Jala the Illustrious

The Lost Genie of Arcania



High Crowd Control, High Burst, High energy gain

Passive: Wish Granter

Reaction

Jala may choose to grant a wish providing one of the three effects listed at any time she desires, as a *Reaction*. Once she has granted a wish she cannot grant another until she has retreated into her **Bottle Form** to recharge.

Future Seer	Energetic Connection	Meteor Shower
Become immune to any effects of an attack made on you	An enemy energy cost is paid to you instead of being discarded	Any **Star Falls** currently out fall immediately

Basic Attack: Arcane Orb

Targeted | Global | Projectile

Strike your target with a ball of pure arcane energy, dealing damage.

Damage: 8

Energy: 2

Ability 1: Bottle Form

Energy Gain | Stance Change

Retreat into your vase recharging **Wish Granter** and gaining immunity to energy swap spaces. Turn start energy is increased by +1, after two turns this bonus increases to +2. You cannot use any of your normal abilities or passive while in this form, however, you gain two new abilities that can be used.

You may leave this form at any point during the attack phase of your turn.

Energy to enter: 3

Bottle Rockets *Targeted | Global | Projectile*	**Magic Burst** *AoE | Mesmerize*
Shoot a magic missile at an enemy dealing damage. Damage: 5 Energy: 1	Burst out of your vase dealing damage and *Mesmerizing* enemies in an AoE around you. Using this ability ends **Bottle Form**. Damage: 15 Energy: 4 AoE Radius: 2 spaces Mez Duration: 1 Turn

Ability 2: Distort Reality

Targeted | Debuff | Slow | Global

Distort the reality of an enemy; their next ability cast costs double the energy, and their movement is slowed until they cast it.

Energy: 3
Slow: 50%

Ability 3: Starfall

Ground Target | AoE | Knock-up | Global

Cast a star to a chosen space. The star will fall at the start of your next turn dealing damage and *Knocking-up* all enemies in an AoE. You may use this ability up to 3 times in one turn, however the energy cost increases with each additional cast.

Damage: 10
Energy: 3 (then 4, then 5)
AoE Radius: 2 spaces

Ultimate: *Remarkable Relocation*

Targeted | *Global* | *Root*

Mystically grab the enemy of your choice and slam them down within a radius of their location, dealing damage to them and any enemies on the space. They take the effect of the space they are slammed down on and are then *Rooted* to it for one turn.

If an enemy was hit by this on your last turn, you cannot cast it again on that target.

Damage: 5

Energy: 3

Root Duration: 1 Turn