Punished

Card game

Resources:
Cards in deck
Cards in hand
- Combined with tokens, they can't exceed BONE stat.

Tokens
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Stats
- MAW
    - Ability to consume your enemies, affects how much you can consume
    - Ability to shriek and wail and bellow, affects how you can emote
    - If your MAW is 0, any time you'd gain BONE or ICHOR, you instead gain 1 MAW and 1 PAIN.
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- BONE
    - Ability to stab and kill, affects how well you can fight
    - Ability to shield from blows, affects how well you can tank hits
    - Cards in hand + tokens can't exceed your BONE stat, you also can't have more than 3 cards in hand + tokens.
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- ICHOR
    - Ability to sustain wounds
    - Ability to spray at enemies to blind or escape
    - Your core health, you die if ICHOR reaches 0
- PAIN
    - Affects your ability to act at all, too high can force worse outcomes
    - Is a direct metric of your suffering, too low can force worse outcomes
    - Converts to score if you win
    - Can never go below 1

Deck has 3 tiers
Tier 1 is red, it is your journey through the Bloodthorn Fen. You'll face a lot of bestial creatures in the wilderness of the Fen, where the flora thrives on the bodily fluids soaking the ground.
Tier 2 is purple, and you venture through the Tearstained Rustlands. You'll have to deal with other miserable creatures and also vicious hellspawn.
Tier 3 is black, and it is your ascent to the Summit of Agony. You'll have to deal with powerful demons and other pilgrims who need to consume you just as you need to consume them.
The final encounter is with one of the 4 guardians of the Summit.

Doing the Game

What are the things you have to deal with?
- Other Punished
- Beasts
- Hazards
- Hellspawn
- Demons

What mechanics do we have to work with?
- Game zones:
    - Hand (can be discarded or burnt)
    - Deck (can be discarded or burnt)
    - Active (after flipped from deck, while being resolved)
    - Discard (used or discarded, can be moved back to hand or deck)
    - Burnt (burn zone, removed from game)
    - Tokens (token zone)
- Discard cards from hand/deck
- Discard tokens from token zone
- Discard resource tokens
- Burn cards from hand/deck/discard
- Burn card following encounter/usage
- Burn card from another zone following use of token
- Check stats
- Check quantity of resource tokens (effective stat check)
- Add cards to hand from deck/discard
- Gain/lose stats temporarily (only applies while resolving the active card)
- Gain/lose stats permanently
- Gain resource tokens
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Cards have different backs that indicate the content of the encounter.
- ×
    - Time alone
    - Resolve to usually trade up stats, usually -1/+(2-3)
    - Discard to gain PAIN and one other stat.
- ◯
    - Hazards, shit you see on your trip
    - If you discard them face-down, you lose 1 SELF.
- ▽
    - Beast or weak Punished

- ▢
  - ○ Hellspawn or tough Punished
- ◇
  - ○ Demon or formidable Punished

Over the course of the game, you will play through each of the 3 stages separately, which are color-coded in order: red, purple, black. Each one is effectively its own small deck. For each deck, when you have drawn or discarded all of its cards, you set aside the discard pile and shuffle up the next deck to draw from it.

You start with no cards in hand, 1 MAW, 1 BONE, 3 ICHOR, and 1 PAIN.

You have 4 stats to track: MAW, BONE, ICHOR, and PAIN.
Your MAW, BONE, and ICHOR are your SELF. SELF is not a stat that is tracked, it is a tag that multiple stats have. If an effect would have you gain SELF, you gain a point in either MAW, BONE, or ICHOR. If an effect would have you lose SELF, you lose a point from either MAW, BONE, or ICHOR.
For an effect that would have you gain or lose points in a specific stat, you can only gain or lose points from that stat.
Your combined MAW and BONE can't exceed your ICHOR. If you would gain MAW or BONE in excess of your ICHOR, you can instead opt to gain 1 ICHOR and 1 PAIN as your gruesome body miserably grinds the material into ichor; otherwise the effect is ignored.
Your combined cards in hand and tokens can't exceed your BONE, to a max of 3. If you would gain a token or draw a card in excess of your BONE (or in excess of 3), you can instead opt to discard that card or token to gain 1 BONE and 1 PAIN; otherwise the effect is ignored. *At the start of your turn, if you have too many cards and tokens to be able to draw from the deck, you must flip cards instead.*
If you would lose 1 PAIN and you only have 1 PAIN remaining, you instead gain 1 PAIN and 1 SELF.

When can I play cards?
Only during encounters.

Each turn, you can either add the top card of the deck to your hand (without looking at it first), or you can flip the top card of the deck and do the encounter. If you flip a card and look at it, you have to do the encounter. Each card in hand will have a different one-shot effect.
Each card will have icons on the top left corner of the face that will indicate how it can be used from your hand. These effects will generally be in the form "discard: get effect". Effects can require you to discard just the card with the ability, or potentially additional cards.

Cards will have differing backs to indicate sort of which category they fall into, so you have an idea of which things you might encounter and which resources you can gain.

Different areas of cards should have consistent mechanical functions.

A card in hand should have an ability that discards or burns itself. Temp stat boosts should be common, permanent stat boosts should be rare.

For combat encounters, the final effect (the fallback or default) should always be a flat "lose X stat points". The first two effects will generally be stat checks: one with a pure reward if you meet a specific threshold (usually PAIN), one with a tradeoff. Some will be two tradeoffs. Some will be 2 or 3 pure punishments of increasing severity based on whether or not you meet the stat checks.

Any reward that gives you a token will be a higher-difficulty stat check, or an alternate stat check entirely from the primary encounter.

Checks that award tokens should have no cost other than MAYBE a discard.

High stats shouldn't snowball.

You shouldn't be able to use temp points for a penalty, I think.

Additional Resource Tokens

There are a number of additional tokens you can acquire that grant you single-use buffs to stats or unique effects. For these effects, * will be used to indicate a temporary stat change and # will be used to indicate a permanent stat change.

- Calcified Mass
    - Discard for +1* BONE
- Bloated Parasite
    - Grants -1 ICHOR, +1 PAIN when obtained
    - Discard for +1* ICHOR, -1# PAIN
- Makeshift Gizzard
    - Discard for +1* MAW
- Numbing Toxin
    - Discard for -1# PAIN
- Dire Repetition
    - Discard for +1# PAIN, put a card from the discard on top of the deck
- Empty Vessel
    - Discard to mimic the effect of another token you have
- Hard Lesson
    - Discard to look at the top 3 cards of the deck and rearrange them