**🔑 Guiding Principles**

1. **Every basic chain deals damage** (at least one link hits, ideally two). → No dead turns.
2. **Each chain link matters**—every link offers something critical (damage, defense, setup, or payoff).
3. **Memories synergize**: if a memory’s primary shows up with its basic chain, you *always* get a synergy.
4. **Simple mechanics first**: armor, retaliate, bleed, vulnerable, buffing, and burst. Cycling/facing are still in, but used sparingly and clearly.

**⚔️ Reframed Core Basics**

**Anger – Aggressive Combo Chain**

* **Strike (1AP)**: Deal 6 dmg. Facing: +10% Crit.
* **Grapple (2AP)**: Deal 3 dmg and apply *Restrained (1)*. Facing: +1 Armor.
* **Throw (3AP)**: Deal 10 dmg; +6 dmg if target is Restrained.

**Identity**: Fast damage and condition-based bursts.  
**Synergy target**: Memories can apply Vulnerable or improve Crits, amplifying these hits.

**Fear – Defensive Punish Chain**

* **Guard (1AP)**: Gain Block (6). Facing: Retaliate (2).
* **Brace (2AP)**: Gain Armor (2) and Block (6).
* **Counter (3AP)**: Deal 8 dmg. If you Blocked since last turn, also apply Dazed (1).

**Identity**: Layer defense, then hit back.  
**Synergy target**: Memories that add Retaliate boosts, Armor scaling, or small Bleeds give teeth to your wall.

**Joy – Buff-and-Burst Chain**

* **Spark (1AP)**: Deal 4 AoE dmg. Facing: +5% Crit to allies.
* **Festival Light (2AP)**: Allies gain +1 AP this turn.
* **Elation (3AP)**: Heal 5 Essence and deal 8 dmg to a random foe.

**Identity**: Light sustain and tempo boosts, mixed with chip AoE.  
**Synergy target**: Memories that extend buffs, double Essence Regen, or apply Vulnerable to many enemies.

**Sadness – Attrition Payoff Chain**

* **Burden (1AP)**: Apply Fatigue (1) and deal 2 dmg.
* **Wither (2AP)**: Deal 5 dmg and apply Bleed (2).
* **Breakthrough (3AP)**: Deal 12 dmg; if enemy has Bleed or Fatigue, gain +2 AP next turn.

**Identity**: Sacrifice early turns, then unleash huge finishers.  
**Synergy target**: Memories that insert Fatigue, amplify Bleed, or refund Essence make this chain sing.

**🧩 How Memories Hook In**

* **Rule**: Every memory contributes 0.5 weight of its emotion’s basic chain (ensuring basics are always present).
* **Design**: The memory’s *primary action* is written to interact with at least one link in the chain.
  + Example: *Memory of the Bar Fight (Anger)* → Primary: “Uppercut (2AP, 8 dmg, double if target Restrained).” → Directly ties to Grapple link.
  + Example: *Memory of the Watchman (Fear)* → Primary: “Tower Shield (2AP, Block 10; Facing: Retaliate 3).” → Amplifies Guard/Counter synergy.

**🚫 What We’re Dropping/Simplifying**

* **Enemy cycling**: Out for now (too abstract).
* **Slot-lock gimmicks**: Save for later.
* **Overcomplicated Facing webs**: Trim to small bonuses that are always useful (e.g., +Crit, +Armor, +Regen).
* **Essence cost moves**: Limited only to Sadness payoffs for identity.

**✅ What We’re Keeping**

* **Chaining**: Core to identity.
* **Facing**: Only simple bonuses.
* **Burn/Retain**: To keep the card-game “rhythm.”
* **Simple but strong keywords**: Armor, Block, Retaliate, Bleed, Vulnerable, Regen.

**🔥 Anger Memories**

**Memory of the Bar Fight**

* **Primary**: *Uppercut* (2AP, 8 dmg; if target is Restrained, +8 dmg).
* **Secondary**: Anger Core (Strike → Grapple → Throw).
* **Synergy**: Directly hooks into Grapple (Restrained).

**Memory of the Blood-soaked Blade**

* **Primary**: *Bloodlash* (2AP, 6 dmg; apply Bleed (2)).
* **Secondary**: Anger Core.
* **Synergy**: Bleed keeps pressure; Throw closes out faster.

**Memory of the Victory Feast**

* **Primary**: *Feast Roar* (3AP, all attacks deal +50% dmg this turn).
* **Secondary**: Anger Core.
* **Synergy**: Pairs with Strike/Throw to create burst turns.

**🛡️ Fear Memories**

**Memory of the Watchman**

* **Primary**: *Tower Shield* (2AP, Block 10; Facing: Retaliate (3)).
* **Secondary**: Fear Core (Guard → Brace → Counter).
* **Synergy**: Reinforces Guard/Counter retaliation loop.

**Memory of the Locked Door**

* **Primary**: *Iron Bar* (2AP, deal 6 dmg; if you have Block, apply Dazed (1)).
* **Secondary**: Fear Core.
* **Synergy**: Lines up with Guard/Brace into Counter chain.

**Memory of the Oath Kept**

* **Primary**: *Pledge Strike* (3AP, deal 10 dmg; gain Armor (2)).
* **Secondary**: Fear Core.
* **Synergy**: Adds a damage payoff inside a defensive shell.

**🎉 Joy Memories**

**Memory of the Song**

* **Primary**: *Song of Triumph* (2AP, Allies gain +1 Crit chance, +1 Essence Regen for 1T).
* **Secondary**: Joy Core (Spark → Festival Light → Elation).
* **Synergy**: Buffs make Spark/Elation payoffs stronger.

**Memory of the Laughing Crowd**

* **Primary**: *Cheer* (1AP, heal 3 Essence; Facing: +5% Crit).
* **Secondary**: Joy Core.
* **Synergy**: Crit boost syncs with Spark/Elation damage links.

**Memory of the Golden Lantern**

* **Primary**: *Lantern Glow* (3AP, deal 7 AoE dmg, heal 5 Essence).
* **Secondary**: Joy Core.
* **Synergy**: Lines up with Spark chip AoE and Elation sustain.

**💧 Sadness Memories**

**Memory of the Long March**

* **Primary**: *Dirge* (3AP, deal 6 AoE dmg; apply Fatigue (1) to all).
* **Secondary**: Sadness Core (Burden → Wither → Breakthrough).
* **Synergy**: Fatigue feeds Breakthrough payoff.

**Memory of the Widow’s Veil**

* **Primary**: *Shroud of Loss* (2AP, Block 8; Facing: enemies take +1 Bleed dmg while active).
* **Secondary**: Sadness Core.
* **Synergy**: Extra Bleed scaling ties into Wither + Breakthrough.

**Memory of the Empty Chair**

* **Primary**: *Remembrance* (1AP, deal 3 dmg; Facing: +1 AP next turn).
* **Secondary**: Sadness Core.
* **Synergy**: Keeps tempo for expensive Breakthrough finishers.

**⚔️ Hybrid Memories (2 emotions each)**

**Memory of the Duel (Anger + Fear)**

* **Primary**: *Riposte Slash* (3AP, deal 7 dmg; if you gained Block since last turn, deal 12 dmg instead).
* **Secondary**: Anger Core (0.25) + Fear Core (0.25).
* **Synergy**: Works with **Grapple** (to lock down for damage) and **Guard/Brace** (to trigger Blocked condition).

**Memory of the Victory Feast (Anger + Joy)**

* **Primary**: *Feast Fireworks* (2AP, deal 5 AoE dmg; all allies gain +5% Crit this turn).
* **Secondary**: Anger Core (0.25) + Joy Core (0.25).
* **Synergy**: Multiplies **Strike/Throw** damage through Crit, syncs with **Spark** chip AoE.

**Memory of Betrayal (Anger + Sadness)**

* **Primary**: *Backstab* (2AP, deal 6 dmg; apply Bleed (1) and Fatigue (1)).
* **Secondary**: Anger Core (0.25) + Sadness Core (0.25).
* **Synergy**: Both Bleed and Fatigue feed into **Wither/Breakthrough** while still working with **Strike/Throw**.

**Memory of Vigil (Fear + Joy)**

* **Primary**: *Blessed Guard* (2AP, Block 8; all allies heal 3 Essence).
* **Secondary**: Fear Core (0.25) + Joy Core (0.25).
* **Synergy**: **Brace** becomes stronger with sustain; pairs with **Festival Light** to keep AP flowing.

**Memory of Funeral Procession (Fear + Sadness)**

* **Primary**: *Processional Chant* (3AP, deal 5 AoE dmg; apply Fatigue (1) to all enemies).
* **Secondary**: Fear Core (0.25) + Sadness Core (0.25).
* **Synergy**: Fatigue directly feeds **Breakthrough**; AoE helps chip while defending with **Guard/Counter**.

**Memory of Mischievous Tears (Joy + Sadness)**

* **Primary**: *Mocking Weep* (2AP, deal 4 dmg; duplicate a random Action in your set).
* **Secondary**: Joy Core (0.25) + Sadness Core (0.25).
* **Synergy**: Duplication can copy **Wither/Breakthrough** or **Spark/Elation**, amplifying payoff.

**🎲 Random Memories (exclude 1 emotion)**

**Memory of the Forgotten Toy (excludes Joy)**

* **Primary**: *Broken Plaything* (1AP, deal 3 dmg; apply Vulnerable (1)).
* **Secondary**: Random core (Anger, Fear, Sadness) at 0.5.
* **Synergy**: Vulnerable amplifies **Strike, Throw, Breakthrough**—universal damage boost.

**Memory of the Oath Broken (excludes Fear)**

* **Primary**: *Vowbreaker* (2AP, deal 7 dmg; apply Bleed (1)).
* **Secondary**: Random core (Anger, Joy, Sadness) at 0.5.
* **Synergy**: Bleed plays directly into **Wither/Breakthrough**, while still scaling **Strike**.

**Memory of the Lost Carnival (excludes Sadness)**

* **Primary**: *Carnival Fire* (2AP, deal 5 AoE dmg; Facing: +1 Essence Regen).
* **Secondary**: Random core (Anger, Fear, Joy) at 0.5.
* **Synergy**: AoE plays off **Spark**, regen supports long **Counter/Brace** defenses.

**Memory of the Shadowed Garden (excludes Anger)**

* **Primary**: *Bloom of Thorns* (3AP, deal 8 dmg; gain Armor (2)).
* **Secondary**: Random core (Fear, Joy, Sadness) at 0.5.
* **Synergy**: Defensive sustain to reinforce **Guard/Counter**, while also giving a solid dmg option.

**⚙️ Ambiguous / Mechanical Memories**

**Memory of the Hourglass**

* **Primary**: *Borrowed Time* (0AP, gain +2 AP; lose 2 Essence).
* **Secondary**: Dominant emotion’s core (0.5).
* **Synergy**: Lets you reach **Throw, Elation, Breakthrough** on curve.

**Memory of the Fractured Mirror**

* **Primary**: *Echo* (X AP, copy last Action played at +1 AP cost, −20% dmg).
* **Secondary**: Dominant emotion’s core (0.5).
* **Synergy**: Echo doubles **Strike, Counter, Spark, Breakthrough**—all good damage sources.

**Memory of the Trick Candle**

* **Primary**: *Flicker* (1AP, deal 3 dmg; Facing: next Action played costs −1 AP).
* **Secondary**: Dominant emotion’s core (0.5).
* **Synergy**: Enables cheap access to **Throw, Counter, Elation**.

**Memory of the Locked Chest**

* **Primary**: *Greed’s Gamble* (2AP, deal 5 dmg; gain 1 random consumable after combat if played).
* **Secondary**: Dominant emotion’s core (0.5).
* **Synergy**: Still provides damage while offering out-of-combat reward.

**Memory of the Rusted Key**

* **Primary**: *Unseal* (2AP, deal 6 dmg; Facing: if in play when combat ends, gain +20 gold).
* **Secondary**: Dominant emotion’s core (0.5).
* **Synergy**: Hooks damage directly while carrying meta value.

**🔥 Anger Relics (Aggressive Combo)**

**1. Candle of Red Wax**

* **Effect**: Bleed deals +1 dmg per stack each turn. Heal for half Bleed dmg dealt.
* **Synergy**: Supercharges **Bloodlash** memories and the **Strike→Grapple→Throw** chain.

**2. Brass Knuckles**

* **Effect**: *Strike* deals +3 dmg. If you played Strike this turn, your next Grapple costs −1 AP.
* **Synergy**: Rewards full chain execution.

**3. Rusted Chains**

* **Effect**: Grapple applies *Restrained (2)* instead of (1).
* **Synergy**: Guarantees Throw/Uppercut payoffs.

**4. Skull Dice**

* **Effect**: +15% Crit Chance while Strike is face-up.
* **Synergy**: Crit payoff relic, makes facing matter.

**5. Ashen Brand**

* **Effect**: Whenever you deal dmg with Throw, apply Vulnerable (1).
* **Synergy**: Turns chain payoff into a setup for the next turn.

**🛡️ Fear Relics (Defensive Punish)**

**6. Porcelain Rat Figurine**

* **Effect**: Whenever you Block ≥10 dmg in one turn, apply Dazed (1) to an enemy chain.
* **Synergy**: Extends Guard→Brace→Counter disruption.

**7. Iron Wall Plate**

* **Effect**: Guard provides +4 Block.
* **Synergy**: Early link scaling makes the whole chain stronger.

**8. Knight’s Oath Band**

* **Effect**: When you Brace, gain Retaliate (2).
* **Synergy**: Mid-chain becomes proactive instead of stall-only.

**9. Tarnished Spear**

* **Effect**: Counter deals +5 dmg if you blocked since last turn.
* **Synergy**: Directly upgrades the payoff link.

**10. Stone Guardian Idol**

* **Effect**: At end of turn, if you played no attack actions, gain Armor (2) permanently for the fight.
* **Synergy**: Rewards stalling while Counter/Counterguard remain your payoff.

**🎉 Joy Relics (Buff-and-Burst)**

**11. Lantern of Festival Glass**

* **Effect**: While you have any Buff active, gain Essence Regen (1).
* **Synergy**: Buff stacking amplifies Festival/Elation sustain.

**12. Confetti Pouch**

* **Effect**: Spark hits deal +3 dmg if you played a buff this turn.
* **Synergy**: Turns chip AoE into lethal burst.

**13. Golden Lyre**

* **Effect**: Festival Light also grants +5% Crit to allies.
* **Synergy**: Core chain buff relic.

**14. Bell of Revelry**

* **Effect**: At end of turn, if Elation was played, heal 3 extra Essence.
* **Synergy**: Locks Elation as sustain anchor.

**15. Mirror Mask**

* **Effect**: The first buff you play each combat is duplicated.
* **Synergy**: Doubles Festival Light / Song of Triumph tempo plays.

**💧 Sadness Relics (Attrition Payoff)**

**16. Dirge Bell**

* **Effect**: Wither applies Bleed (1) in addition to its dmg.
* **Synergy**: Middle link becomes more impactful and sets up Breakthrough.

**17. Obsidian Tear Pendant**

* **Effect**: Breakthrough costs 1 less AP if enemy has Fatigue.
* **Synergy**: Rewards full chain execution.

**18. Grave Soil Jar**

* **Effect**: Whenever you inflict Fatigue, gain +1 AP next turn.
* **Synergy**: Feeds directly into Breakthrough’s payoff.

**19. Veil of Mourning Silk**

* **Effect**: While Burden is face-up, gain Armor (1).
* **Synergy**: Early chain link isn’t dead weight—makes attrition safer.

**20. Tomb Key**

* **Effect**: At end of combat, if you played Breakthrough, gain +15 gold.
* **Synergy**: Rewards payoff usage with meta-currency.