Madame Loco: Changelog

Patch 0.2 (Shifts)

The After Party (*passive*)

- Now only gives 1 reagent of your choosing
- The max amount of **Spirits** you can hold has been reduced from 5 to 4

Gather Reagents (*ability 1*)

- Now only gives half of your dice roll as reagents

Baroness' Brew (*ability 2*)

- **Madame's Madness** reagent costs have been decreased from 3 to 2
- **Healing Elixir** reagent costs have been decreased from 5 to 3
- **Terminal Illness**' reagent costs have been decreased from 3 to 2
- **Toxic Cloud** reagent costs have been decreased from 4 and 3 to 2 each

Patch 0.4 (Shifts)

Baroness' Brew (*ability 2*)

- **Healing Elixir** has been removed from the game
- Replaced by a new potion called **Elixir of Darkness**

Elixir of Darkness

Create an elixir of pure dark voodoo energy. Upon consumption gain 2x movement speed, doubling your movement die rolls for 2 turns. Additionally at the end of the duration the darkness explodes out of you dealing 15 damage to anything within 2 spaces.

Damage: 15
Reagents: 1 Willow's root
1 Rabbit's Foot
1 Snakeskin

Blood Curse (*ability 3*)

- Now Madame Loco teleports up to four spaces away from her casting location and the curse only affects enemies within a two tile radius of her new position. Additionally, energy cost has been reduced from 5 to 3.

Patch 0.7 (Buffs)

Blood Curse (ability 3)

- Teleport range increased from 4 -> 5

Voodoo Doll (*ultimate*)

- No longer gives 50% healing received to target.
- Energy cost reduced from 8 to 5.
- It no longer costs energy to switch targets.

Patch 0.10 (Buffs)

The After Party (*passive*)

- Now grants 2 reagents (increased from 1)

Gather Reagents (*ability 1*)

- Now ability 2

Baroness' Brew (*ability 2*)

- Now ability 1

Patch 0.11 (Rework)

Rework

Assassin

Madame Loco

Toxic Terror



High Adaptability, High Single Target Damage

Passive: Reagent Scouting

Madame Loco is always on the lookout for *Reagents* (**Rabbit's Foot, Willow's Root,** or **Snakeskin**) that she could use to create her vicious hexes. Whenever she slays a Monster! She collects 2 *Reagents* of her choosing. Additionally, whenever she lands on an energy gain space, she also collects 1-3 *Reagents*, equal to the amount of energy the space gives.

Basic Attack: Poison Darts

Blow darts at your enemies. These darts are enhanced with a special toxin that deals an extra burst of ability damage if the enemy is affected by any of your **Hexes** or **Curses**. This extra damage burst scales up, the more **Hexes** or **Curses** the target is currently afflicted with.

Damage: 5 (+1 per **Hex** or **Curse** afflicting the enemy)
Energy: 1

Ability 1: Hexcraft

Madame Loco crafts a **Hex**. This ability does not cost any energy to cast and does not have a cooldown (meaning it can be cast as many times as Madame Loco wants to craft in a turn). **Hexes** are one-time use spell cards that Madame Loco can hold onto and cast directly on an enemy within 5 spaces of her whenever she desires during the attack phase of her turn. She may only have one type of each **Hex** active at a time.

Hexes	Effect	Reagents
Terminal Hex	The target of this **Hex** takes damage at the start of every one of their turns unless it is cleansed off, or Madame Loco is defeated. Damage: 2 per turn	2 Snakeskin 2 Willow's Root
Toxic Hex	The target of this **Hex** takes damage at the start of their turn, for three turns. The damage is increased every turn. Damage: 3, 6, 9 Duration: 3 Turns	2 Rabbit's foot 2 Willow's Root
Madness Hex	The target of this **Hex** must roll a d4 at the start of their next attack phase and cast the ability equal to the roll (4 = Ultimate) on a target other than Madame Loco. If they cannot cast this for any reason, they are silenced on this turn instead.	2 snakeskin 2 Rabbit's foot
Voodoo Hex	The target of this **Hex** receives 50% of the damage that is dealt to Madame Loco.	1 Willow's root 1 Rabbit's Foot 1 Snakeskin

	Duration: 2 Turns	

Ability 2: Gather Reagents

Choose one of three of your various reagents to scout out, **snakeskin**, **rabbit's foot**, or **willow's root**. Roll a d4 and receive the amount rolled of whichever material you were scouting.

Energy: 3

Ability 3: Shroud of Darkness

Madame Loco fades into the darkness and teleports to a targeted location up to 6 spaces away. Upon arriving she bursts out of the darkness dealing damage to all enemies within adjacent spaces. She then heals for each enemy hit.

Damage: 12
Heal: 4
Energy: 3

Ultimate: Blood Curse

Madame Loco begins casting a wicked curse upon all enemy players. However, she must sacrifice her own blood in order to cast it. She deals self-damage for each enemy that will be affected by this curse. After she has taken the self-damage, the **Blood Curse** is cast. Enemies afflicted with **Blood Curse** cannot receive any healing for its duration. If they are healed while it is active, they instead receive the amount of healing they would have gotten as damage.

Energy: 3
Self Damage: 5 per enemy player
Duration: 2 Rounds

Patch 0.12 (Shifts)

Shroud of Darkness (NOW *ability 2*)

- Has been changed to her second ability
- Teleport distance increased from 6 -> 8
- Damage decreased from 12 -> 10

Gather Reagents (NOW *ability 3*)

- Has been changed to her third ability

Patch 0.13 (Buffs)

Shroud of Darkness (*ability 2*)

- Now hits in a 2 space AOE instead of adjacent spaces
- Heal increased from 4 -> 5

Patch 0.15 (Nerf)

Shroud of Darkness (ability 2)

- Teleport distance decreased from 8 -> 7

Patch 0.22 (Nerfs)

Poison Darts (basic attack)

- Damage decreased from 5 -> 4

Shroud of Darkness (ability 2)

- Teleport range decreased from 7 -> 5

Patch 0.23 (Buffs)

Poison Darts (basic attack)

- Base damage decreased from 4 -> 3

Madness Hex (ability 1)

- Madame Loco now rolls the d4 when this Hex is crafted, determining which ability the Madness Hex will cause to cast, and this information is stored within the Hex.
- Now clearly states that the target must spend their own energy to cast this attack.

Voodoo Hex (ability 1)

- Voodoo Hex now *transfers* 50% of the damage that Madame Loco takes from other fighters to the Hexed target (meaning Madame Loco takes 50% less damage from these attacks). The Hexed targets attacks still deal 100% damage to Madame Loco (and 50% to themself).
- Voodoo Hex now heals the target for 50% of the healing received by Madame Loco (she still is healed for 100% of the heals value).

Gather Reagents (ability 3)

- This ability has been reworked into, **Curse of Scouting**

Ability 3: *Curse of Scouting*

Madame Loco dashes 3 spaces in a chosen direction, dealing slight damage to enemy fighters passed through. Madame Loco generates 2 **Reagents** of her choice per fighter hit. Fighter's hit by this are also afflicted with **Curse of Scouting** for 2 turns. This curse makes Madame Loco's *Reagent Scouting* (passive) apply to them, granting her reagents when they slay a Monster or land on a Gain Energy Space.

Damage: 3
Dash Distance: 3 Spaces
Energy: 3

Blood Curse (ultimate)

- Madame Loco can now choose which Fighters will be affected by this curse.
- Energy cost decreased from 3 -> 2
- Self Damage decreased from 5 -> 4 per enemy fighter
- The damage dealt by the heal conversion is now *True Damage*

Patch 0.24 (Nerfs)

Poison Darts (basic attack)

- Now has a range of 8 Spaces

Hexcraft (ability 1)

- **Voodoo Hex -** No longer transfers healing to the target

Shroud of Darkness (ability 2)

- No longer provides healing

Blood Curse (ultimate)

- Self damage decreased from 4 -> 2
- Duration decreased from 2 Rounds -> 2 Turns