Patch Notes 0.6
"Will of the Wisps"

Balance

Lorna Reid

Minor Rework

Lorna is receiving a minor rework to make her kit less out-dated. She has always been out classed as a hunter by Ouray, so this rework strives to shift her more into a hunter, being more focused on her basic attacks. Removed is the clunkiness of having one trap that's a 1 turn root/cripple and another that is a 2 turn root. These two abilities always felt strange and clunky to me, so Pitfall has been removed from the game. This rework also falls much more in line with Lorna from a lore stand point.

Hunter

Lorna Reid

Alias: The Feartie Trapper



High Crowd Control, High Burst

Passive: **Will of the Wisps**

One of your allies places your 'wisp' on the space of their choosing. You can collect the wisp by walking into it to gain a *Wisp* , up to a maximum of 3 times. *Wisp*'s *Wisdom* increases your basic attack damage by 1, for every stack you have. Once you are fully stacked, you cannot collect anymore wisps.

Basic Attack: **Pinecone Bombs**

Place a pinecone bomb on the space of your choosing. You can have three of them active at a time, but only one per space. They can however be placed on the same spaces as your other traps. You may detonate them at your will for 1 energy, making all of them explode dealing damage to anything on adjacent spaces. Additionally, if the target is rooted when hit by a detonation, they take an additional 2 damage per bomb.

Damage: 6 (+2 if the target is rooted)
Energy: 1

Ability 1: *Bear Trap*

Place a bear trap on the space of your choosing. As enemies pass this space they take damage and become rooted and crippled. You may have two of these active at a time, but only one per space.

Damage: 5
Energy: 2
Root Duration: 1 Turn
Cripple Duration: 1 Turn

Ability 2: *Snare*

Cast on an enemy player of your choice dealing damage. Roll the die and pull the enemy player towards you that amount of spaces. If the enemy passes through any spaces with deployables on them, the enemy takes their effects. If you pull them over a **bear trap** the pull ends and they take the effect of the trap.

Damage: 5
Energy: 2

Ability 3: *Wisp's Will*

Send out the wisps you've acquired to form a barrier between 2 spaces. Any enemies that pass through this barrier take 50% more damage through the end of their next turn. This barrier lasts for as many turns as wisps consumed to a maximum of 3 turns.

Energy: 2
Barrier Duration: 1-3 Turns

Ability 4: ***Confine***

Choose an enemy ability of your choice, this ability becomes silenced, rendering the enemy unable to use it. This silence lasts until either you, or the affected enemy is killed.

Energy: 8

Overview

Buffs	Shifts	Nerfs
Lorna Reid		