

The tribal leaders said there would be a cost, they said that the ritual would change you forever, but they never said it would be like *this*. What if I don't *want* to see human, spirit, and creature all the time? What if I don't want to have the power to see the invisible world in every waking moment, and even in my dreams? Well, that choice has been made, I guess. If I am to protect my people from the power of the churn that keeps creeping closer, I have to wield the power that I now have, my spear alone would never have been enough.

Every young woman passes through the Ritual, but not all of them are chosen by the spirits, they say. They told me that they watched the spirits of sight descend as I lay suspended in that dark water. No one in the tribe had ever seen so many of them before, so many hovering down with their pale eyes fixated on my transcendent body, floating up to meet them. There was a flash of light when they permeated my hovering form, apparently, but all I could see were distant stars through rippling water. Then I opened my eyes, and they were as bright as fire, and I could see *everything*. When my feet touched the ground the spirits flowed out of my body and swirled around me like thick water and like untouchable vapors. I thrust my spear out and in an instant the Spirits became a spark on the horizon, I pulled it back and they returned, bringing with them light as though it was harvested from the sky itself. I was a Seer now. It felt as though my very thoughts were intertwining with the Spirits; I commanded them, and they showed me. My Spirits responded to the wave of my hand and the thrust of my spear, they gave me vision, and bent others to my will. If the churn is to be driven from our lands, then I am the one who must do it.

--

Tíra is a seer mage with immensely powerful but costly abilities. Able to lock down her enemies and maintain sight of them, she excels at cutting off the retreat of a team, or destroying all hopes of survival for an individual. This battlemage commands her spirits with one hand and carries a spear in the other, holding her ground and fighting her enemies face to face.

Role: Top lane, Jungle, Mid lane. Skirmisher, disruptor.

### **Heroic perk: Sight Spirits**

Instead of energy, Tíra uses Sight Spirits to do her bidding. She starts with 3 Sight Spirits, and gains an additional one every other level, for a potential maximum of 9. Sight Spirits naturally regenerate at a rate of 1 per 8 seconds.

If an enemy dies while afflicted by Sight Spirits those spirits will return to Tíra and the cost will be refunded.

Purchasing items with energy and energy recharge grant Tíra other bonuses:

Max Energy: 50% of Max Energy is converted into bonus Max Health

Energy Regen: Any Energy Regen item grants Tíra a 0.1 move speed bonus.

Tíra's abilities each have an active period, and a decay period.

After an ability is used and the "active" period ends, Sights Spirits will remain on the target and grant vision, decaying at a rate of 1 Spirit per 2 seconds.

Additionally, if Tíra basic attacks an enemy while an ability is in the "active" period, that basic attack will deal bonus damage and shoot out a flash of "perception" that damages and reveals any enemies in a 12m cone. "Perception" triggers ability effects.

Bonus damage: 10-65 (lv1-12) + 60% cp

Perception damage: 10-70 (lv1-12) + 40% cp

Tíra's basic Attacks deal an additional 5-33 (lv1-12) + 40% cp in crystal damage.

Health: 680-2200

Armor: 20-55

Energy: 0

Shield: 20-55

Weapon: 85-170

Range: 3.1

Atk speed: 100%-128%

Move speed: 3.2

### **A Ability "Summoning Sight"**

Tíra dispatches 2 Sight Spirits to pull a target enemy hero or jungle minion towards her. The target enemy is pulled towards Tíra and takes damage.

Active period is 2 seconds.

If Tíra basic attacks the target enemy while the ability is active, she will briefly stun the target.

Cooldown: 7/7/7/7/7

Spirit cost: 2

Range: 6.5/6.5/6.5/6.5/8

Stun Duration: 0.6/0.6/0.6/0.6/0.8

Damage: 100/150/200/250/350 + 100% cp

Overdrive: At max rank, pull distance is increased.

## **B Ability “Kaleidoscope”**

Tíra Dispatches 3 Sight Spirits in the target direction, rooting the first enemy hero or jungle minion they come into contact with.

If Tíra basic attacks the target enemy while the ability is active, she will apply an attack slow for 2 seconds.

Active period is 3 seconds.

Cooldown: 5/5/5/5/5

Spirit cost: 3

Root Duration: 1.1/1.3/1.5/1.7/2

Damage: 75/100/125/150/200 + 100% cp

Attack Slow: 15%/20%/25%/30%/40%

Range: 7/7/7/7/9

## **Ultimate: “Vision of Destruction”**

Tíra briefly channels, then dispatches her Sight Spirits in a tight cluster in the target direction to search for her enemy. If the Sight Spirits hit an enemy hero, they will stun and deal damage, then continue dealing a reduced amount of damage for the duration of the active period.

If the target is killed while the ability is active, the Sight Spirits will burst out from the target, dealing damage in a radius and grant vision in the area for 2 seconds before returning to Tíra.

If the ability is blocked, the burst will be immediately triggered but the Sight Spirits will not be refunded. Enemies can only be damaged by one Sight Spirit in the burst.

If Tíra basic attacks the target enemy while the ability is active, she will gain 35% lifesteal off of basic attacks and DoT from the ability for the remainder of its active duration.

Ability is active for 4 seconds.

Due to the intensity of the vision, the decay time of this ability is only half as effective (one per second).

Cooldown:90/90/90

Spirit cost: All available spirits

Stun Duration:1.4/1.6/1.8

Initial Damage: 70/85/100 per spirit + 200% cp

Damage per Second: 50/75/100 + 20% cp

Range: 12.5

Burst damage: 100/200/300 + 15% cp

Burst range: 7.5