***THALASSYRENE -- BALANCE OF THE WATERS***

*(primary: Support, secondary: Mage)*

|  |  |  |
| --- | --- | --- |
| GENDER | F | |
| HP | 350 | 45 |
| HP REGEN | 7 | 0.25 |
| MANA | 400 | 20 |
| MANA REGEN | 5 | 0.75 |
| ATTACK DAMAGE | 25 | 3 |
| ABILITY POWER | 25 | 1 |
| ARMOR | 10 | 1 |
| MAGIC RESIST | 0 | 0 |
| ATTACK SPEED | 0.65 | 0.05 |
| CRIT. CHANCE | 0.05 | 0.025 |
| RANGE | 500 | |
| MVMT SPEED | 320 | |

LORE

*“There are other ways to achieve balance among contrast. Like water, you must be flowing yet stagnant.”*

*Thalassyrene Argossa, though she has dropped her last name now, is the supremo of the Thalassirens, a monastic order dedicated to creating beauty and order among denizens who live near and in the sea. Having been rejected by her older sister Carinna and the Tidecaller Nami for her being soft, weak, and “questless” and wounded numerous times by the pirates of Bilgewater, she found refuge in Ionia and trained with the experts including but not limited to the Blind Monk, the Enlightened One, and the Eye of Twilight. With the guidance and teachings of the three, she started the order, and though it has a tolerable number of Marai, Jelrai, and land dweller members, the young jellymer decides to join the League in order to find more to support her peaceful and “balanced” cause.*

SKILLS

*P: The Thalassiren Discipline*

Thalassyrene’s healing increases by 0.25 per second for every additional 20 AP she has above 100. At the same time, every level grants her +1% movement speed.

*Q: Water Whip*

The two predominant tentacles under Thalassyrene’s “bell” deal 50/60/70/80/90 (+1.5) damage to two enemies within her range, prioritizing Champions first. They are marked for 2 seconds, and any allied champion that attacks it consumes the mark and receives 25/30/35/40/45 shield HP for 2 seconds.

MC: 60/75/85/90/100 mana CD: 9/8/7/6/5 seconds

*W: The Thalassiren’s Whistle*

Thalassyrene whistles a 3/3/4/4/5-second tune irresistible to the ears. All allied champions and minions within range restore (1/1.5/2/2.5/3%) (+0.025%) HP over the duration, while all enemies get a 5/10/12.5/15/20% slow.

MC: 72/90/102/108/120 mana CD: 45 seconds at all ranks

*E: Jet Stream Currents*

Thalassyrene rushes in a direction until she reaches twice her range or until she bumps a wall, leaving a current of water that gives a 20/25/30/35/40% movement speed boost for three seconds to any champion that passes by this current.

MC: 80/90/100/110/120 mana CD: 30 seconds all ranks

*R: The Energized Chateau*

Thalassyrene summons a small water castle at the cursor’s position which has 100/150/200 HP. While the castle is active, it generates a range of 550 around it. Any allied champions, including her, in the aura get a 10%/13%/15% physical damage boost and a 100/150/200 shield. If the castle still stands after 5 seconds, it disintegrates, and the bonuses are immediately lost.

MC: 150/170/200 mana CD: 110 seconds at all ranks

APPEARANCE

UPPER HALF: a pretty young human girl in her early 20s, with long pale gold flowing hair, royal blue eyes and finger nails, and silver translucent skin

LOWER HALF: very large silver jellyfish similar to this picture, but with innumerable long fine tentacles and two long silver “lower arms” (2 tentacles larger than the rest, usu. In the front part under her lower “bell”)