
Elves	Swords, Bows, Daggers, Spears, Whips	Hammers, Axes, Firearms	All gain Bleed
Ossuarium	Bone weapons, Scavenged, Necrotic Relics	Holy Relics, Living Wood	Can Reanimate destroyed gear
Wyrd Conclave	Fae Artifacts, Stolen weapons, Illusions	Iron/Steel, Dwarven Runes	Transmute weapon once/mission
Horde	Grafted Claws, Bio-Cannons, Carapace	Manufactured, Holy, Elven	Equipment Evolves (+1 card after 3 missions)
Nomads	All improvised, salvaged weapons	None	Field Modification (combine 2 weapons)
Merchants	Standardized arsenal, Imports	Fae Artifacts, Horde Bio-Weapons	Can Rent equipment

END OF DOCUMENT

“Your deck is your arsenal. Craft wisely. Fight brutally. Smelt the obsolete. Forge your legend in iron and blood.”