

## Goals:

- Make Poison into a semi-reliable Archetype within the Nilfgaard Faction
- Allow this Archetype to mesh with other Archetypes within the Nilfgaard Faction
- Keep the Faction identity of Nilfgaard separate from the identity of other Factions that use the Poison mechanic. (ST,SY)
- Rework Cards that don't see much or any play into a more useful version of the Card

## What Poison should be for Nilfgaard:

- An alternative play style to control (Damage) and Lock
- A way to supplement Tactic, Spy and Assimilate Nilfgaard

## What Poison shouldn't be for Nilfgaard:

- The only viable play style for Nilfgaard
- A replacement for the Mill, Control (Damage) or Lock archetypes
- A way to make Nilfgaard feel more like another Faction

## Observations:

- There are already 3 Cards available to Nilfgaard that interact with the Poison mechanic. Two of them being exclusive to the Nilfgaard faction.
  - Devil's Puffball: A six provisions, neutral, bronze, special Card, which applies Poison to an Enemy Unit. Dealing additional Damage to adjacent Units if the initial Target was killed.
  - Fangs of the Empire: A four provisions, nilfgaard, bronze, unit Card, which applies Poison to an Enemy Unit and provides four Strength/Points.
    - This Card triggers the ability of the Nauzicaa Sergeant Card.
  - Rot Tossler: A five provisions, nilfgaard, bronze, unit Card, which provides 4 Strength/Points and additionally spawns and plays a one strength/Points, spy, Token that destroys itself at the End of the Enemies next turn, poisoning adjacent Units.
    - This Card triggers the ability of the Nauzicaa Sergeant Card.
    - This Card triggers the "Assimilate" and "Spy" key Words.

- There are also 2 Cards which are both exclusive to the Nilfgaard Faction and both see a small amount of play.
  - Treason: A seven provisions, nilfgaard, gold, special Card, which causes an Enemy Unit to deal Damage to adjacent Units equal to it's own Strength.
    - This Card triggers the "Tactic" key Word.
    - This Cards sees a small amount of play, since it is difficult to set up a good board state for the card to be effective.
  - Cadaverine: A seven provisions, nilfgaard, gold, artifact Card, which when activated destroys itself and all Units which have a Strength equal to Cadaverines Charge count. It starts without charges and gains one charge at the Start of every allied turn and whenever a Card with the "Tactic" key Word is played by it's owner.
    - This Card sees a small amount of play, since it is difficult to set up and can easily be countered. Additionally it is only really effective against certain Archetypes and can be replaced by another Card (Epidemic).
- There are also 4 Cards which are all exclusive to the Nilfgaard Faction and could function with the Poison Archetype from a Lore standpoint.
  - Viper Witcher: A six provisions nilfgaard, bronze, unit Card, which provides 4 Strength/Points and upon being played reveals the top card of the Opponent's Deck and subsequently banishes it.
    - This Card triggers the ability of the Nauzicaa Sergeant Card.
    - This Card's ability is required for the "Mill" Archetype
    - This Card's ability doesn't seem to be connected to the lore of the card.
  - Letho of Gulet: An eight provisions nilfgaard, gold, unit Card, which provides 6 Strength/Points and has an additional effect that depends on the state of the player's hand. If Serrit is in hand it damages an Enemy Unit. If Auckes is in hand it locks an Enemy Unit. If both are in hand both effects are triggered on the same target.
    - This Card triggers the ability of the Nauzicaa Sergeant Card.
    - This Card's ability can only be used if other Cards (Serrit/Auckes) are in the deck and has no real use on it's own.
  - Serrit: An eight provisions nilfgaard, gold, unit Card, which provides 5 Strength/Points and has an additional effect that depends on the state of the player's hand. If Auckes is in hand it damages an Enemy Unit by a greater amount then if Auckes wasn't in the hand.
    - This Card triggers the ability of the Nauzicaa Sergeant Card.
    - This Card can reliably remove an Enemy "Engine" (only if Auckes is in hand).
  - Auckes: A seven provisions nilfgaard, gold, unit Card, which provides 5 Strength/Points and has an additional effect that depends on the state of the player's hand. If Serrit is not in hand it locks an Enemy Unit. If Serrit is in hand it locks all copies of an Enemy Unit, that are on the Board (at the time of playing the Card).
    - This Card triggers the ability of the Nauzicaa Sergeant Card.
    - This Card can reliably remove (lock) an Enemy "Engine".
    - This Card's ability is required for the "Lock" Archetype.
    - This Card's ability doesn't seem to be connected to the lore of the card.

## Suggested Changes:

- Fangs of the Empire
  - Reduce Strength from 4 to 1.
  - Add “Spy” Key word.
- Cow Carcass
  - Add “Deathwish: Damage adjacent Units by 3” to current ability.
  - Add Poisoned Status to the Unit.
- Treason
  - Change Ability to: “Seize an Enemy Unit with three power or less and give adjacent units Poison.”
  - Increase Provisions from 7 to 10.
- Cadaverine
  - Change Ability to: “Zeal. Order: The next time an Enemy Unit takes damage, poison it. Charge 1. Gain 1 charge whenever you play a tactic card.”
  - Increase Provisions from 7 to 8.
- Viper Witcher
  - Move old ability to another Unit (possibly Infiltrator)
  - Change Ability to: “Deploy: Damage an Enemy Unit by 2. If the target is poisoned, Damage it by 4 instead.
  - Decrease Strength from 4 to 3.
  - Decrease Provisions from 6 to 5.
- Letho of Gulet
  - Change Ability to: “Deploy: Damage an Enemy Unit by 3. If Auckes is in your hand, Lock an Enemy Unit and damage it by 3. If Serrit is in your hand, Poison an Enemy Unit and damage it by 3. If Serrit and Auckes are in your hand, Destroy an Enemy Unit.”
  - Decrease Strength from 6 to 5.
- Serrit
  - Change ability to: “Deploy: Damage an Enemy Unit by 3. If Auckes is in your hand, Poison an Enemy Unit and damage it by 3.”
  - Decrease Strength from 5 to 4.

## Reasoning:

Fangs of the Empire are difficult to implement into Nilfgaard Decks. Most Decks use Portal and other 4 provision Units like Nauzicca Sergeant or Ducal Guard. The exception to this being Spies. The Changes to Fangs of the Empire allow the Player to integrate them more easily into a Spy based deck.

By adding a Deathwish ability to Cow Carcass the Cards complexity can easily be increased. It creates a combo with Impera Enforcers, which can kill the Carcass to deal damage rather than apply poison, making the card overall more playable. It also helps from a logical standpoint. Before, the enemy could deal with the carcass by using military force on it, which doesn't really make a lot of sense. If soldiers were to dispose of the carcasses by force (by burning them for example) they would risk getting poisoned themselves by exposing themselves to the carcasses. The poisoned status also helps from a logical standpoint. The reason why the carcasses are dangerous is because they carry infectious diseases. Mechanically, this also create a nice combo between Rot Tossler and Devil's Puffball.

The Changes to Treason make it more useful in a Tactics based deck and increase it's overall ease of use. It also creates new possibilities with Steffan Skellen and replaces an old combo which was possible before the changes to Devil's Puffball while balancing this possibilities with it's provision cost. It can also be used in Spy Decks that don't run poison to use with Strategic Withdraw allowing the Player to play a Spy twice. The Value for the Seize is just low enough that it doesn't work with Joachim De Wett unless the Player takes time to set that combo up.

Cadaverine was hard to play and easy to counter, making it hard to get good value for it. By giving it a new ability it makes Schirru (who has a similar ability) more special and Cadaverine more playable. The new ability can be used as an alternative to Hefty Helge or can complement it. It also increases the capabilities of cards like Mastercrafted Spear, Sihil or Alba Pikeman.

By altering the abilities of Viper Witcher, Letho of Gulet and Serrit the cards feel more connected to another, while also giving Letho and Serrit more impact on their own. Letho in particular felt like he needed Serrit and Auckes to be any good which isn't very Lore friendly. The trio of Letho, Serrit and Auckes should feel like a big deal together, not like the default state.

Expected Issues:

These Changes could have a negative Impact on Peter Saar Gwynleve, since in some cases it would make it much easier to just poison and remove a card, rather than just resetting it. This Issue can however be fixed quite easily. All that is needed is to Increase his provision cost from 6 to 7 and add a Lock to his deploy ability. This way he is no longer a stronger version of Spores, but a stronger version of Artefact Compression and a valid alternative to Auckes if you don't run Serrit or Letho.

Another possible Victim of these changes is Sweers. Because of the fact that Treason becomes another seize, it could mean that sweers sees less play. This is supposed to be handled by the fact that Sweers is a lot cheaper if compared to Treason and puts a Body on the Board, which Treason doesn't do. Another possible issue might be the combo of Sweers, Treason, Damien de la Tour and Enslave. This would need some testing, which I am unable to do.

And lastly there is the issue of Purify. By making Poison more playable all decks have a higher need for Purify as a Mechanic. But some Variations of the Purify Card do not work to well with some of the Archetypes within their respective factions. Thus, it should be considered if there is a need to release more ways to purify Units.