# Ashirwad Cards

## Tapas-Dāha (The Ascetic's Burn)



**Narrative Origin**: Channeled internal heat (Tapas) that incinerates the weak and purifies the strong.

**Karmic Unlock:** The spell's damage increases based on how much damage your own Princess Towers have taken (The "Sacrifice" of your health).

**Practical Effect:** Scaling Area Damage. A slow-burning fire circle. If your Tower is at 100% HP, it does tick damage (like a Poison spell). If your Tower is at 10% HP, it deals damage comparable to a Lightning strike.

**Strategic Use:** The ultimate "comeback" mechanic. It rewards the player for staying disciplined and calm while losing, turning their "suffering" into raw power.

# Shunya-Sthiti (The Zero Point)



**Narrative Origin:** The total suspension of movement achieved through the vow of stillness (Mauna).

**Karmic Unlock:** Can only be cast if the player has not played a card for at least 5 seconds (intentional inaction).

**Practical Effect:** Stasis Field. A small radius where all animations (attacks, movement, and projectile travel) are frozen for 2.5 seconds.

**Strategic Use:** Stops a Prince's charge or a Balloon's final hit, giving you time to recover elixir. You trade "tempo" (waiting 5 seconds) for "control." generate image suitable to all previous game image generated before

# Agni-Sthambha (The Pillar of Fire)



**Exclusive to:** Agni Atma

**Narrative Origin:** The internal heat of an elemental spirit reaching a critical flashpoint through sustained aggression.

**Karmic Unlock:** Agni Atma must land 5 consecutive attacks without being extinguished (reset) by Ice/Water damage.

**Practical Effect:** Continuous Burn. Agni Atma becomes stationary and erupts into a vertical pillar of flame for 3 seconds. It deals heavy damage to all air and ground units in a small radius and prevents any unit from passing through it.

**Strategic Use:** Creating a temporary "Fire Wall" to block a bridge or incinerate a swarm of Rakshas Warriors.

# Rakshas-Rudra (The Demon's Fury)



**Exclusive to:** Rakshas Captain / Rakshas Warrior

**Narrative Origin:** A primal surge of power earned through the sacrifice of one's own kin on the battlefield.

**Karmic Unlock:** At least 3 friendly "Rakshas" units must perish within the Captain's aura.

**Practical Effect:** Blood-Lust Aura. The Captain lets out a roar, granting all remaining friendly Rakshas units a Life-Steal effect (healing for 15% of damage dealt) for 5 seconds.

**Strategic Use:** Turning a dying Rakshas swarm into a self-healing, unstoppable wave.

# Dhyāna-Rakshā (Meditation Shield)



**Exclusive to:** Dhyan Yogi

**Narrative Origin:** A barrier of pure psychic energy generated by the "Tapas" of a mind that refuses to be distracted.

**Karmic Unlock:** The Dhyan Yogi must remain in a meditative state (stationary) for 6 seconds without being displaced.

**Practical Effect:** Projectile Reflection. The Yogi projects a golden mandala. For 3 seconds, all projectiles (like Agni Bana or arrows) hitting the mandala are slowed down by 80% and then fall harmlessly to the ground.

**Strategic Use:** Protecting a "Yuvaraj" or "Suryavesha" from being sniped while they prepare their own attacks

# Shrap Cards

## Smriti-Bhramsha (The Fading Memory)



**Narrative Cause:** The mind of the warrior clouds over at the exact moment of peak necessity, a direct result of betraying a mentor.

**Bad Karma:** Betraying or abandoning a high-cost "Hero" or "Leader" unit while it is engaged in combat.

**Strategic Effect:** Misfire. For 5 seconds, the player's next card has its deployment delayed by 2 seconds, and its targeting becomes random. The "muscle memory" of the deck is lost. generate image

# Astra-Stambha (The Locked Weapon)



**Narrative Cause:** A weapon that refuses to strike because it was once used against the unarmed or the helpless.

**Bad Karma:** Using a high-damage spell (like a Rocket or Fireball equivalent) to destroy a low-health, low-cost "Swarm" unit.

**Strategic Effect:** Instability. The unit that triggered the curse cannot use its primary attack or ability for 4 seconds. It remains on the field, vulnerable and paralyzed by the weight of its own excess.

# Rakta-Bīja Decay (The Rotting Essence)



**Narrative Cause:** The energy of the warrior begins to leak away, as they have broken the "vow of the container" through greed.

**Bad Karma:** Attempting to play a card when your Elixir bar is completely full (wasting essence due to poor management).

**Strategic Effect:** Decay. For the next 8 seconds, any unit played by the player spawns with 15% less Maximum HP. The "roots" of the units are weakened by the player's lack of discipline.

# Dharma-Glāni (The Moral Collapse)



**Narrative Cause:** An aura of heaviness that slows the feet of those who have ignored the "call to duty."

**Bad Karma:** Ignoring a lane that is being actively attacked by the opponent to focus entirely on an offensive push in the other lane.

**Strategic Effect:** Vulnerability. All friendly units on the player's side of the map receive 20% more damage from all sources. The "spirit" of the defense has collapsed because the player prioritized conquest over protection.

## Lobha-Drishti (The Gaze of Greed)

**1. Narrative Cause:** The eyes of the commander become fixed only on the "prize," causing them to lose the ability to see the humanity or utility of their warriors. This is the spiritual blindness that occurs when material greed (Lobha) overrides the duty to protect.

**2. What Bad Karma Triggers It:** Ignoring an Ally in Distress for Gain. Specifically, if a player chooses to spend Elixir on an offensive spell while a friendly high-cost unit is being slowly destroyed by a swarm within their own territory. It is the karma of "choosing the gold over the guard."

**3. Strategic Effects:**

- **Instability & Decay:** Your highest-cost unit currently on the field is immediately paralyzed and begins to take damage over time for 10 seconds as "chains of greed" bind it.

- **Misfire:** If the unit dies while under this curse, it does not leave a corpse; instead, it transforms into a low-health Gold Chest. This chest can be "collected" by enemy units to grant the opponent a small Elixir boost, symbolizing the literal looting of your collapsed leadership.