Sollun – The Cosmic Duality Custom Hero Concept

# Hero Description

*Changes between forms to access new spells.*

Complexity: ♦♦♦

Carry: ◊◊◊ Support:♦♦◊ Nuker: ♦♦♦

Disabler: ♦♦◊ Jungler: ◊◊◊ Durable: ◊◊◊

Escape: ♦◊◊ Pusher: ◊◊◊ Initiator: ♦♦◊

Switching between forms to fit the situation at hand, Sollun has a multitude of tools for any occasion. Supporting allies with a healing light and cloak of shadows, placing attack-hindering wards, igniting whole sections of the battlefield, or throwing shards of the moon to the earth, Sollun is always prepared when a fight breaks out, and may just be able to end it by themselves.

# Hero Lore

# Base Stats

Strength: 19+2.3 per Level

Agility: 25+2.3 per Level

Intelligence: 28+2.7 per Level (Primary Attribute)

Attack Type: Ranged; 575 range

Damage: Base 30-36; Total 58-64

BAT: 1.7; IAS: 100

Projectile Speed: 1200

Armor: Base 0; Total 4.2

Magic Resistance: 25%

Move Speed: 305; Turn Rate: 0.7

# Ability Descriptions

## Q – Brightfire Beacon / Lucent Lance

This skill slot provides Brightfire Beacon in Sun Form, and Lucent Lance in Moon Form.

**SUN FORM:**

Sollun sends a ball of light to track above the target enemy, providing vision of and around the target. The ball leaves a trail of fire below it, damaging all enemies who come into contact with it. At the end of its duration, the ball implodes, blinding all enemies in its vision radius.

Beacon Duration: 4 Beacon Radius: 200/225/250/275

Fire Trail Damage: 30/55/80/105 Blind Miss Chance: 40%/50%/60%/70%

Blind Duration: 4

Cooldown: 12 Mana Cost: 95

*\*Tracks over, but does not give true sight of, invisible units*

*Deals Magical Damage*

*\*Does not pierce BKB; triggers Linken’s*

*\*Fully Dispellable*

**MOON FORM:**

Channeled – Sollun gathers lunar energies for up to 1.5 seconds before dashing forwards and expelling a beam in a line in front of them. The distance of the dash and beam are equal, and proportional to the channel time. Enemies hit by Sollun take half damage and the full stun duration; enemies hit by the beam take full damage and half stun duration.

Max Channel Duration: 1.5 Max Range: 600/750/900/1050

Full Damage: 90/150/210/270 Full Stun Duration: 1.2/1.3/1.4/1.5

Cooldown: 12 Mana Cost:100

*\*Even if the channel is cancelled by a stun, the full effects of the spell are applied*

*\*Deals Physical damage; is not an instant attack*

*\*Stun does not pierce BKB; damage does.*

*\* Stun dispellable with strong dispels.*

## W – Sunspot / Nocturn Cloak

This skill slot provides Sunspot in Sun Form, and Nocturn Cloak in Moon Form.

**SUN FORM:**

Bathes an area in healing light, granting flying vision over an area and giving a buff to allies in its range. The buff provides flat HP Regeneration, as well as a percentage increase in healing from all sources.

Aghanim’s Shard Upgrade: If cast during the day, the flat regen is doubled, and dealt to enemies as magic damage per second.

Radius: 200/250/300/350 Flat HP Regen: 10/20/30/40

Healing Amp:20%/40%/60%/80% Duration: 5

Cooldown: 20/19/18/17 Mana Cost: 60

*\*Does not provide True Sight.*

*\*Effect on the map is visible to all enemies, but is not visible through Fog of War.*

**MOON FORM:**

Cloaks an ally in moonlight, granting them bonus movement speed and persistent invisibility after a fade time. Upon casting or attacking, the invisibility is broken momentarily but returns after another set of fade time. While the ally is visible (not when revealed), the bonus movement speed is halved.

Aghanim’s Shard Upgrade: If cast at night, the invisibility granted is not revealed by True Sight.

Duration: 4/5/6/7 Fade Time: 1.0/0.85/0.7/0.55

Movement Speed: 10/14/18/22

Cooldown: 24/22/20/18 Mana Cost: 75/85/95/105

\**Can be placed on spell immune allies.*

*\*Does not cancel channels on the target, and can be used while channeling.*

*\*Fully dispellable*

## E – Solar Ward / Lunar Ward

This skill slot provides Solar Ward in Sun Form, and Lunar Ward in Moon Form.

**SUN FORM:**

Places a Solar Ward at the target location. Cannot be placed withing 450 range of an existing Solar or Lunar Ward. While active, the ward blinds enemies in a 1000 radius, causing them to miss a percentage of their attacks. Takes 2/2/3/4 hits from heroes to destroy.

Miss Chance: 20/30/40/50% Duration: 18/20/22/24

Effect Radius: 1000

Cooldown: 40 Mana Cost: 100

**MOON FORM:**

Places a Lunar Ward at the target location. Cannot be placed withing 450 range of an existing Solar or Lunar Ward. While active, the ward slows the attack speed of enemies in a 1000 radius. Takes 2/2/3/4 hits from heroes to destroy.

Attack Slow: 20/35/50/65 Duration: 18/20/22/24

Effect Radius: 1000

Cooldown: 40 Mana Cost: 100

Anywhere that the effects of a Solar and Lunar ward overlap create an Eclipse Zone that additionally silences all enemies within it.

*\*Attacks from non-heroes count for 1/3 damage*

*\*No ward effects pierce BKB*

*\*The Eclipse Zone is marked by an effect on the ground, visible to all players (not through Fog of War.)*

## R – Trifire / Celestial Descent

This skill slot provides Trifire in Sun Form, and Celestial Descent in Moon Form.

**SUN FORM:**

Vector Targeted – Sollun dashes to the target point within range, then a distance along the vector, then back to their start location. Upon returning, the triangular area around which they dashed erupts into flame, dealing heavy damage every second and slowing the movement speed of enemies within.

Cast Range/Dash Range: 600/800/1000 Damage Per Second:90/130/170

Slow: 25%/35%/45% Duration: 10/11/12

Cooldown: 80 Mana Cost: 100/150/200

*\*While targeting, the triangle will appear highlighted in green alongside the Vector Dash Path as a visualisation aid*

*\*Does not have to travel to the maximum cast range. Will always travel the maximum dash distance.*

*\*Cast range increases to not increase the dash range.*

*\*Deals magical damage in 0.5s intervals; does not pierce BKB.*

*\*Moves at a speed that completes the entire triangular path in 0.7s; Sollun is invulnerable during the dash and cannot act. Has unobstructed movement.*

*\*The area is immediately ignited upon completing the dash path; the first damage instance is dealt immediately*

**MOON FORM:**

Sollun tears away a fragment of the moon and sends it plummeting to the ground. Upon impact, the meteor damages, stuns, and knocks back all enemies that it hits, then remains on the battlefield for 5/7/9 seconds, blocking pathing for all units. Has 3 charges.

Cast Range: 2000 Meteor Radius: 300

Impact Damage: 100/175/250 Stun Duration: 1.0/1.3/1.6

Charge Restore Time: 35/30/25 Mana Cost: 100/125/150

Scepter Upgrade: Increases Max Charges to 5 and reduces recharge time to 12s.

*\*Meteors take 0.7s after cast to make contact with the ground.*

*\*Deals Magical damage; no part of this spell pierces BKB*

*\*Enemies stunned by this spell cannot be stunned again within 2 seconds*

*\*The knockback takes up the first 0.3s of the stun*

*\*All units, ally and enemy, are knocked back by the impact to a distance of 450 from the center of the meteor. Allies are not disabled at all during their knockback.*

## D – Eclipse Shift

Sollun refocuses, switching from Sun Form to Moon Form or vice versa. Their current forms determines the spells they have access to, as well as their Day/Night Vision.

This skill is always available, and does not require a skill point.

Sun Form Day/Night Vision: 1800/800

Moon Form Day/Night Vision: 800/1800

Cooldown: 0.1 Mana Cost: 0

\**There is a small cooldown to prevent accidental double-tapping.*

*\*The form shift is applied immediately upon cast.*

*\*All spells for Sollun’s inactive form are hidden, but their effects persist if they have already been cast.*

*\*The two forms are visually distinct from one another and enemies can see your current form.*

*\*Does not count as a cast event: doesn’t grant magic wand charges, extend arcane curse, etc.*

# Talents

|  |  |  |
| --- | --- | --- |
| 2 Trifire Charges | 25 | Ward Eclipse Zone Applies 50% Movement Slow |
| +2 Attacks to Destroy Solar/ Lunar Wards | 20 | Nocturn Cloak Dispels |
| -0.2s Nocturn Cloak Fade Time | 15 | +2s Sunspot Duration |
| +2.5 Mana Regen | 10 | +200 Day/Night Vision for Sun/Moon Form |