

Zaphyyr, Master of Chaos

Zaphyyr began his career as a summoner from a young age. He showed great promise and eventually he was called upon in the institute of war's time of need. When it looked like the nations of Demacia and Noxus were on the brink of war, the summoners removed the threat by time-locking a battlefield in the incident that is now known as what caused the crystal scar to come about.

The institute declared that the mission was a rousing success and that all four hundred summoners called upon to stop the battle escaped scot-free. This was not entirely true. For the first few weeks, Zaphyyr was fine, but after awhile he began hearing voices inside his head. One night, his summoning powers went berserk and he summoned a floating ball of primordial chaos, who he named Quizzl. Quizzl was seen as a threat by the institute and so Zaphyyr was sent off to a monastery in Ionia until he could control his summon.

His attempts ended up successful, but the orb allowed him to tap into far too much power. His body cannot sustain that much energy. The orb allows nearly limitless magical energy, but at the cost of Zaphyyr's life energy.

Zaphyyr found his way back to The Institute of War and made it his mission to explain to the world the dangers of working with powers beyond your control.

Appearance: Zaphyyr looks like a man in a hooded purple and orange cloak that spirals outward from an off-center point on his left shoulder. Floating just above the center of this spiral is a constantly changing ball of chaotic energy. Zaphyyr's right eye is made entirely out of amethyst. On his wrist he wears a band of gold set with a gem of every color of the rainbow. Under his cloak he wears a black robe with gold trim in the design of a summoner's garb. His face is scarred vertically over the amethyst eye and his other eye is deep blue. He always smiles with an eerie, almost childlike grin.

Zaphyyr's Spells and autoattacks take on a theme based on Quizzl's state (See below) and look as follows Red: Fire-y, Yellow: Lighting, Blue: Ice, Green: Acid, Purple: Pure arcane energy.

Unique Resource/Passive: Chaotic Domineer: Zaphyyr has an amount of flux equal to his maximum health and is silenced for 8 seconds. If Zaphyyr's Flux reaches maximum, he takes true damage equal to 50% of his maximum health. Zaphyyr loses flux at the same rate as his base HP regeneration rate.

Whenever Zaphyyr casts a spell Quizzl changes color. Quizzl's color changes the effects of Zaphyyr's spells and autoattacks as follows:

Red: Zaphyyr's Attacks and Abilities splash around the target for 50% of their original damage.

Yellow: Zaphyyr's Attacks and Abilities do 20% more damage.

Blue: Zaphyyr's attacks and abilities slow the target by 30%.

Green: Zaphyyr's attacks and abilities cause the target to take 11% more damage from all sources for a short time.

Purple: Zaphyyr gains 20% lifesteal and spellvamp.

If Quizzl has not changed color in the last 3 seconds, Quizzl will do so. Quizzl's color change is random.

Q: Entropy

Cost: 40/50/60/70/80 Flux per tick Cooldown: 12 seconds (600 cast range)

Zaphyyr targets an enemy and begins channeling chaotic energy into their bodies. They take (40/60/80/100/120) (+0.25 AP) Magic Damage per second and have their magic resist reduced by (4/5/6/7/8) per tick. Moving more than 750 units away from Zaphyyr breaks the channel. If the enemy does not leave the area of effect within 5 seconds, the ability detonates dealing (100/150/200/250/300) (+0.6 AP) Magic Damage instead of the base damage.

W: Causality Rupture

Cost 100/120/140/180/200 Flux per tick Cooldown 28/25/22/19/16 seconds

Zaphyyr expands an orb of chaos around himself that disrupts enemy movement. Enemies inside the area have their attack and movement speeds slowed by 40/45/50/55/60% and if they touch the edge of the bubble they are transported to the opposite side of the bubble, on the exterior. (Bubble has a width of 250) The bubble lasts for 3 seconds.

E: Snarl's Reach

Cost: 50 Flux Cooldown 8 Seconds

Zaphyyr lances the ground within a moderate range after a moderate delay, dealing (100/140/180/220/260) (+0.75 AP) Magic Damage and summoning a rift into The Chaos in the ground. This rift lasts for 30 seconds, granting vision of the area. Zaphyyr can only have three rifts open at one time, regardless of cooldown times. If Zaphyyr steps on a rift, he regains 5% of his maximum health but gains 50 Flux. Doing this consumes the rift. The rift can be seen inside bushes even if you do not have vision of it. (This is a HARD skill shot to land. It is better used for sustain or vision purposes. Imagine a Leona ult with less range that can only hit in the stun zone.)

R: Apotheosis Arcana

Cost: None Cooldown 200/160/120 seconds Duration (8/10/12 seconds)

Zaphyyr immediately consumes all Flux, damaging him, and uses it to fuel his abilities for a short time, gaining massive damage boosts and improving his skills for a short time.

Zaphyyr fuses with Quizzl, giving him an arcane glow of the color that Quizzl was at the time of cast. Effectively, his Quizzl color is locked in for the duration of the cast. He also gains a (15/30/45)% increase in magic damage for the duration. This stacks additively with other damage increases, such as Quizzl's yellow state or Deathfire Grasp.

Zaphyyr takes true damage equal to one half his current flux. Until Apotheosis Arcana ends, his abilities cost health instead of Flux and he can cast Indignation.

Additionally, Zaphyyr's skills gain an additional effect while in Apotheosis Arcana.

Q: Targets are silenced for 2 seconds by the initial cast

W: Targets leaving the area are stunned for one second.

E: The snarls summoned by this ability become hostile, causing enemies that step on them to

become stunned by tentacles of chaotic energy grappling them. Enemies become stunned for 0.75 seconds and take (40/70/100/130/160) (+0.25 AP) Magic damage from the lash. (A direct hit from the initial strike will cause the extra damage and stun)

R: Zaphyyr can cast Indignation, ending Apotheosis Arcana early. Indignation unleashes a primal burst of chaotic energy in a large area around Zaphyyr, dealing (150/250/350) (+0.25 AP) (+1 per [5/4/3] Flux consumed) damage in a large area around Zaphyyr.

Stats:

HP:400

HP+:80

HP5:5.75

HP5+:0.55

DMG: 44

DMG+: 3

AS: 6.65

AS+: 2.45%

Armor: 14

Armor+: 3

MR: 30

MR+: 0

MS: 335

Range: 575

Flux as a Resource: Zaphyyr's flux is supposed to represent the overuse of magic and how it can be damning to a careless mage. Flux is a representation of how Zaphyyr's endless magic caused by the roil of chaos can eat away at a body.

Unlike normal resources, Flux builds up instead of depleting, much like rumble's resource, heat. Unlike heat, though, there is no reward for being in a "Sweet Spot" or to overusing Zaphyyr's abilities. Zaphyyr should keep players on edge with his health trade-off and form a truly unique style of play. Also, straight HP casting is boring and Vlad never really hit the sweet spot as an AP mage, but is instead more of a durable sustain-y AP carry. Zaphyyr truly rewards players for building HP.

Reasoning and Counters

His ultimate allows him to increase the risk/reward system of abilities by giving him a flat health cost and dramatically increasing his power for a short time. Enemies should take care that they are not too close to Zaphyyr when he releases his ultimate as if he has built up large enough flux he can bring down even hardened carries in a flash.

Another thing to look out for is forcing the use of his bubble, as he lacks any strong escape.

Enemies that can go in hard and stick to him will be a problem, but his bubble can keep melee range champions off of him for a few seconds and, with clever use, can even be used to displace an enemy champion.

The Combo

Zaphyyr has a... unique way of setting up his combination. He will almost certainly have to burn his flash, unless somebody foolishly face checks a bush. He will activate his ultimate and trap the enemies in his bubble before channeling his Q. This will ensure that the enemies will feel at least most of the pain of his Q unless they burn their flash. Any enemy who waits for the bubble to end will get burned by the full Q cast and take heavy damage, while stepping outside the bubble will cause a stun and displacement that is potentially even more threatening. Optionally, Zaphyyr can try to initiate with his E, stunning a target briefly so he can pull off his full combo without fail. He will then activate his R again to deal heavy damage to any surviving targets. This ability should not be underestimated as at late levels it has almost a 0.5 HP scaling if used correctly. Of course, this combo will leave Zaphyyr players very open to counterattack, should they build right they can probably just kill him before he completes his assault.

Mechanics:

Q: It's a channeled ability that acts similarly to Malzahar's Nether Grasp, but it does not stun the enemy target for the duration and disrupting this ability with a knock up, stun, or silence cancels it and ends it early.

W: Creates a small wall that moves around Zaphyyr and displaces targets briefly or if on the inside can be used to shut down an enemy AD for a short while. The long CD is the balancing factor of this otherwise too strong ability.

E: This ability is his ranged poke, though without a proper setup he is going to have a hard time landing it. Alternatively it can be cast in order to gain a bit of HP regen, at the cost of extra flux. Before the warmogs and maybe one more health item this may not be the best idea.

R: His ultimate is similar to a Ryze or Riven ultimate in that for a short time the caster becomes a truly terrifying force and engaging on them or having them engage you in this way is scary. It does, however have a heavy drawback, something not commonly seen with an ultimate outside of the transformation champs. The flat HP cost upon activation can sometimes actually kill a foolish Zaphyyr.