

## 1. Growth Layer Enemies (Plant/Nature Theme)

Archetype	HP Base	Turn Intents (pattern examples)	Special Effect
Sproutling	20	1: Attack 6 → 2: Attack 6 → 3: Buff (Self +2 Block) → repeat	When it buffs, it also gains Thorns 1
Spore Puffer	18	1: Debuff (Apply 2 Poison) → 2: Attack 4 → 3: Debuff (2 Poison) → 4: Rest	On death, bursts +1 Poison on all enemies
Vine Shooter	22	1: Attack 5 → 2: Block 8 → 3: Attack 5 + Apply Weak → repeat	Every third Attack applies Weak 1 for 2 turns
Barkshield	30	1: Block 12 → 2: Attack 8 → 3: Block 12 → 4: Attack 8 → repeat	Gains +3 Block whenever it takes unblocked damage
Sap Warden	24	1: Buff Ally (Heal 4) → 2: Attack 4 → 3: Buff All Allies (+2 Block) → 4: Attack 4	Heals 2 HP to a random ally when it attacks

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## 2. Decay Layer Enemies (Rot/Fungal Theme)

Archetype	HP Base	Turn Intents (pattern examples)	Special Effect
Rot Crawler	26	1: Attack 7 + Apply Decay 1 → 2: Attack 7 → 3: Rest → repeat	Decay reduces your Max HP by 1 per stack
Mold Spitter	20	1: Debuff (Apply 2 Weak) → 2: Attack 6 → 3: Debuff (Apply 2 Vulnerable) → 4: Rest	On turn 4, also applies 1 Chill (reduces enemy damage)
Bone Husk	36	1: Block 15 → 2: Taunt + Attack 10 → 3: Block 15 → 4: Attack 10 → repeat	Immune to Stun and Poison; taunt forces you to target it
Sludge Fiend	22	1: Attack 5 + Apply Slow → 2: Attack 5 → 3: Debuff (Apply 1 Weak to all) → repeat	Slow reduces your card draw by 1 next turn
Decay Caller	20	1: Buff Allies (+1 Decay on hits) → 2: Rest → 3: Buff Allies → 4: Attack 4	Allies deal +1 Decay on hit while buff is active

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## 3. Elemental Layer Enemies (Fire/Water/Earth Theme)

Archetype	HP Base	Turn Intents (pattern examples)	Special Effect
Flame Wisp	22	1: Debuff (Apply 3 Burn) → 2: Rest → 3: Attack 7 → 4: Rest → repeat	Burn deals 2 damage at the start of your turn
Water Sprite	20	1: Attack 4 + Heal 3 → 2: Rest → 3: Attack 4 + Heal 3 → 4: Rest → repeat	Heals itself each time it attacks
Stone Golem	42	1: Block 20 → 2: Attack 12 → 3: Block 20 → 4: Attack 12 → repeat	When it blocks, it gains an extra 5 Block next turn
Storm Imp	24	1: Attack 6 + Stun 1 → 2: Rest → 3: Attack 6 + Stun 1 → 4: Rest → repeat	Stun makes you skip your next card-play turn
Rune Binder	26	1: Debuff (Random: Weak/Vulnerable/Burn) → 2: Buff Self (+3 Block) → 3: Attack 5 → 4: Rest → repeat	Picks a new debuff each cycle

#### 4. Final Layer Enemies (Mixed Themes)

For the final layer, pick any 3 from each of the 15 above archetypes and shuffle them into a combined roster. Ideally:

1 Growth + 1 Decay + 1 Elemental per room

Every 5th room becomes an Elite with 2 Enemies + 1 Mini-Boss

Mini-Boss is a beefed-up version of any archetype (×1.5 HP, things hit harder, and you face a 3-turn pattern instead of 4).

#### 5. Battle Composition & Cycling

Per-Battle Setup

Standard fights: 3 enemies

Elite fights: 3–4 enemies, including 1 mini-boss

Intent Weighting

Track how many times you've faced each archetype.

If an archetype appears, reduce its spawn weight by 30% for the next 3 rooms, then restore.

Ensures variety without strict repetition rules.

## Scaling by Depth

HP and Intent Strength scale with depth:

Every 5 floors → +1 turn on patterns (grow pattern length), +10% HP per bracket.

You'll start seeing 5-turn patterns at depth 10, 6-turn at depth 20, etc.

## Pattern Variations

After every 3 encounters, shift one intent in each pattern: e.g. "Attack ► Buff ► Rest ► Attack" becomes "Attack ► Rest ► Buff ► Attack."

Keeps the player guessing and prevents perfect memorization.

Example: First Two Battles in Final Layer

Battle Enemies (intents summary)

- 1 Flame Wisp (Burn►Rest►Attack),  
Spore Puffer (Poison►Attack►Poison►Rest),  
Barkshield (Block►Atk►Block)
- 2 Rot Crawler (Attack+Decay►Attack►Rest),  
Storm Imp (Atk+Stun►Rest►Atk+Stun),  
Sap Warden (Heal►Atk►Buff)

Overall, your enemy stats fall into a sensible range for a first pass—most foes have HP roughly equivalent to 1–3 of your "starter hand" worth of damage, and their per-turn attacks hover around the same ballpark as a single enemy strike in Slay the Spire. Here's a quick sanity check based on your Growth layer as an example

## Player output baseline

Starting deck: ~10 Strikes averaging 6 damage, plus occasional multi-hit or AoE cards

3 energy/turn ⇒ roughly 2–3 Strikes per turn → ~12–18 damage/turn

## Enemy HP vs. player DPS

Sproutling (20 HP) → dies in 1–2 turns

Spore Puffer (18 HP) → ~2 turns, with risk of built-in Poison forcing earlier removal

Vine Shooter (22 HP) → ~2 turns, giving room to play around its Weak application

Barkshield (30 HP) → ~3 turns (Balanced for a mini-tank archetype)

Sap Warden (24 HP) → ~2 turns, but healing every attack makes fights extend slightly

Enemy damage vs. player block potential

Most enemies hit for 4–8 damage. Your average Tactic gives 6–10 block, so you can usually fully or partially negate a single hit.

Dual-enemy rooms then pose a meaningful risk of 10–15 unblocked damage if you don't prioritize Block.

Suggested tweaks for tighter balance

Room pacing

Keep fights at 2–3 turns on average: if too fast, bump HP +10–20%; if too slow, reduce HP by 5–10%.

Damage ceiling

If players feel under-powered, consider adding one more 0-cost filler or a Ritual that grants temporary energy to boost early DPS.

Scaling floor by floor

As designed, you multiply HP by  $1 + 0.1 \times \text{floor}$ . That's a good way to keep later enemies challenging without reworking base stats.

Playtesting metrics

Track average turns to kill and average damage taken per fight over 20 runs. Adjust archetypes whose TTK (time-to-kill) is  $< 1.5$  turns (too low) or  $> 4$  turns (too high).

## 2. Mini-Boss (Elites) Outline & Mechanics

Per Act: 2–3 Mini-Boss encounters. They appear as special “charged” nodes in the room deck system (see next section).

- Core Design Pillars

Charge-Up Bar

Visible meter: each turn, they gain +1 Charge. At threshold 4, their next move is an empowered special.

## Two-Phase Fights

At ~50% HP, they either reset Charge bar or flip into a new mini-deck of more aggressive cards.

## Signature Move

Each has one hallmark attack that only occurs when fully Charged (e.g. multi-hit, self-heal, debuff).

Rank	Mini-Boss	HP	Charge Threshold	Key Moves (Damage / Block)	Signature (when Charged)
1	Glyphbound Scribe	120	3	<ul style="list-style-type: none"><li>• Quill Jab: 8 damage</li><li>• Runic Strike: 10 damage</li><li>• Scribe's Quill: 5 damage + add a random Skill; +1 Charge</li><li>• Arcane Script: Draw 2; -1 Charge</li></ul>	Runic Cascade: Play all Skills in hand (no cost), reset Charge
2	Mindforger	140	4	<ul style="list-style-type: none"><li>• Psychic Swipe: 9 damage</li><li>• Fragile Mind: 12 damage; apply 1 Weak</li><li>• Psychic Lash: 6 damage (draw 1 if you played a Skill last turn)</li><li>• Confuse: Add 2 Wound; +1 Charge</li></ul>	Brain Rupture: Discard your hand; deal 5× discarded cards in damage
3	Frostbreaker	160	3	<ul style="list-style-type: none"><li>• Chill Strike: 7 damage; apply 1 Chill</li><li>• Glacier Punch: 9 damage</li><li>• Chill Touch: 6 damage; apply 2 Chill; +1 Charge</li><li>• Ice Shield: Gain 10 Block; apply 1 Chill to self</li></ul>	Glacial Storm: Apply 5 Chill to player; freeze (skip) next turn; gain 3 Charge

4	Ember Weaver	180	3	<ul style="list-style-type: none"> <li>• Flame Lash: 8 damage</li> <li>• Blazing Claw: 12 damage</li> <li>• Spark Shot: 7 damage; +1 Charge</li> <li>• Flame Coil: Apply 2 Burn; gain 6 Block</li> </ul>	Inferno Web: Apply 3 Burn to all cards in hand
5	Venom Prince	200	3	<ul style="list-style-type: none"> <li>• Toxic Bite: 6 damage; apply 2 Poison</li> <li>• Venomous Claw: 8 damage; apply 1 Poison</li> <li>• Toxic Spit: 5 damage; apply 3 Poison; +1 Charge</li> <li>• Acidic Veil: Gain 8 Block; apply 1 Poison to self</li> </ul>	Venom Cascade: Apply Poison equal to current Charge; remove all Poison from self
6	Storm Caller	220	4	<ul style="list-style-type: none"> <li>• Spark Strike: 11 damage</li> <li>• Electrify: 7 damage; apply 1 Weak</li> <li>• Lightning Bolt: 9 damage; +1 Charge</li> <li>• Static Field: Deal 4 damage to both; gain 2 Charge</li> </ul>	Thunderclap: Deal 15 damage; apply Vulnerable equal to current Charge
7	Iron Sentinel	240	4	<ul style="list-style-type: none"> <li>• Iron Fist: 12 damage</li> <li>• Siege Strike: 15 damage</li> <li>• Shield Bash: Gain 8 Block; +1 Charge</li> <li>• Guard Stance: Gain 12 Block</li> </ul>	Rampart Smash: Consume all Block to deal 3× that Block as damage

8	Stone Warden	260	4	<ul style="list-style-type: none"> <li>• Stone Throw: 14 damage</li> <li>• Crushing Grip: 12 damage</li> <li>• Boulder Crush: 10 damage; +1 Charge</li> <li>• Earthen Aegis: Gain 15 Block; -2 Charge (if any)</li> </ul>	Earthshatter: Lose all Block; deal 25 damage; stun (skip next turn)
9	Chrono Guardian	280	5	<ul style="list-style-type: none"> <li>• Temporal Slash: 10 damage</li> <li>• Time Bolt: 12 damage; apply 1 Vulnerable</li> <li>• Time Snap: Gain 4 Block; rewind 1 Charge</li> <li>• Temporal Strike: 8 damage; +1 Charge</li> </ul>	Fractured Timeline: Reset both Charge and player Energy to 0; then gain 3 Charge
10	Soul Reaper	300	5	<ul style="list-style-type: none"> <li>• Soul Drain: 8 damage; heal 3</li> <li>• Shattering Blow: 14 damage</li> <li>• Life Siphon: 4 damage; heal 4; +1 Charge</li> <li>• Ethereal Guard: Gain 8 Block; become Intangible for 1 turn</li> </ul>	

#### Rationale & Context

Regular enemies sit well below Rank 1 (HP ~20–50, low-damage cards).

Mini-Bosses now span HP 120–300, with damaging/blocking moves that require players to leverage their Sigils and deck synergy.

Layer Bosses should exceed these (e.g. HP 350–450, multi-phase mechanics) so Rank 10 leads naturally into your toughest fights.

“Charge-Up” is just a name for a little counter that your Mini-Boss builds on itself each turn (or via certain moves). Here’s how it works:

### Charge Counters

Every turn, most Mini-Bosses gain +1 Charge automatically (you’ll see a glowing bar or little token icon).

Some of their cards will also add extra Charge when they play them.

### Threshold → Empowered Move

Once they hit their Charge threshold (typically 3 or 4), their next attack is “empowered” — stronger damage, extra effects, etc.

After they use that empowered move, their Charge resets back to zero.