***IJASKISSE - The Terramite Matriarch***

PRIMARY: Support

SECONDARY: Tank

Caster

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| GENDER | F | |
| HP | 592 | 49.8 |
| HP REGEN / 5s | 9 | 1.1 |
| ATTACK DAMAGE | 51 | 6 |
| ABILITY POWER | 0 | 0 |
| ARMOR | 40 | 6 |
| MAGIC RESIST | 25 | 4.5 |
| ATTACK SPEED | 0.625 | 0.05 |
| CRIT. CHANCE | 0 | 0 |
| RANGE | 500 | |
| MVMT SPEED | 340 | |

BIO

For IJaskisse, every small critter that walks on the earth is important. She is the daughter of a famous entomologist who immigrated from Ionia in order to explore the fauna of Shurima and a Shuriman merchant who sold high quality wooden materials. Both of them were among the few who believed in the lesser known myth of the Terramites, and for them to sire IJaskisse in Zirima is auspicious to them; the place of confluence of merchants was the site where thousands of Terramite mounds once stood.

In the early days of Shurima's glory, Terramites were respected and revered by the people within and without the empire as manifestations of a minor goddess who would provide ration, navigation, and security to travelers and merchants who crossed the land. Merchants and travelers offered choice wood and a small grace to the mounds. Then, they would follow the trails of Terramites that ran alongside them towards their destination. The insects had also served as an aid and reinforcement to those who would pray to the mounds in times of war.

Alas, once Shurima's violent conquests began, belief in the Terramites dwindled as the belief in the sun god strengthened intensely. Mounds were crushed and outsiders killed. However, the Terramites still survived the chaos. So did the faith, even after the empire had fallen. Though the mounds are now hard to find, merchants who visit Zirima still leave a few wooden wares at a patch of sand in the outskirts of the town, hoping to get the blessing of the insects and their goddess once more.

Like the small insects that traveled under her feet, IJaskisse was of great help to her mother, her father, and the merchants that visited the town. Visiting travelers were often given food and water by her, and she would always point out the safest and fastest ways through the Great Sai. Sometimes, she would also travel with them, protecting the merchants and their wares from raiders using her know how in self defense. Every time before she traveled, she would always do the mound ritual, leaving a small wooden toy with them before she left. Always, she would see them crawling back and forth along side her as a sign of confirmation.

However, a raider onslaught on Zirima occured, driving scores of travelers and merchants away. IJaskisse and her family were also forced to leave the town, and they left so hurriedly, they forgot to leave the Terramites something to guide them. This forgetfulness cost IJaskisse plenty: raiders killed their parents, stole their loot, and left her for dead in the desert sand.

With no one to turn to and on the verge of death, IJaskisse called out to the Terramites. In reply, a swarm of them crawled quickly to her, taking with them several of their queens. (Interestingly, even the sun god of Shurima also took part, blessing the queens without the need for the Sun Disc.) Two disembodied voices thundered around her, speaking, "Take and eat the queens, and through this act we shall bestow a great reward."

With a soft prayer of thanks, IJaskisse took the queens and ate them. As she ate them, her strength returned to her. However, by the fifth Terramite queen, she began to experience changes, especially to her lower half. Below the waist, she became like one of them: a Terramite queen with a lean thorax and an immensely large abdomen to hold food, water, and progeny. Two pairs of wings sprouted from her human back. Her hazel eyes glowed brightly, and her once black hair turned brown.

"You have served the Terramites well, IJaskisse," the disembodied female voice boomed, "You are now the goddess they once revered. Terramites will be at your beck and call. That is your reward. I may soon be a distant memory as you take my place but I bless you with the gift of magnanimity."

IJaskisse whispered a prayer of thanks.

"Now go, young IJaskisse, protect and provide, assist and aid, defend and guide," the disembodied male voice replied, "Shurima and the lands beyond will need your help. Go and answer their cries."

With one look at the sun, IJaskisse skittered on her way, lending her and her critters' aid to anyone who needs it so and calls her for it.

SKILLS

*P: Progeny of the Matriarch*

IJaskisse surrounds herself with **Terramites**. Each **Terramite** has (20% HP) HP and deals (10 - 30, based on damage) (+50% Armor) (+30% Magic Resist) to enemies. If a Terramite dies, it transfers its soul to the most wounded allied champion, healing him or her for (2% of IJaskisse's HP).

She produces 1 Terramite every (30-12 seconds, depending on level). She can have a maximum of (3 + *Call in the Swarm's* rank) Terramites at one time.

*Q: Wing Noise*

IJaskisse flaps her wings furiously, releasing a shockwave that pierces and silences five enemies in a line in the direction of the cursor. All enemies hit are dealt 60/65/70/75/80 (+0.6% Armor) (+0.6% MR) magic damage and silenced for 0.5/0.75/1/1.25/1.5 seconds.

Cost: 15/18/20/23/25 HP

CD: 11/10/9/8/7 seconds

Cast Range: 550

*W: Exoskeleton / Pheromones*

Passive: IJaskisse's exoskeleton grants her bonus Health Regen based on her Magic Resist.

Active: IJaskisse sheds her exoskeleton, sacrificing her bonus to Charm nearby enemies for 0.8/0.95/1.1/1.25/1.4 seconds.

Cost: 40/45/50/55/60 HP

CD: 17/16/15/14/13 seconds

*E: Release / Return*

IJaskisse commands her Terramites to seek out the most wounded ally and stay within their range. Wounded allies can have a maximum of three Terramites near them. If the Terramite cannot find an allied champion within range, it is then set to attack enemies.

She can also cast it again to make all of them return to her.

Range: 650 flat

Cost: No cost

CD: 0.5 seconds

*R: Call in the Swarm!*

Passive: IJaskisse increases her maximum Terramite count by 1/2/3 .

Active: IJaskisse summons a wave of Terramites and rides it. All enemies are dealt 250/325/400 (+90% Armor) (+120% Magic Resist). Enemy champions get a 20/25/30% slow for 0.5/0.6/0.7 seconds.

Range of wave: 750 in a direction

Cost: 240/260/280 HP

CD: 115/110/105 seconds

APPEARANCE

UPPER HALF: Definitely looks like her voice actress, except with golden eyes.

LOWER HALF: An emperor scorpion with golden scales and three tails: obsidian black, golden yellow, and diamond white.

VOICE ACTRESS, SAMPLE LINES

Voice Actress: Imane Anys

* Selection: “It is time. Let’s go.”
* Banning: “Never lose hope, summoner. There is always next game.”
* (...more to follow)