Madame Loco

Toxic Terror

High Adaptability, High Single Target Damage

Passive: Reagent Scouting

Whenever Madame Loco slays a Monster she collects 2 **Reagents** of her choosing. Additionally, whenever she lands on an energy gain space, she collects **Reagents**, equal to the amount of energy the space gives.

Reagents: **Rabbit's Foot**, **Willow Root**, **Snakeskin**

Basic Attack: Poison Darts

Targeted | Projectile

Blow a dart at a targeted enemy within range. This dart deals an extra tick of ability damage for each **Hex** or **Curse** afflicting the target.

Damage: 3 (+1 bonus damage per **Hex** or **Curse** afflicting the enemy)

Range: 8 Spaces

Energy: 1

Ability 1: Hexcraft

Madame Loco crafts a **Hex**, a one-time-use spell card that she can hold onto and cast directly on an enemy within range during her attack phase. She may only hold onto one **Hex** at a time.

This ability does not cost any energy and does not have a cooldown
Hexes are removed when Madame Loco is defeated

Range: 5 Spaces

Hexes	Effect	Reagents
Terminal Hex *Debuff*	The target of this **Hex** takes damage at the start of every turn. Damage: 2 per turn	2 Snakeskin 2 Willow's Root
Toxic Hex *Debuff*	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 *Debuff* | *Frenzy* | *Silence*	The target of this **Hex** is *Frenzied*, however Madame Loco rolls for which skill will be forced at the time of this Hex being crafted. Duration: 1 Turn	2 Snakeskin 2 Rabbit's Foot
Voodoo Hex *Debuff*	50% of the damage dealt to Madame Loco by other fighters is instead transferred to the target of this **Hex.** This target stills deals 100% damage to Madame Loco. Duration: 2 Turns	1 Willow's Root 1 Rabbit's Foot 1 Snakeskin

Ability 2: Shroud of Darkness

Teleport | *Ground Target* | AoE

Madame Loco fades into the darkness and teleports to a chosen location up to 5 spaces away, dealing damage to all enemies within an AoE upon arrival.

Damage: 10
Distance: 5 Spaces
AoE Radius: 2 spaces
Energy: 3

Ability 3: *Curse of Scouting*

Dash | Piercing | Debuff | Untargeted

Madame Loco dashes in a chosen direction, dealing damage and generating 2 **Reagents** of her choice per fighter hit. Fighter's hit by this are also afflicted with **Curse of Scouting** for 2 turns, making **Reagent Scouting** apply to them.

Damage: 3
Dash Distance: 3 Spaces
Energy: 3
Curse Duration: 2 Turns

Ultimate: *Blood Curse*

Targeted | Global | Debuff | Self-Damage | Anti-heal

Madame Loco sacrifices her blood to cast a curse upon 1-3 enemy fighters, dealing self-damage for each enemy targeted by this curse. **Blood Cursed** enemies cannot receive healing. If they are healed during this time, they instead take *True Damage* equal to the healing amount.

Energy: 2
Self Damage: 2 per enemy player
Duration: 2 Turns