Rose

Holder of the Forbidden Tome



High Adaptability, High Burst, High Sustain

Passive: Tome of Stranglethorne

Stance Change | Self Damage

Once per turn, Rose may invoke the power of the tome to enhance his *Basic Attack* or *Basic Abilities*. Doing so causes Rose to wilt to the book's curse, increasing his **Corruption Level**.

Once he is fully corrupt you may invoke the tome to enhance as many of your basic skills as desired per turn, dealing self damage.

Self Damage: 2 + 10% current hp

Basic Attack	**Ability 1**
+5 Damage	All currently active Petals/ Thorns proc immediately at the target of your choice (can choose self, for healing from **Dance of Petals**), and your next corruptions Petals / Thorns casts and creates an extra +2.
Ability 2	**Ability 3**
The garden grows one more space in all directions, then detonates, dealing damage to any enemies inside equal to half of the amount of spaces the garden took up. The garden then needs to be restarted.	The '*second turn effect*' instead, happens instantly.

Basic Attack: Rose's Strike

Targeted | Heal | Global

Rose strikes at his target with a jolt of magic from his rose dealing damage and healing him.

Damage: 4
Heal: 2
Energy: 1

Ability 1: Dance of Petals

Heal | Buff | Global

Rose creates a flurry of 3 rose petals around him that heal him on turn start, consuming the petal. When Rose hits a basic attack, a petal will fly at them dealing damage, consuming the petal. If Rose is standing in **Mystic Garden**, the heal no longer consumes Petals.

These can stack.
Corruption changes do not erase your existing stacks.
Different forms of petals and thorns can proc simultaneously.

Damage: 2 per petal
Heal: 3 per petal
Energy: 2

Ability 2: Mystic Garden

AoE | Damage Decrease | Global

Rose blooms a garden across three spaces. Once established, casting this ability causes it to grow one space in all directions. Enemies in the garden deal less damage.

Energy: 1
Damage Decrease: 50%

Ability 3: Blooming Rose

Ground Target | Taunt | Teleport | Knock-up | Global

Rose blooms a flower on a targeted space that *Taunts* enemies. At the start of your next turn, Rose teleports to the flower (before moving) dealing damage to and *Knocking-up* all enemies within adjacent spaces. If he cannot *Teleport*, the flower withers.

Damage: 8
Energy: 2

Basic Attack: Rose's Scorn

Targeted | Global

Rose strikes at his target with a more powerful jolt of magic from his rose dealing damage.

Damage: 5
Energy: 1

Ability 1: Storm of Petals

Buff | Global

Rose creates a storm of 3 wilting rose petals around him. When Rose hits an enemy with his basic attack, a petal will fly at them dealing damage and consuming the petal.

These can stack.
Corruption changes do not erase your existing stacks.
Different forms of petals and thorns can proc simultaneously.

Damage: 3 per petal
Energy: 2

Ability 2: Mystic Patch

AoE | *Global*

Rose blooms a patch across three spaces. Once established, casting this ability causes it to grow one space in all directions. Enemies moving through the patch are damaged.

Damage: 1 per space walked through
Energy: 1

Ability 3: Withering Rose

Ground Target | AoE | Taunt | Knock-up | Pull | Global

Rose blooms a withering flower on a targeted space that *Taunts* enemies. At the start of your next turn, the dying flower withers, taking all enemy fighters within range; *Pulling* them to Rose's Space, dealing damage, and applying *Knock-up*.

Damage: 8
Energy: 2
AoE Radius: Adjacent Spaces

Basic Attack: Tome's Scorn

Targeted | Global | Self-Damage

Strike your target with a blast of magic from your tome dealing damage to them and to yourself.

Damage: 8
Self Damage: 2
Energy: 1

Ability 1: Storm of Thorns

Buff | Global

Rose creates a storm of 4 thorns around him. When Rose deals an instance of damage to an enemy, a thorn will fly at them dealing damage and consuming the thorn.

These can stack.
Corruption changes do not erase your existing stacks.
Different forms of petals and thorns can proc simultaneously.

Damage: 3 per thorn
Energy: 2

Ability 2: Briar Patch

AoE | Global

Rose blooms a patch across three spaces. Once established, casting this ability causes it to grow one space in all directions. Enemies moving through the patch are damaged.

Damage: 2 per space walked through
Energy: 1

Ability 3: Withering Brambles

Ground Target | AoE | Taunt | Cripple | Pull | Global

Rose blooms withering brambles on a targeted space that *Taunts* enemies. At the start of your next turn, the dying brambles wither, taking all enemy fighters within range; *Pulling* them to Rose's Space, dealing damage, and applying *Cripple*.

Damage: 10
Energy: 2
AoE Radius: Adjacent Spaces
Cripple Duration: 1 Turn

Basic Attack: Jome's Lament

Targeted | Global | Self-Damage

Unleash a blast of cursed magic, damaging both your target and yourself.

Damage: 10

Self Damage: 3

Energy: 1

Ability 1: Torrent of Thorns

Buff | Global | Speed Boost

Rose creates a torrent of 5 thorns around him. When Rose deals an instance of damage to an enemy, a thorn will fly at them dealing damage and consuming the thorn. While active, he has increased movement speed, and the thorns will deal their damage to enemies passed through without consuming the thorn.

These can stack.

Different forms of petals and thorns can proc simultaneously.

Damage: 3 per thorn

Energy: 2

Move Speed: 2x

Ability 2: Briar Expense

AoE | *Global*

Rose blooms an expanse across three spaces. Once established, casting this ability causes it to grow one space in all directions. Enemies moving through the patch are damaged and slowed. Rose takes *Self-damage* while moving through the expanse.

Damage: 2 per space walked through

Self Damage: 1 per space walked through

Energy: 1

Movement Speed Slow: 50%

Ability 3: Corrupt Brambles

Ground Target | AoE | Taunt | Pull | Global

Rose blooms withering brambles on a targeted space that *Taunts* enemies. At the start of your next turn, the dying brambles wither, taking all enemy fighters within range; *Pulling* them to Rose's Space, and dealing damage.

Damage: 10

Energy: 2

AoE Radius: Adjacent Spaces

Ultimate: Final Strike

Untargeted | Piercing | Dash | Cooldown Reset | Energy Steal | Heal

Rose dashes, striking all enemies in his path. This attack may be cast using either your **Tome** or your **Rose**. If Tome, immediately increase your corruption level. If this attack kills an enemy player, Rose takes all of their remaining energy and resets his cooldowns.

If you are fully corrupt you cannot cast this strike using your Rose.

Energy: 3
Dash Distance: 3 Spaces

	Rose	**Tome**
Pure	Damage: 5 Heal: 10	N/A
Corruption Level 1	Damage: 8 Heal: 6	Damage: 12
Corruption Level 2	Damage: 10 Heal: 3	Damage: 15
Corruption Level 3	N/A	Damage: 18