

# Card Pools and Mechanics

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Deck size: 30 cards per run

Starter deck: 10 Strikes, 10 Tactics, 5 Rituals, 5 filler cards

Hand size: 5 cards

Starting energy: 3 per turn

## Growth Pool

Name	Type	Cost	Damage	Block	Effect
Thorn Lash	Strike	1	6		Deal 6 damage. If target has a Seed, deal 2 extra damage.
Blossom Strike	Strike	1	5		Deal 5 damage. Gain 1 Seed.
Vine Whip	Strike	1	8		Deal 4 damage twice.
Bud Burst	Strike	2	10		Deal 10 damage. If you have $\geq 3$ Seeds, draw 1 card.
Petal Spray	Strike	1	3		Deal 3 damage to all enemies.
Root Smash	Strike	2	8		Deal 8 damage and apply 2 Weak.
Sap Shot	Strike	1	4		Deal 4 damage and heal 2 HP.
Thorned Blade	Strike	1	5		Deal 5 damage; if played consecutively, cost 0 next Strike.
Gilded Bud	Strike	2	7		Deal 7 damage. Gain 1 Growth Rune.
Blooming Edge	Strike	2	6		Deal 6 damage and apply 1 Vulnerable.
Petal Pierce	Strike	1	4		Deal 4 damage; if enemy is Poisoned, gain 1 Seed.
Seeded Slash	Strike	1	5		Deal 5 damage. Plant a Seed.
Thorn Barrage	Strike	3	12		Deal 4 damage 3 times.
Sappy Lunge	Strike	1	5		Deal 5 damage. If no Seeds, gain 2 Seeds.
Vine Cleaver	Strike	2	9		Deal 9 damage to all enemies if you have $\geq 4$ Seeds.
Seed Shield	Tactic	1		6	Gain 6 Block. Plant a Seed.
Vine Trap	Tactic	1	8		Place a trap: first enemy to move takes 8 damage.
Sprout Heal	Tactic	1			Heal 5 HP. Draw 1 card.
Fertile Soil	Tactic	2			Next Growth Strike gains +3 damage.
Rooting Pulse	Tactic	1			Apply 2 Vulnerable to all enemies.
Seedlings	Tactic	1			Gain 2 Seeds.
Thorn Wall	Tactic	2		10	Gain 10 Block. Deal 4 damage to attackers.
Petal Veil	Tactic	2		8	Gain 8 Block. Reduce next damage by 4.
Sap Shield	Tactic	1		4	Gain 4 Block. Next Ritual costs 1 less.
Bud Barrier	Tactic	1		5	Gain 5 Block. If you have $\geq 2$ Seeds, gain an extra card.

Name	Type	Cost	Damage	Block	Effect
Sprout Sentry	Tactic	2			Summon a Seedling: at end of turn, heal 2 HP.
Petal Step	Tactic	1			Dodge an attack this turn.
Growth Glyph	Tactic	2			Next two Strikes are free.
Mossy Guard	Tactic	1		3	Gain 3 Block. Gain 1 Growth Rune.
Petal Parade	Tactic	3			Strikes Hit All Enemies.
Growth Ritual	Ritual	0			Gain 1 Energy next turn if you've played a Ritual this combat.
Garden Bloom	Ritual	2			At end of turn, draw 1 card and gain 1 Seed.
Growth Aura	Ritual	2			All Strikes deal +2 damage.
Seed Surge	Ritual	3			At start of each turn, gain 1 Energy.
Thorned Roots	Ritual	2			Whenever you gain Block, enemies lose 1 Strength.
Verdant Warding	Ritual	2			At end of combat, heal 5 HP.
Blooming Ward	Ritual	3			At end of turn, apply 1 Poison to all enemies.
Sprouting Might	Ritual	2			Strikes cost 0 if you played $\geq 3$ Strikes last turn.
Fungal Fortress	Ritual	3			Gain 2 Seeds at end of each turn.
Rooted Resolve	Ritual	2			At start of combat, gain 5 Block.
Nature's Boon	Ritual	3			Gain 2 Growth Runes.
Verdant Bond	Ritual	2			Whenever you play a Ritual, draw 1 card.
Seed of Renewal	Ritual	3			At end of turn, remove one negative status.
Overgrowth	Ritual	4			All Strikes and Tactics gain +1 effect.
Eternal Blossom	Ritual	5			At end of combat, retain all unplayed cards.

## Decay Pool

Name	Type	Cost	Damage	Block	Effect
Pestilent Strike	Strike	1	6		Apply 1 Poison.
Rotting Slash	Strike	1	4		Deal twice; if target is Poisoned, +2 damage.
Contagion	Strike	2	8		Spread Poison to a random enemy.
Sear Decay	Strike	2	10		Deal damage to all enemies with Poison.
Plague Burst	Strike	3	12		Apply 2 Poison.
Blight Jab	Strike	1	5		Gain 1 Decay Rune.
Corrosive Edge	Strike	2	7		Enemy loses 1 Strength next turn.
Fungus Flail	Strike	2	6		Deal twice; heal 3 HP.
Carrion Whip	Strike	1	4		Draw a card if target has Poison.
Noxious Rip	Strike	3	9		If enemy HP <50%, apply 1 Weak.
Virulent Fangs	Strike	2	6		Enemy receives 3 Poison.
Death's Kiss	Strike	1	5		Upgrade your next Strike.
Putrid Cleave	Strike	2	8		Deal to all; apply 1 Poison.
Pestilence Storm	Strike	3	4		Deal 4x damage.
Blighted Bolt	Strike	1	3		Apply 1 Poison twice.
Rotten Shield	Tactic	1		7	Apply 1 Poison to attacker.
Carrion Cage	Tactic	2			Trap: first enemy to attack takes 10 damage.
Putrid Renew	Tactic	1			Heal 4 HP. Remove 1 Poison from you.
Festering Aura	Tactic	2			At end of turn, apply 2 Poison to all enemies.
Decay Bubble	Tactic	1		5	If you have >3 Poison, gain 1 Decay Rune.
Toxic Infusion	Tactic	1			Apply 3 Poison to a random enemy.
Blight Barrier	Tactic	2		12	Enemies lose 1 Strength when attacking.
Infectious Veil	Tactic	2		8	Next Ritual costs 1 less.
Sanguine Shield	Tactic	1		4	Drain 2 HP from attacker when blocked.
Death Sentries	Tactic	2			Summon wraith that deals 3 damage each end of turn.
Rancid Step	Tactic	1			Dodge the next attack.
Decay Glyph	Tactic	2			Next two Strikes apply +2 Poison.
Putrid Ward	Tactic	1		3	Apply 1 Weak to attacker.

Name	Type	Cost	Damage	Block	Effect
Bone Graft	Tactic	2		6	Gain 6 Block per Poison on you.
Carcass Trap	Tactic	2			Trap: first enemy to attack is posioned & Takes 5 damage.
Corruption Ritual	Ritual	0			Gain 1 Energy next turn if you played a Ritual this combat.
Rotting Ritual	Ritual	2			At end of turn, apply 1 Poison to all enemies.
Malignant Flow	Ritual	3			Strikes cost 0 if target has Poison.
Necrotic Infusion	Ritual	2			At the end of each turn, apply 1 Poison to yourself and gain 1 Decay Rune.
Decay Communion	Ritual	3			Whenever you apply Poison, draw 1 card.
Toxic Transfusion	Ritual	4			Convert 3 Poison from all enemies into 3 HP per enemy.
Decay Surge	Ritual	3			Gain 1 Energy at the start of each turn.
Festering Roots	Ritual	2			Whenever you gain Block, apply 1 Poison to attacker.
Blight Shield	Ritual	2			Gain 8 Block at the start of combat.
Poisonous Aura	Ritual	3			Enemies entering combat start with 2 Poison.
Death's Embrace	Ritual	4			All Strikes heal you for damage dealt.
Pestilent Bond	Ritual	2			Whenever you play a Ritual, draw 1 card.
Blighted Path	Ritual	4			All Tactics cost 0 next turn.
Ichor of Life	Ritual	3			At end of combat, heal 5 HP per Poison applied.
Eternal Decay	Ritual	5			Retain all unplayed cards at end of combat.

## Elemental Pool

Name	Type	Cost	Damage	Block	Effect
Flame Lash	Strike	1	6		Apply 1 Burn.
Spark Jab	Strike	1	4		Deal 4 damage twice.
Electro Surge	Strike	2	8		Stun if enemy has Burn.
Gale Slash	Strike	2	10		Draw 1 card.
Thunder Clap	Strike	3	12		Deal to all enemies.
Ice Shard	Strike	1	5		Apply 1 Chill.
Shockwave	Strike	2	7		Enemy Has a 20% Chance to Miss Next Turn due to Paralysis.
Lava Burst	Strike	2	6		Apply 2 Burn.
Storm Fang	Strike	1	4		If enemy has Chill, +2 damage.
Frost Bite	Strike	3	9		Apply 2 Chill.
Arc Bolt	Strike	2	6		Pierces Block.
Ember Shot	Strike	1	5		Deal Burn next turn.
Wind Cleave	Strike	2	8		All enemies if you have $\geq 2$ Chill.
Volt Barrage	Strike	3	4		Deal 4x damage.
Glacial Edge	Strike	1	4		Apply Chill and draw 1.
Static Shield	Tactic	1		7	Enemy takes 3 damage on attack.
Flame Guard	Tactic	2		10	Apply 1 Burn.
Gust Barrier	Tactic	1		5	Draw 1 if you have Chill.
Frost Wall	Tactic	2		8	Apply 2 Chill.
Thunder Ward	Tactic	1		6	Next Strike costs 0.
Magma Mantle	Tactic	2		12	Apply Burn to all enemies.
Zephyr Veil	Tactic	1		4	Dodge next attack.
Icy Embrace	Tactic	2		8	Enemy loses 1 Strength when blocked.
Scorching Aura	Tactic	1		5	Apply 1 Burn at end of turn.
Storm Sentinel	Tactic	2			Summon storm wisp: deals 2 damage each turn.
Frost Step	Tactic	1			Gain 1 Chill and 1 Energy.
Electro Glyph	Tactic	2			Next two Strikes apply +1 Burn.
Molten Ward	Tactic	1		3	Gain Burn when blocked.
Elemental Ward	Tactic	2		10	Gain 10 Block if you played a Ritual this turn.
Avalanche	Tactic	2		6	Apply 1 Chill to all enemies.
Elemental Ritual	Ritual	0			Gain 1 Energy next turn if you played a Ritual.

Name	Type	Cost	Damage	Block	Effect
Burning Ritual	Ritual	2			At end of turn, apply 1 Burn to all enemies.
Storm Ritual	Ritual	3			All Strikes deal +2 damage this turn.
Glacial Surge	Ritual	3			At start of turn, apply 1 Chill to all enemies.
Lava Flow	Ritual	2			Whenever you play a Strike, apply 1 Burn.
Zephyr Shield	Ritual	2			Gain 8 Block at start of combat.
Frost Armor	Ritual	3			Enemies lose 1 Energy when attacking.
Chain Lightning	Ritual	4			Deal 4 damage to 2 random enemies.
Ember Bond	Ritual	2			Whenever you play a Ritual, draw 1 card.
Frozen Path	Ritual	4			All Tactics cost 0 next turn.
Storm's Embrace	Ritual	3			At end of combat, gain 5 Energy.
Eternal Elemental	Ritual	5			Retain all unplayed cards at end of combat.
Rune of Fury	Ritual	2			All Strikes deal +2 damage.
Rune of Defense	Ritual	2			All Tactics cost 0 next turn.
Rune of Elements	Ritual	3			Strikes and Tactics apply one random elemental status.

## Filler Pool

Name	Type	Cost	Damage	Block	Effect
Seed Spark	Filler	0			Draw 1 card.
Nature's Whistle	Filler	0			Gain 1 Seed.
Elemental Flicker	Filler	0			Deal 1 damage randomly.
Rot Drop	Filler	0			Apply 1 Poison randomly.
Arcane Echo	Filler	0			Next Ritual costs 1 less.



In the context of the Growth archetype, a Seed is a persistent resource counter you accrue during a combat that unlocks and amplifies your cards' effects. Think of them like little tokens you plant on yourself:

#### Gaining Seeds

Many Growth cards ("Blossom Strike," "Seedlings," etc.) will "Plant a Seed," which simply increments your current Seed count by 1. You start each combat with 0 Seeds.

#### Seed-Triggered Effects

Other Growth cards check your Seed count to trigger bonuses once you've planted enough. For example:

Bud Burst draws an extra card if you have  $\geq 3$  Seeds.

Vine Cleaver deals damage to all enemies only if you have  $\geq 4$  Seeds.

Bud Barrier gives you an extra card if you have  $\geq 2$  Seeds.

#### Synergy & Strategy

Because Seeds persist through the turn in which they're gained (and usually until the end of the combat), they encourage you to mix "seed-planting" cards with "seed-consuming" or "seed-triggering" strikes.

Early on you might spend a turn stacking up Seeds with cheap tactics.

Once you hit key thresholds, your high-impact Strikes can become significantly stronger or gain card-draw benefits.

#### No "Spending" Mechanic

Seeds aren't "spent" like energy — they're counters that sit on you. They only reset when a combat ends. There's currently no card in Growth that consumes Seeds; they're purely a stacking buff.

In short:

Seeds are your archetype's stacking buff tokens—you "plant" them with some cards, and other cards check ("if you have  $\geq N$  Seeds") to give you extra damage, draw, or AoE effects. They persist for the duration of the combat as a way to gate and scale your Growth deck's power curve.

#### Core Systems & Tokens

##### Energy

Starts at 3 each turn.

Playing cards consumes energy; unused energy does not carry over.

Certain Rituals and relics can grant bonus energy next turn.

## Block

A temporary shield that negates incoming damage.

Resets to 0 at the start of your next turn.

Generated by Tactic cards and some Rituals or relics.

## Deck / Hand / Discard / Draw

Deck: Begins as your 30-card starter deck (plus any acquired cards).

Hand: You draw 5 cards at the start of each room and at each turn start.

Discard: Played and unplayed cards go here at end of turn; when the deck is empty, discard is reshuffled to refill it.

This cycle underpins your card-cycling and strategic choices.

## Card Types & Keywords

Strikes: Direct damage, sometimes with conditional bonuses.

Tactics: Block, status application, traps, or utility effects.

Rituals: Persistent buffs or end-of-turn effects.

Filler: 0-cost cards that thin your deck or trigger minor effects.

Runes: Growth, Decay, or Elemental runes gained by certain cards, used for unlocks or passive boosts.

## Other Status Effects

Poison: Damage over time, stacks, resets on combat end.

Burn, Chill, Shock: Elemental analogues with unique per-turn or trigger effects.

## Sigils

One-off permanent bonuses found in shops, treasure rooms, or as boss drops.

Examples: “Start each combat with 5 Block” or “Gain 1 Seed every combat.”

### Dungeon & Room Flow

You traverse a sequence of rooms—combat, shop, event, treasure—defined by `room_templates.json`.

Shops appear every ~3–5 rooms (configurable), offering card purchases, removals, healing, and relics.

Events are narrative encounters with branching choices.

Elites are optional tougher fights replacing a standard combat for higher risk/reward.

### Bosses & Phases

Each layer culminates in a boss with multiple phases and unique mechanics.

Defeating a boss grants a powerful relic and advances you to the next layer.

### Randomness & Balance

RNG governs room types, enemy spawns, shop offerings, and card rewards—designed so runs feel both varied and fair.

Your deck-building and relic synergies aim for an overall 30–40% win rate curve.

### Status Effects (Renamed)

#### Sap (formerly Weak)

Enemies deal 25% less damage.

Flavor: You leech their strength like a choking vine, draining power from every attack.

Icon: A droplet or tap, symbolizing the life force being drawn away.

#### Fragile (formerly Vulnerable)

Enemies take 50% more damage.

Flavor: You crack their defenses wide open—each strike lands with shattering force.

Icon: A fissure or shattered shard, evoking brittle armor or morale.