Lorna Reid: Changelog

Patch 0.2 (Buffs)

Still Target (passive)

- Now enemies caught in your CC take 1.5x damage from all sources, but you no longer receive bonus damage on other fighter's CC

Bear Trap (ability 1)

- Max amount that you are able to place has been reduced from 3 to 2

Pitfall (ability 3)

- When you have two Pitfalls active at the same time you may, while walking past one of them you may choose to go through and come out at the other one

Confine (ultimate)

- Energy cost has been reduced from 15 to 10

Patch 0.4 (Buffs)

Snare (ability 2)

- Now deals 5 damage, and an additional 10 is applied if used on an enemy in pitfall

Confine (ultimate)

- Energy cost has been decreased from 10 to 8

Patch 0.5 (Buff)

Pinecone Bombs (basic attack)

- Damage increased from 5 -> 6

Patch 0.6 (Shift/ Buff)

Rework

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

Patch 0.7 (Buff)

Will of the Wisps (passive)

- Wisp's will now spawn 10 spaces away from you.

Patch 0.8 (Buff)

Confine (ultimate)

- Has received a **rework**

Ability 4: *Confine*

Choose an enemy's ability to silence, rendering the enemy unable to use it. You may do this maximum of 3 abilities at a time. You may choose to remove any of your silences during your turn to gain 1 energy. If a *Confined* enemy deals damage to you, the *Confine* is removed. If they have multiple abilities *Confined* they must deal damage to you multiple times to remove them all.

Energy: 2

Patch 0.9 (Buff)

Wisp's Will (ability 3)

- Wisp's Will now only consumes 1 wisp, and will always last for 2 turns

Patch 0.10 (Buffs)

Will of the Wisps (passive)

- Wisp spawn distance reduced from 10 -> 8

Pinecone Bombs (basic attack)

- No longer costs any energy to detonate

Bear Trap (ability 1)

- May now only have one active at a time (reduced from 2)
- Damage increased from 5 -> 10

Snare (ability 2)

- Damage increased from 5 -> 8

Wisp's Will (ability 3)

- Minor **rework**
- No longer creates a barrier between two spaces
- Now, applies damage directly to a target and makes them take 50% more damage from all sources through the end of their next turn

Patch 0.11 (Buffs)

Will of the Wisps (passive)

- Wisps may now be collected by walking within adjacent spaces of them
- Lorna is cleansed of all negative effects she is currently afflicted with and levels up upon collecting a wisp

Wisp's Will (ability 3)

- Now waits until after the debuff is over to consume Lorna's wisp stack

Confine (ultimate)

- Can no longer use multiple confines on the same target
- If an enemy removes a confine by dealing damage to Lorna, they are now blinded rendering them unable to target her for the rest of their turn

Patch 0.13 (Nerfs)

Pinecone Bombs (basic attack)

- No longer deal bonus damage to rooted enemies

Bear Trap (ability 1)

- Energy cost increased from 2 -> 3
- Now only costs 1 energy to relocate after the initial deploy

Patch 0.18 (Shift - Rework)

Bear Trap (*ability 1*)

- Replaced with *Woodland Trap*

- Now has to be placed within 8 spaces of you
- Damage increased from 10 -> 12

Snare (*ability 2*)

- Replaced with *Alluring Antlers*
- No longer deals damage
- Now always pulls them 3 spaces in addition to the (+d6) die roll
- Pulls an additional space for each Confine flower on the target.

Wisp's Will (*ability 3*)

- Returned to a placeable barrier, now the barrier stays until it hits someone

Confine (*ultimate*)

- Now longer blinds when removed, instead deals damage and silences all of their abilities for the rest of the turn

Patch 0.22 (Nerf)

General

- Now is classified as magical damage, instead of physical

Woodland Trap (ability 1)

- Damage reduced from 12 -> 8
- Energy cost reduced from 3 -> 2
- This trap is now a *Deployable* that can be targeted and destroyed by enemies before it is triggered. Woodland Trap has 10 hp.
- Refund 1 Energy when destroyed

Wisp's Will (ability 3)

- Damage increased from 5 -> 6

Confine (ultimate)

- No longer *Silences* all abilities upon causing the Confine flower to explode
- Now *Blinds* the enemy, leaving them unable to use targeted attacks for the rest of this turn
- Can no longer remove them herself to receive an energy refund

Patch 0.24 (Nerfs)

Will of the Wisps (passive)

- No longer grants level up on wisp pick up

Woodland Trap (ability 1)

- No longer grants an energy refund when destroyed