



Design Doc - Barbarian

HERO IDENTITY

Class Fantasy: Unstoppable warrior who transforms fury into devastating weapon strikes. Master of controlled aggression who builds power then unleashes it in explosive bursts.

Core Mechanics:

1. **Fury** - Build offensive resource through minions and effects, spend ALL Fury on weapon attacks for massive damage bursts
2. **Armor** - Defensive resource that enables safe attacking, protects while building Fury, converts to offense

Playstyle: Midrange Burst deck that cycles through setup and payoff phases. Build Fury → Massive weapon attack → Rebuild → Repeat. Hero IS the threat, minions are support batteries.

The Loop:

- Play minions that generate Fury
- Build Armor through Hero Power and cards
- Attack with weapon safely (Armor protects)
- Spend accumulated Fury for huge damage burst
- Rebuild Fury over next 2-3 turns
- Attack again for even bigger hit
- Equipment amplifies weapon scaling
- Finish with Rampage (double attack Ultimate)

FURY MECHANIC (NEW OFFENSIVE KEYWORD)

Definition: An accumulating offensive resource that amplifies your weapon attacks. When you use your Attack ability, spend ALL Fury for bonus damage.

Rules:

- Track with d12 die on hero board
- Gain Fury from minions, spells, and effects
- **When you use Attack ability:** Weapon damage becomes (base weapon + Fury)
- After attacking, Fury resets to 0
- Persists across turns (doesn't decay between attacks)
- Maximum tracking: 12 (d12 limit), though rarely reached

Strategic Depth:

- **Offensive scaling** - More Fury = bigger attacks
- **Timing tension** - Attack at 3 Fury now or wait for 5?
- **Build-and-release** - Create explosive burst turns
- **Threat generation** - Opponent must respect visible Fury count

Example Cards:

- *"Fury Initiate - 1 mana 2/1, Gain 1 Fury when played"*
- *"Battle Cry - 2 mana spell, Gain 2 Fury"*
- *"Berserker - 3 mana 3/3, When this kills a minion: Gain 1 Fury"*
- *"When you attack at 5+ Fury: Gain 3 Armor"* (threshold payoffs)

The Core Interaction:

Build Fury (turns 1-3) → Attack (spend 5 Fury for 7 damage) → Rebuild Fury (turns 4-5) → Attack (spend 6 Fury for 9 damage) → Lethal range

ARMOR MECHANIC (EXISTING DEFENSIVE KEYWORD)

Definition: Damage reduction resource that protects hero from incoming damage and enables safe weapon attacks.

Rules:

- Track with d12 die on hero board
- Reduces damage by 1 per point
- Armor depletes before Health
- Persists across turns
- Maximum: 10 Armor (game rule)

Strategic Role for Barbarian:

- **Enables aggression** - Safe to attack minions with weapon
- **Protects while building** - Survive opponent's pressure during Fury buildup
- **Converts to offense** - Level-up bonus makes Armor deal bonus damage
- **Threshold effects** - Cards trigger at high Armor counts

Example Cards:

- *"Shield Slam - 3 mana spell, Deal damage equal to your Armor"*
- *"Armored Berserker - 4 mana 4/3, When played: Gain Armor equal to your Fury"*
- *"When you attack at 6+ Armor: Don't take damage back"*

The Armor + Fury Loop:

Armor protects you → Attack minions safely → Gain Fury → Build more Armor → Attack for massive burst → Armor converts to damage (level-up) → Victory

LEVEL-UP SYSTEM

Condition: *"Deal 15+ damage with your Weapon Attacks"*

Tracking: Use d20 as quest tracker (separate from Fury/Armor dice)

- Increment whenever you use Attack ability
- Attack for 5 damage → +5 on quest die
- Attack for 7 damage → +7 on quest die

- When total reaches 15+, immediately level up
- Damage to heroes OR minions both count

Timing: Turns 6-8 (2-3 weapon attacks typically gets you there)

Passive Bonus: *"Your Weapon Attacks deal bonus damage equal to your Armor"*

Why This Works:

- Converts defense into offense (Armor → damage)
- Weapon damage 3 + 5 Fury + 6 Armor = 14 damage in one hit
- Rewards building Armor early game
- Creates devastating late-game burst
- Makes opponent fear BOTH your Fury count AND Armor count

Calculation Example Post-Level-Up:

- Weapon damage: 3 (base + equipment)
- Fury: 6 (built over 2 turns)
- Armor: 5 (protected while building)
- **Total Attack damage: 3 + 6 + 5 = 14 damage**

Ultimate Access: Rampage becomes playable (double attack burst turn)

HERO ABILITIES

HERO POWER - "War Cry"

Base: *"Cost 1 mana: Gain 2 Armor"*

Simple, always useful, enables your gameplan. Early game: stack Armor for safety. Late game: stack Armor for bonus damage (post-level-up).

Upgrade: "Berserker's Roar" (3 mana to play, permanent replacement)

"Cost 1 mana: Gain 2 Armor and 1 Fury"

Now generates BOTH resources. Every turn you have 1 leftover mana, you get stronger defensively AND offensively. Accelerates your buildup significantly.

ATTACK - "Weapon Strike"

Base: *"Cost 2 mana: Deal weapon damage to target enemy minion or hero. Take damage back equal to their Attack/weapon. When you use this, spend ALL Fury for bonus damage"*

Your primary offensive tool. Weapon damage + Fury = total damage. Resets Fury after use.

Upgrade: "Devastating Blow" (3 mana to play, permanent replacement)

"Cost 2 mana: Deal (weapon damage + Fury) to target. When you attack at 5+ Fury: This costs 0 instead"

Massive upgrade:

- Same effect as base
 - **At 5+ Fury: FREE ATTACK**
 - Enables double-attack turns (free Attack + play more cards)
 - Post-level-up with 5+ Fury and 6 Armor = 0 mana for 14+ damage
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COMPLETE CARD LIST (40 cards)

MINIONS (11 unique, 22 total cards)

1-COST MINIONS:

Fury Initiate - 1 mana 2/1 (1g bounty) - **3 COPIES** *"Gain 1 Fury when this is played"*

Your early Fury generator. Play turn 1, get 1 Fury immediately. 2 attack trades with most 1-2 drops. Teaches the basic mechanic.

Shield Bearer - 1 mana 1/3 (1g bounty) - **3 COPIES** *"When you gain Armor, this gets +1/+1 until end of turn"*

Defensive body that scales with your gameplan. Use Hero Power (gain 2 Armor) → this becomes 2/4 for the turn. Blocks well, can attack when buffed.

2-COST MINIONS:

Battle Drummer - 2 mana 2/2 (1g bounty) - **3 COPIES** *"When this attacks and survives: Gain 1 Fury"*

Fury engine. Attack with this every turn for consistent Fury generation. Survives against 1/x blockers. Wants to attack repeatedly.

Iron Guard - 2 mana 1/4 (1g bounty) - **2 COPIES** *"When this blocks: Gain 1 Armor"*

Defensive minion that feeds your Armor. Opponent can't ignore it (will block every turn) but can't kill it easily (4 health). Slows aggro.

Reckless Raider - 2 mana 3/2 Prepared (1g bounty) - **2 COPIES** *"When this kills a minion: Gain 1 Fury"*

Aggressive Prepared body. Can immediately attack a minion turn played. Kills most 1-2 drops and rewards you with Fury. Tempo + resource generation.

3-COST MINIONS:

Fury Berserker - 3 mana 3/3 (2g bounty) - **2 COPIES** *"When you Weapon Attack at 3+ Fury: This gets +2/+2 until end of turn"*

Scaling threat. If you attack with decent Fury, this grows. Becomes 5/5, forces opponent to deal with it. Rewards aggressive play.

Bloodbound Warrior - 3 mana 2/4 (2g bounty) - **2 COPIES** *"Empower: When you gain Fury, this gets +1/+1"*

THE ENGINE. Every Fury gain = permanent +1/+1. Play turn 3 as 2/4, by turn 6 it's 5/7 or bigger. Snowballs hard if not removed.

4-COST MINIONS:

War Chief - 4 mana 4/4 (2g bounty) - **2 COPIES** *"Your Hero Power costs 1 less while you have 4+ Armor"*

Acceleration piece. At 4+ Armor, Hero Power becomes FREE. Generate both Armor and Fury every turn with leftover mana. Stacks with upgrade.

Armored Vanguard - 4 mana 3/5 (2g bounty) - **1 COPY** *"When this is played: Gain Armor equal to your current Fury"*

Conversion card. High Fury? Convert some into defensive value. Play at 5 Fury → gain 5 Armor. Creates flexible turns.

5-COST MINIONS:

Champion of Rage - 5 mana 4/4 (3g bounty) - **1 COPY** *"Your minions have +1/+1 while you have 3+ Fury"*

Board-wide buff. At 3+ Fury, your entire board becomes more threatening. Makes opponent fear trading into your minions.

6-COST MINIONS:

Warlord - 6 mana 5/6 (3g bounty) - **1 COPY** *"When this enters: Gain 3 Fury and 3 Armor"*

Late-game value bomb. 6 mana gets you solid body + 6 resources. Immediately enables high-Fury attack next turn.

SPELLS (7 unique, 13 total cards)

1-COST SPELLS:

Battle Cry - 1 mana - **2 COPIES** *"Gain 2 Fury"*

Simple Fury generation. Always useful. Turn 1: play this + Fury Initiate = 3 Fury total. Curve smoother.

Quick Strike - 1 mana - **2 COPIES** *"Deal 2 damage to target enemy minion. Gain 1 Fury if it dies"*

Early removal with upside. Kills 1-2 health minions and gives Fury. Efficient.

2-COST SPELLS:

Rallying Shout - 2 mana - **2 COPIES** *"Gain 3 Armor. Your minions have +1/+1 until end of turn"*

Defensive + offensive. Gain Armor for safety, buff board for favorable trades. Flexible.

Whirlwind - 2 mana - **1 COPY** *"Deal 1 damage to all minions. Gain 1 Fury for each enemy minion damaged"*

Board control that generates Fury. Against wide board: 4 enemy minions = 4 Fury gained. Punishes zoo decks.

3-COST SPELLS:

Shield Slam - 3 mana - **2 COPIES** *"Deal damage to target enemy minion equal to your Armor"*

Armor conversion spell. At 6 Armor, this kills most mid-game threats. Doesn't consume Armor, just uses it.

Rage Strike - 3 mana - **1 COPY** *"Deal damage to any target equal to your current Fury. Don't spend Fury"*

Direct damage spell that DOESN'T reset Fury. At 5 Fury: deal 5 damage, keep the 5 Fury for your Weapon Attack later.

5-COST SPELLS:

Bloodlust - 5 mana - **2 COPIES** *"Gain Fury equal to your Armor. Your next Weapon Attack this turn costs 0"*

Setup spell. High Armor? Convert to Fury. Free attack? Enables double-attack turns. Play this → free Attack → play more cards.

6-COST SPELLS:

Fortress - 6 mana - **1 COPY** *"Gain 8 Armor. Your Armor can't be reduced below 5 this turn"*

Defensive bomb. Guarantees 5 Armor minimum for the turn, gain 8 total. Post-level-up, this is +5 damage on ALL attacks this turn.

UPGRADES (2 cards)

Hero Power II: "Berserker's Roar" - 3 mana Upgrade - **1 COPY** *"Hero Power becomes: Cost 1 mana: Gain 2 Armor and 1 Fury"*

Accelerates both resources. Every leftover mana generates offense + defense.

Attack II: "Devastating Blow" - 3 mana Upgrade - **1 COPY** *"Attack becomes: Cost 2 mana: Deal (weapon + Fury) to target. When you attack at 5+ Fury: This costs 0 instead"*

Massive power spike. Free attacks at high Fury enable double-attack turns.

ULTIMATES (1 card, 2 copies)

Rampage - 6 mana Ultimate (3g bounty) - **2 COPIES** *"Gain Fury equal to your Armor. Your Weapon Attack costs 0 this turn and can be used an additional time"*

THE FINISHER.

Setup turn (build Armor + Fury) → Rampage turn:

1. Cast Rampage (6 mana) → Gain Fury = Armor (huge boost)
2. First Attack (0 mana) → Spend all Fury
3. Second Attack (0 mana) → Weapon damage (Fury already spent)
4. Total: 2 attacks in one turn, potentially 20+ damage

Example Rampage Turn:

- Current state: 6 Armor, 5 Fury, weapon damage 3
- Cast Rampage → gain 6 Fury (now 11 Fury total)
- Attack 1: 3 weapon + 11 Fury + 6 Armor (level-up) = 20 damage
- Attack 2: 3 weapon + 6 Armor = 9 damage
- **Total: 29 damage in one turn**

CORE ABILITIES (tracked for reference, not deck cards)

Hero Power Base - *"Cost 1 mana: Gain 2 Armor"* - **CORE**

Attack Base - *"Cost 2 mana: Deal weapon damage to target. When you use this, spend ALL Fury for bonus damage"* - **CORE**

Level Up - *"Condition: Deal 15+ damage with Weapon Attacks. Passive: Your Weapon Attacks deal bonus damage equal to your Armor. Unlocks: Ultimate cards"* - **CORE**

MANA CURVE BREAKDOWN

Total: 40 cards

1-Cost: 8 cards (20%)

- 3x Fury Initiate, 3x Shield Bearer, 2x Battle Cry

2-Cost: 11 cards (27.5%)

- 3x Battle Drummer, 2x Iron Guard, 2x Reckless Raider, 2x Rallying Shout, 1x Whirlwind, 1x Quick Strike (wait this is 1-cost... let me recount)

Actually let me properly count:

1-Cost: 10 cards

- 3x Fury Initiate (minion)
- 3x Shield Bearer (minion)
- 2x Battle Cry (spell)
- 2x Quick Strike (spell)

2-Cost: 9 cards

- 3x Battle Drummer (minion)
- 2x Iron Guard (minion)
- 2x Reckless Raider (minion)
- 2x Rallying Shout (spell)

3-Cost: 9 cards

- 2x Fury Berserker (minion)
- 2x Bloodbound Warrior (minion)
- 2x Shield Slam (spell)
- 1x Rage Strike (spell)
- 1x Whirlwind (spell) - moving here
- 1x Hero Power Upgrade

4-Cost: 3 cards

- 2x War Chief (minion)
- 1x Armored Vanguard (minion)

5-Cost: 4 cards

- 1x Champion of Rage (minion)
- 2x Bloodlust (spell)

- 1x Attack Upgrade (should be 3 cost... fixing)

Wait, I need to match exactly 40 cards. Let me rebuild the count:

MINIONS: 22 cards

- 1-cost: 6 cards (3 Fury Initiate, 3 Shield Bearer)
- 2-cost: 7 cards (3 Battle Drummer, 2 Iron Guard, 2 Reckless Raider)
- 3-cost: 4 cards (2 Fury Berserker, 2 Bloodbound Warrior)
- 4-cost: 3 cards (2 War Chief, 1 Armored Vanguard)
- 5-cost: 1 card (Champion of Rage)
- 6-cost: 1 card (Warlord)

SPELLS: 13 cards

- 1-cost: 4 cards (2 Battle Cry, 2 Quick Strike)
- 2-cost: 3 cards (2 Rallying Shout, 1 Whirlwind)
- 3-cost: 3 cards (2 Shield Slam, 1 Rage Strike)
- 5-cost: 2 cards (2 Bloodlust)
- 6-cost: 1 card (Fortress)

UPGRADES: 2 cards

- 3-cost: 2 cards (Hero Power II, Attack II)

ULTIMATES: 2 cards

- 6-cost: 2 cards (2 Rampage)

CORE: 1 card

- Level Up tracking card

TOTAL: 40 cards ✓

Curve Shape: Early-heavy (smooth 1-3 drops), thin mid-game (enables high-impact plays), explosive late-game (Ultimates + premium spells)

KEYWORD SYNERGY DENSITY

Total cards that interact with Fury or Armor: 28 out of 40 (70%)

Fury Interactions (18 cards):

- Fury Initiate (generates)
- Battle Drummer (generates)
- Reckless Raider (generates)
- Fury Berserker (threshold payoff)
- Bloodbound Warrior (scaling)
- Armored Vanguard (converts Fury to Armor)
- Champion of Rage (threshold buff)
- Warlord (generates)
- Battle Cry (generates)
- Quick Strike (generates conditionally)
- Whirlwind (generates from enemy count)
- Rage Strike (uses Fury without spending)
- Bloodlust (converts Armor to Fury)
- Hero Power II (generates)
- Attack Base (spends for damage)
- Attack II (spends, cost reduction)
- Rampage (converts Armor to Fury, double attack)
- Level Up (weapon attacks spend Fury)

Armor Interactions (16 cards):

- Shield Bearer (synergizes with Armor gain)
- Iron Guard (generates)
- War Chief (cost reduction at threshold)
- Armored Vanguard (converts Fury to Armor)
- Warlord (generates)

- Rallying Shout (generates)
- Shield Slam (uses Armor for damage)
- Bloodlust (converts Armor to Fury)
- Fortress (generates, protects)
- Hero Power Base (generates)
- Hero Power II (generates)
- Attack Base (protected by Armor when attacking)
- Attack II (same)
- Rampage (converts to Fury)
- Level Up (passive converts Armor to damage)

Overlap cards (count both): Armored Vanguard, Warlord, Bloodlust, Rampage, Hero Power II, Level Up = 6 cards

Generic/Utility cards (12 cards): Shield Bearer (kinda synergizes), Iron Guard, Reckless Raider, some spells that are just removal/buffs without keyword interaction

Target was 60-70%, we're at 70%. Perfect.

EQUIPMENT PRIORITIES

Barbarian Shopping Strategy:

Priority 1: WEAPON (Critical)

- Base weapon damage 2 → Equipment brings it to 4-5
- Every point of weapon damage = more burst
- Look for: Desolator (+3 damage, armor reduction), Divine Rapier (highest damage), Maelstrom (cleave)

Priority 2: CHEST (High Priority)

- Need HP pool to survive while building
- Armor generation synergizes with level-up passive

- Look for: Vanguard (damage block), Heart of Tarrasque (HP + regen), Assault Cuirass (armor + aura)

Priority 3: JEWELRY (Moderate)

- Gold generation helps buy better weapons faster
- Card draw finds key pieces
- Look for: Ring of Avarice (gold per kill), Greevil's Greed (scaling gold)

Priority 4: RELIC (Situational)

- Mostly utility
- Look for: Drums of Endurance (remove summoning sickness), Refresher Shard (double abilities), BKB (immunity turn)

Buying Patterns:

Early (Rounds 1-4): Look for cheap Jewelry (economy boost) or early Weapon upgrade

Mid (Rounds 5-8): Prioritize Weapon > Chest. Get to weapon damage 4+ and solid HP pool

Late (Rounds 9+): Luxury Relics or replace equipment with tier 3 versions

Gold Strategy:

Barbarian wants consistent gold income but not as desperately as Rogue. Bounties from weapon kills usually sufficient. Don't over-invest in Jewelry unless needed.

KEY COMBOS & SYNERGIES

Combo 1: Bloodlust Double Attack

Setup: High Armor (6+), some Fury (3+), weapon damage 3+

Execution:

1. Cast Bloodlust (5 mana) → Gain 6 Fury (now 9 total), Attack costs 0
2. Free Attack → Deal 3 weapon + 9 Fury + 6 Armor (post-level) = 18 damage

3. Play more minions with remaining mana

Result: 18+ damage burst + board presence, only spent 5 mana

Combo 2: Rampage Lethal

Setup: Turn 10+, leveled up, 6+ Armor, 4+ Fury, weapon 3+

Execution:

1. Rampage (6 mana) → Gain 6 Fury (now 10 total)
 2. Attack 1 (0 mana) → 3 weapon + 10 Fury + 6 Armor = 19 damage
 3. Attack 2 (0 mana) → 3 weapon + 6 Armor = 9 damage
 4. **Total: 28 damage****Result:** One-turn kill from 28 HP
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Combo 3: Bloodbound Warrior Growth

Setup: Bloodbound Warrior on board turn 3

Execution:

1. Turn 3: Play Bloodbound (2/4), play Fury Initiate → gain 1 Fury → Bloodbound now 3/5
2. Turn 4: Hero Power (gain 2 Armor), Battle Cry spell (gain 2 Fury) → Bloodbound now 5/7
3. Turn 5: Attack with weapon (spend Fury) → Bloodbound stays 5/7 (Empower is permanent)

Result: Turn 5 Bloodbound is 5/7 or bigger, opponent must answer or lose

Combo 4: War Chief Acceleration

Setup: War Chief on board, 4+ Armor

Execution:

1. War Chief (4 mana 4/4) → Hero Power costs 1 less (now 0 mana)
2. Every turn: Free Hero Power (gain 2 Armor)
3. With upgrade: Free Hero Power (gain 2 Armor + 1 Fury)

4. Turn cycle: 0 mana spent, 2 Armor + 1 Fury per turn

Result: Passive resource generation, accelerates to explosive turns

Combo 5: Shield Slam Removal

Setup: High Armor (7+), enemy big threat (6+ health)

Execution:

1. Build Armor (Hero Power multiple turns)
2. Shield Slam (3 mana) at 7 Armor → deal 7 damage
3. Kills 6-7 health minions without spending Fury

Result: Efficient removal, preserves Fury for weapon burst

DECISION TREES

Decision Layer 1: Fury Management

Question: "Should I attack now or build more Fury?"

Considerations:

- Current Fury count (2-3 Fury = small burst, 5-7 = big burst)
- Opponent's HP (can I kill them this turn?)
- Do I have Attack II upgrade? (free at 5+ Fury)
- Do I have Rampage in hand? (want high Fury before casting)
- Is opponent threatening lethal? (need to attack now)

General Rule: Build to 5+ Fury before attacking (maximizes value, potentially free attack)

Decision Layer 2: Armor Timing

Question: "Should I use Hero Power or play cards?"

Considerations:

- Current Armor count (low = vulnerable, need defense)

- Opponent's board pressure (wide board = need Armor now)
- Post-level-up? (Armor = bonus damage)
- Do I have War Chief? (might be free Hero Power)
- Am I setting up big burst turn? (want high Armor for Bloodlust or Rampage)

General Rule: Early game = Armor for survival. Post-level = Armor for damage.

Decision Layer 3: Upgrade Priority

Question: "Which upgrade do I play first?"

Considerations:

Hero Power Upgrade:

- Accelerates buildup (both resources)
- Useful every turn
- Earlier = more value over time

Attack Upgrade:

- Enables free attacks at 5+ Fury
- More immediately impactful
- Better for burst turns

General Rule: Play Hero Power upgrade turns 4-5 (consistent value). Play Attack upgrade turns 6-7 (when Fury counts get high).

Decision Layer 4: Ultimate Timing

Question: "When do I cast Rampage?"

Considerations:

- Can I kill opponent THIS turn? (28 damage potential)
- Do I have high Armor? (converted to Fury)
- Do I have high Fury already? (stacks with Armor conversion)
- Will opponent have blockers? (need removal spells ready)

- Am I in lethal range if I don't win? (risk assessment)

General Rule: Cast when opponent is at 20-25 HP and you have 6+ Armor + 4+ Fury = guaranteed 20+ damage

COMPLEXITY ANALYSIS

Barbarian Complexity: Low-Medium

Simple Elements:

- Two trackable resources (Fury, Armor) both use dice
- Clear attack timing (spend Fury on Attack)
- Linear scaling (more Fury/Armor = more damage)
- No hidden information (all resources visible)

Strategic Depth:

- Timing attacks (build to 5+ or attack early?)
- Resource conversion (Bloodlust, Armored Vanguard)
- Threshold payoffs (War Chief, Fury Berserker triggers)
- Equipment shopping (weapon vs chest priority)

Compared to Other Heroes:

- **Simpler than Rogue:** No hidden gold, no binary state (Stealth), straightforward combat
- **Similar to Mage:** Build-and-release pattern (Spell Damage vs Fury)
- **More complex than original Barbarian:** Fury spending adds decision points vs always-on Rage

Accessibility: New players understand "build number, hit hard" immediately. Depth emerges from timing optimization.

ARCHETYPE FLEXIBILITY

Build 1: Aggressive Burst

Focus: Build Fury fast, attack early and often, win turns 10-12

Key Cards:

- Fury Initiate, Battle Drummer, Reckless Raider (fast Fury)
- Battle Cry, Quick Strike (cheap Fury generation)
- Attack II upgrade (free attacks at 5+)
- Bloodlust (double attack setup)

Equipment: Weapon (Divine Rapier) → Jewelry (Ring of Avarice) → Chest (Vanguard)

Playstyle: Attack every 2-3 turns with 4-6 Fury, chip opponent down repeatedly, finish with double attack turn

Build 2: Grindy Midrange

Focus: Stack Armor, leverage level-up passive, win with scaling damage

Key Cards:

- Shield Bearer, Iron Guard (defensive minions)
- Bloodbound Warrior (scaling threat)
- War Chief (free Hero Powers)
- Rallying Shout, Fortress (Armor stacking)
- Shield Slam (Armor payoff)

Equipment: Chest (Heart of Tarrasque) → Weapon (Maelstrom) → Relic (Refresher Shard)

Playstyle: Survive early, stack Armor, post-level-up every attack has +6-8 damage from Armor, grind opponent out

Build 3: Rampage OTK

Focus: One massive Rampage turn for 25+ damage

Key Cards:

- Fury generators (Fury Initiate, Battle Drummer, Warlord)

- Armor stackers (Hero Power spam, Fortress)
- Bloodlust (pre-Rampage setup)
- Rampage (finisher)
- Rage Strike (burst without spending Fury)

Equipment: Weapon (Desolator for max damage) → Chest (Assault Cuirass for Armor) → Relic (Ocarine Core for double abilities)

Playstyle: Stall to turn 9-10, stack both resources to maximum, Rampage turn for 25-30 damage, instant kill

BALANCE LEVERS (If Needed)

Too Strong:

- Reduce Fury gains by 1 across cards (Fury Initiate gives 1 → Battle Cry gives 1 instead of 2)
- Rampage gives Fury = half your Armor (instead of equal)
- Attack II upgrade requires 6+ Fury (instead of 5+)
- Level-up condition increases to 20 damage
- Bloodbound Warrior Empower triggers only on 2+ Fury gains (not every 1)

Too Weak:

- Increase Fury gains by 1
- Rampage gives Fury = double your Armor
- Attack II upgrade requires 4+ Fury
- Level-up condition decreases to 12 damage
- Add more Fury generation minions

Too Snowbally:

- Bloodbound Warrior caps at +3/+3 (not unlimited)
- Champion of Rage requires 5+ Fury (not 3+)
- Fury cap at 10 (instead of 12)

Too Linear:

- Add "When you spend Fury" triggers for alternate paths
 - Add conditional Fury spenders (besides Attack)
 - More threshold effects (at exactly 5 Fury, not 5+)
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PLAYTESTING PRIORITIES

Turn 1-3: Can you curve out smoothly? Do you have plays every turn?

Turn 4-5: Are you building Fury consistently? Is Armor protecting you?

Turn 6-8: First big attack - does it feel impactful? (6-8 damage range)

Turn 9-10: Second big attack - is it scaling properly? (8-12 damage range)

Turn 11-12: Rampage turn - can you threaten 20+ damage?

Upgrade Timing: When do players naturally want to play upgrades? Turns 5-7?

Level-Up Timing: Are players leveling turns 6-8 consistently?

Equipment Priority: Are players buying Weapons first? Or Chest?

DESIGN RATIONALE

Why Fury Spending Works:

- Prevents infinite scaling (Rage's problem)
- Creates exciting burst moments
- Clear decision points (when to attack)
- Visible threat (opponent sees Fury count)
- Natural pacing (build → burst → rebuild)

Why Armor Synergizes:

- Enables safe weapon attacks (take damage back)
- Protects during buildup (Fury takes time)
- Post-level-up: becomes offensive tool

- Thematic (armored warrior)

Why Hero-Centered:

- Distinct from Necro (minion swarm) and Rogue (combo chains)
- Minions support hero, not vice versa
- Player identifies with hero, not board
- Weapon attacks feel impactful

Why Midrange:

- Distinct from Rogue (burst combo), Necro (tempo zoo), Mage (control)
- Build-and-release creates pacing
- Multiple explosive turns (not one-and-done)
- Rewards planning 2-3 turns ahead

This design delivers on the Barbarian fantasy: unstoppable warrior who builds fury, crashes through enemies with devastating weapon strikes, and finishes with explosive double-attack rampage turns.