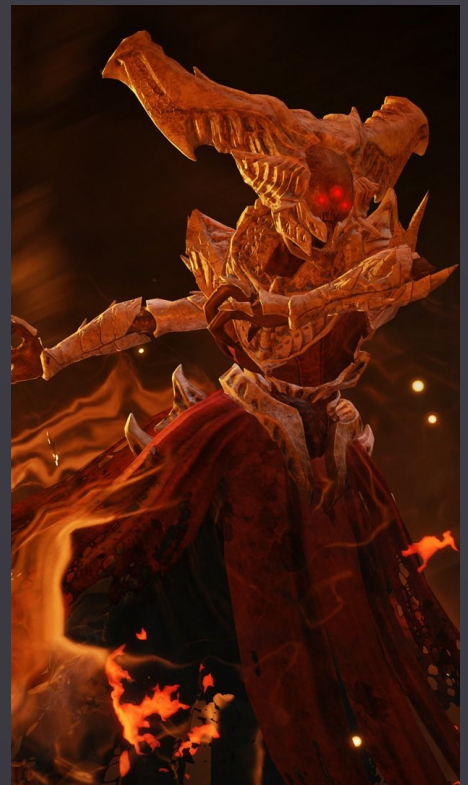


Overload Witch

The overload champions are typified by their manoeuvrability. Unlike the **Minotaur** and the **Captain**, the **Witch** has no ability to teleport. Their air dodge is their closest analogue, and would be a natural fit for this mechanic. However, I believe that there could be more to this champion than simply movement.

Certain powerful witches are capable of channelling powerful area of effect attacks, such as **In Anânh's** flame attack in the Broodhold strike. I think that it would be interesting for the **Overload Witches** to be capable of channelling this attack, remaining stationary while doing so. This would make them a more immediate threat and bring an interesting challenge to high end content. In order to stop this attack from being overwhelming, it could be limited to one champion at a time.



Concern: Missing champion type

Proposal: Champion design for Overload Witch, including potential unique combat mechanic.