Lorna Reid

The Feartie Trapper



High Crowd Control, High Single Target Burst

Passive: Will of the Wisps

Deployable | Cleanse | Buff

At the start of the game, a **Wisp** spawns 8 spaces away from you that can be collected by walking within range of it, *Cleansing* you and granting a **Wisp** stack (max 3). **Wisp** stacks increase your basic attack damage. Once you are fully stacked, no more wisps spawn.

Once one wisp is collected another one immediately spawns.

Basic Attack Base Damage Increase: 1 per stack

Wisp Spawn Range: 8 Spaces

Wisp Pick-up Range: Adjacent Spaces

Basic Attack: Pinecone Bombs

Deployable | AoE | Global

Place a Pinecone Bomb on a space, you can have up to three active at a time. You may detonate them during your attack phase for no energy cost, making all of them explode, dealing damage in an AoE.

Placing and detonating have separate cooldowns.

Damage: 6

Energy: 1

AoE Radius: Adjacent Spaces

Ability 1: *Woodland Trap*

Deployable | Root | Cripple

Set up a woodland trap that; damages, *Roots*, and *Cripples* the first enemy that passes by. This trap can be relocated for a reduced energy cost, and can be destroyed before it has been triggered.

You may only have one of these active at a time.

Damage: 8

Energy: 2 (1 to relocate)

Trap Hp: 10 hp

Root/Cripple Duration: Until the end of their next turn

Trap Placement Range: 8 Spaces

Ability 2: *Alluring Antlers*

Targeted | Pull | Global

Lorna pulls in a target a set amount of spaces in addition to a d6 die roll. If you pull them over a **Woodland Trap,** the pull ends and they take its effect**. Confine** flowers are also drawn to her antlers, adding 1 space to this pull for each Confine flower the target has.

Pull Distance: 3 (+D6 dice roll) (+1 per **Confine**)

Energy: 2

Ability 3: *Wisp's Will*

Deployable | Debuff | Global

Send out one of the wisps you've acquired to form a barrier between two spaces. The barrier will stay up until a fighter walks through it, this fighter takes damage and is debuffed to take increased damage through the end of your next turn. Setting this barrier removes 1 **Wisp** stack from you.

Damage: 6

Damage Increase: 1.5x

Energy: 2 (and 1 *Wisp*)

Debuff Duration: 1 Round

Ultimate: *Confine*

Targeted | Silence | Blind | Global

Choose an enemy ability to *Confine*(max 3) applying *Silence*. If a *Confined* enemy deals damage to you, the earliest *Confine* that was placed on them explodes; dealing damage, *Blinding* them for the rest of this turn, and removing the *Confine*.

Confine Flower Silence Duration: Indefinite

Explosion Damage: 8

Explosion Blind Duration: Current Turn

Energy: 2