

TFT Primordial Forces

Hello! This is my first custom TFT set idea and I've been working on it for fun over the last few months just to practice game design. I know there are currently some flaws with it so I'd appreciate any feedback. Some issues I can see already is that there aren't enough 1 cost and 5 cost units, and that there aren't as many origins/classes as most sets usually have. I also didn't bother putting in many exact numbers for health/damage/etc because this was more of just an exercise of coming up with interesting traits and abilities.

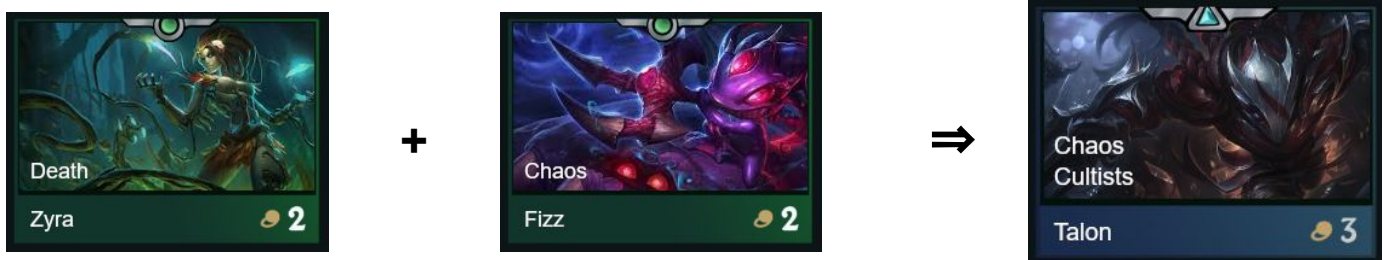
So I was inspired to make this set from the World of Warcraft Cosmic chart:



I wanted to take the idea of this chart to create a mechanic where you can combine the basic units to create better themed units. I didn't get to create the exact combinations I wanted just because I wanted to include skinnelines and champions that we haven't seen yet and also because I had to make sure it was somewhat balanced in that each origin could be used in 2-3 combinations.



The way I think this mechanic should be introduced is having a new part of the board on the right hand side of the map that has two slots for units (Could be an issue for mobile since screen space is lacking). When you put a unit with a basic origin into each slot you can click a combine button that outputs a new type of unit if the combo exists. When you combine two units you have a high chance to get a unit with the rank of the two units together. So two 1 cost units combined would most likely result in a 2 cost unit output. If you combine a 1 star and a 4 star you will most likely get something in between, e.g. a 2 or 3 star rank unit. If no more 3 cost Cultists are left than you will be given a higher or lower cost Cultist if there are still any left in the pool.



For the most part I think units in the shop should be the ones with only an origin attached to them (a basic unit like Life/Light/Death/Disorder/etc) so that most of the combination units will have to be made through combining things rather than just buying them. Later on though the carousel and the shop can contain combination units if the basic ones run out, as well as one of the legendary units. Additionally, the bonuses for the last tier of origins are very strong because you're giving up some combination bonuses to be able to reach the final tier of the origin bonus.

Origins

Life

- (2) Life units start the round with a shield equal to 15% max HP and it reflects 15% of unmitigated basic attack damage taken.
- (4) 20% max HP shield and 20% unmitigated basic attack damage reflected.
- (6) 35% max HP shield and 35% unmitigated basic attack damage reflected.

Death

- (3) When an ally is killed, it's current mana is distributed among death units.
- (5) When any unit is killed, it's current mana is distributed among death units.
- (8) Ally units max mana is distributed among death units instead of just current mana.

Order

- (3) Every 8 seconds, the health of all allied units is redistributed evenly.
- (5) Every 5 seconds, the health of all allied units is redistributed evenly.
- (7) Every 2.5 seconds, the health of all allied units is redistributed evenly.

Chaos

Inherent: All Chaos units swap positions with random enemies at the start of the round

- (2) Chaos units gain 25% crit chance and +25% crit damage for the first 5 seconds of the round.
- (5) Gain 35% crit chance and +50% crit damage for the first 5 seconds of the round
- (7) Chaos units get a random component item at the start of each round (it can complete other component items on that unit for the rest of the round) that is then removed at the end of the round.

Light

- (2) Enemy spell damage is dealt to allied units over 2 seconds.
- (5) Enemy spell damage is dealt to allied units over 3.5 seconds.
- (7) Enemy spell damage is dealt to allied units over 5 seconds.

Dark

- (2) All allies gain 10% bonus attack speed for 3 seconds when a dark unit spell is cast (stackable and resets buff duration on each stack).
- (5) Attack speed bonus increased to 20%.
- (8) Attack speed buff duration increased to 6 seconds.

Combinations

Wild Spirits (Life + Light)

(3) Units transform together into one of the Wild Gods. The Wild God gets 3 random items taken from the 3 Wild Spirit units and the Wild God summoned is chosen based on whether the stats of the items chosen (more AP summons Anivia, more AD summons Volibear, and more Health/AR/MR summons Ornn).

Anivia- Casts snow storm damaging and slowing attack speed to enemies inside.

Volibear- Attacks against the same target increase attack speed and chain to nearby targets over time

Ornn- Call forth the spirit of the ram stunning and damaging enemies in a line

Demons (Chaos + Dark)

(3) Every 3 basic attacks explode, dealing the damage and on-hits to adjacent enemies.

(5) Every basic attack explodes.

Aspects (Order + Chaos)

(1) On death, an Aspect's items are distributed among ally units who have open slots (preferably all to one unit).

(3) Allied units that received an item also get a shield equal to the 15% of the previous Aspect's max HP.

Iceborn (Dark + Death)

(2) Stun adjacent enemies after an Iceborn unit takes unmitigated damage equal to 50% of the Iceborn's Max HP at the start of the round.

(4) Effect now occurs after taking unmitigated damage equal to 40% of the Iceborn's Max HP at the start of the round.

(5) The stun now also deals 5% of the enemies max HP as magic damage.

Magic (Dark + Light)

(3) When a magic unit casts a spell, a random non-magic ally casts theirs as well (doesn't affect current mana).

(5) Magic allies may now be chosen and can chain activate this effect

Angels (Light + Order)

(2) When an angel unit attacks an enemy, they get debuff, causing the next auto attack to hit that enemy to hit twice.

(4) The debuff causes the enemy to get hit three times.

Cultists (Chaos + Death)

(2) Cultists' damage applies a small bleed to enemies that deals damage over time and can stack (from multiple ally unit applications).

(4) The bleed also reduces the enemies max HP for the rest of the round every time it deals damage.

Elder Gods (Death + Life)

(2) Elder god units spell damage heals allies equal to 20% of the damage done over 3 seconds.

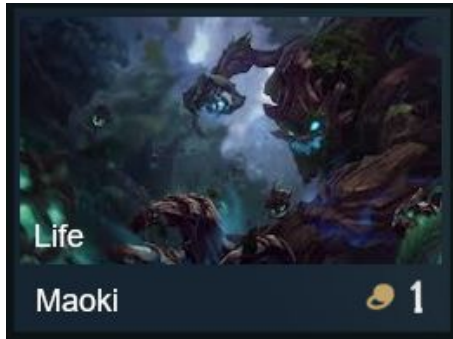
(4) Spell damage heals allies equal to 35% of the spell damage done over 3 seconds.

(6) Spell damage heals allies equal to 50% of the spell damage done over 3 seconds.

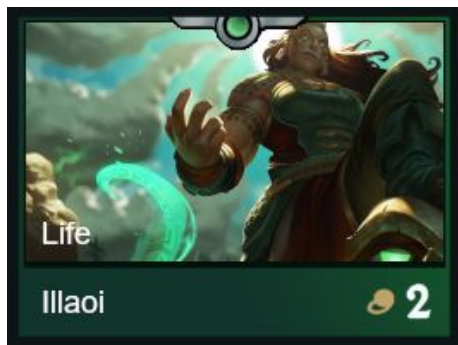
 Life Maoki 1	 Order Bard 1	 Light Nidalee 1	 Death Zed 1	 Chaos Kha'Zix 1	 Dark Aphelios 1
 Life Illaoi 2	 Order Shen 2	 Light Karma 2	 Death Zyra 2	 Chaos Fizz 2	 Dark Vladimir 2
 Magic Ryze 2	 Iceborn Alistar 2	 Demons Tristana 2	 Demons Teemo 2	 Elder Gods Nocturne 2	 Cultists Sivir 2
 Aspects Pantheon 2	 Angels Lee Sin 2	 Wild Spirits Lulu 2	 Life Nami 3	 Order Gallo 3	 Light Leona 3
 Death Viktor 3	 Chaos Cho'Gath 3	 Dark Soraka 3	 Light Wild Spirits Lilla 3	 Light Magic Xerath 3	 Dark Iceborn Rek'sai 3
 Dark Iceborn Renekton 3	 Chaos Demons Hecarim 3	 Chaos Aspects Diana 3	 Death Elder Gods Velgar 3	 Life Elder Gods Camille 3	 Chaos Cultists Talon 3
 Chaos Cultists Pyke 3	 Life Ivern 4	 Order Aurelion Sol 4	 Light Riven 4	 Death Yorick 4	 Chaos Malz'ahar 4
 Dark Yone 4	 Life Wild Spirits Udyr 4	 Death Cultists Zilean 4	 Dark Maglo Sylas 4	 Dark Demons Vi 4	 Death Iceborn Lissandra 4
 Order Aspects Taric 4	 Light Angels Irelia 4	 Death Elder Gods Morgana 4	 Magic Elder Gods LeBlanc 5	 Cultists Demons Tryndamere 5	 Angels Aspects Kayle 5

Units and Abilities

Life:



Ability: Maoki's next basic attack heals after **X** ally or enemy spells are casts



Ability: At the start of a round, pull the spirit out of the furthest enemy to Illaoi's location, **X%** of the damage dealt to the spirit is also dealt to that enemy for **X** seconds. *(This spell is supposed to have the same effect as Blitzcrank in other TFT sets. Basically countering the enemy putting their best unit at the furthest point away)*

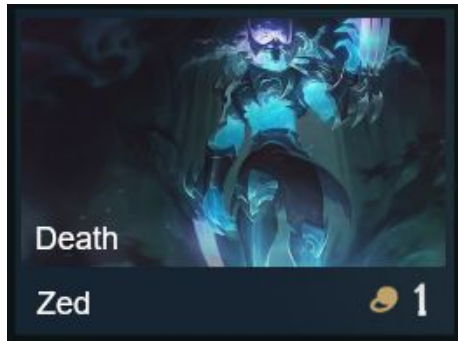


Ability: Bouncing water ability that bounces between allies (healing them) and enemies (damaging them)

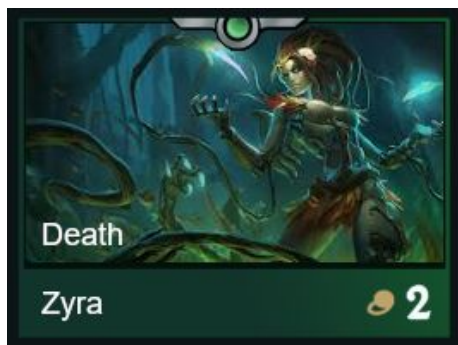


Ability: Shield an ally. The shield explodes dealing damage to nearby enemies when it expires or breaks

Death:



Ability: Zed throws out a shuriken projectile in a straight line dealing physical damage (low mana cost)



Ability: Zyra sends Grasping Roots in a straight line forward dealing damage and applying a debuff for a short duration that deals extra damage every time that enemy moves to a new hex

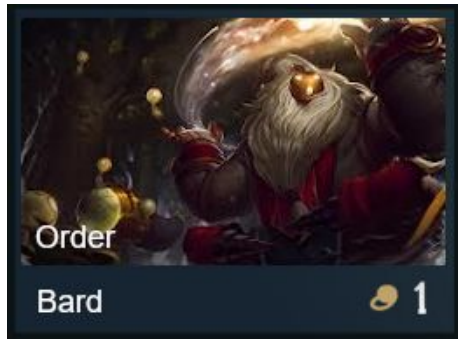


Ability: Viktor's ult that moves around the board damaging enemies and blinding them for a short duration

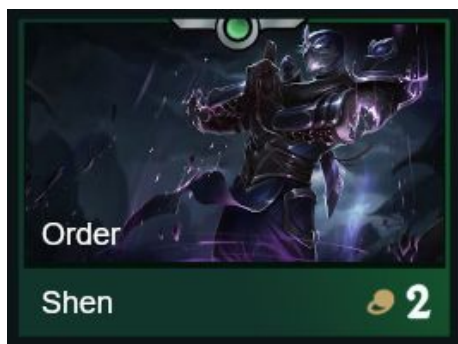


Ability: Summon the Maiden of the Mist that channels on an enemy dealing magic % max health damage overtime

Order:



Ability: Bard's next attack has a meep and deals X magic damage in an arc behind the enemy hit (low mana cost)



Ability: Block auto-attacks from hitting allies around Shen for a short duration

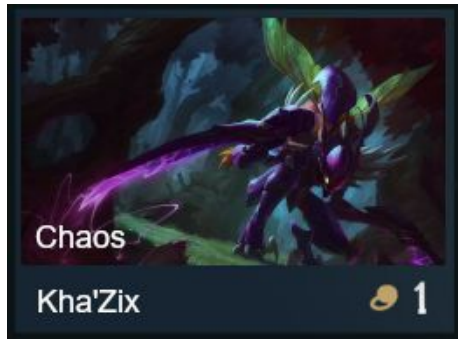


Ability: Taunt nearby enemies and reduce damage taken by X% for the next few seconds



Ability: (Ultimate ability) Knocks back and deals damage to enemies in a line in front of Aurelion Sol

Chaos:



Ability: Kha'Zix goes invisible for a second and deals increased damage on the next basic attack



Ability: Fizz jumps on his spear, going invulnerable, and then deals AoE damage a second later

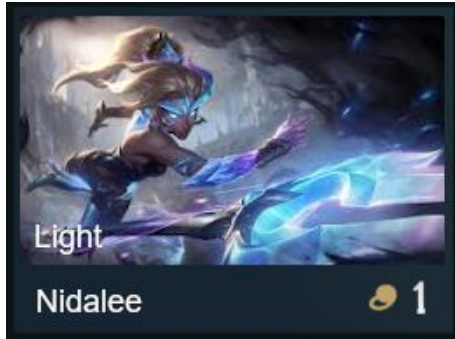


Ability: Screech silence in frontal cone silencing for 2/3/4 seconds and dealing damage

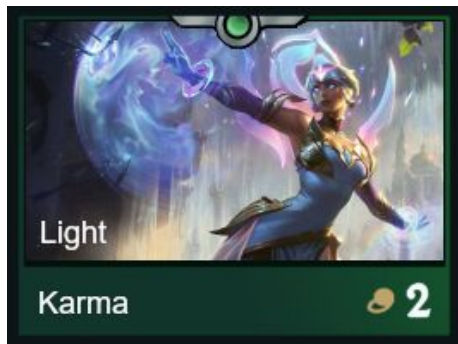


Ability: Stun an enemy for 3/4/6 seconds and dealing damage over time

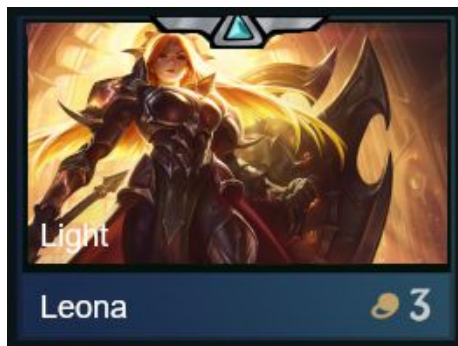
Light:



Ability: Nidalee throws a spear towards the furthest enemy unit, dealing damage to the first unit it hits. The damage is increased the further the spear traveled



Ability: Tether an enemy to Karma and deal damage and steal up to **30/40/50%** of the enemies max mana after 1.5 seconds



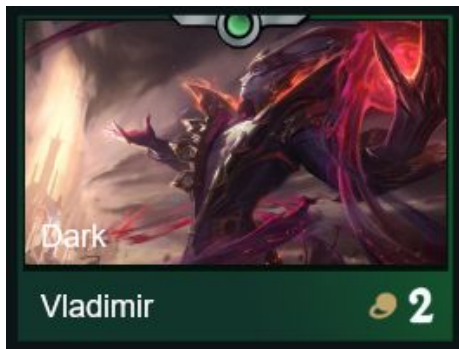
Ability: Leona shields herself reducing all damage taken for a few seconds and exploding for a small % of damage taken at the end of the ability



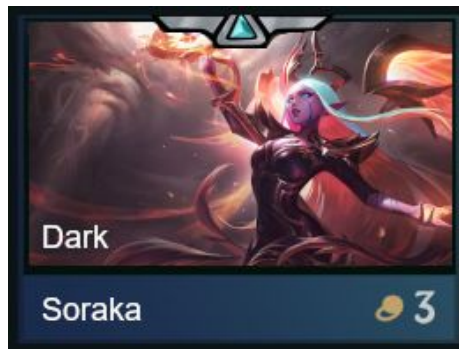
Ability: Riven slashes in front of her, doing an AoE knockup every 3rd cast (low mana cost)

Dark:

Ability: Aphelios fires his Moonshot ability at a target marking all enemies passed through, next basic attack on a marked target consumes all marks dealing extra damage per mark.



Ability: Vladimir steals % health from an enemy unit (damaging the enemy and healing himself)



Ability: Soraka casts her Equinox ability that deals damage to enemies inside circle and stuns them after 2 seconds

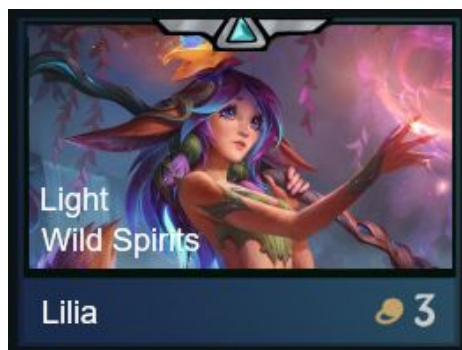


Ability: Yone splits his soul from his body, creating a copy of Yone at the furthest enemy to basic attack for a few seconds then disappearing

Wild Spirits:



Ability: Pix aids lulu's basic attacks, dealing magic damage (AP scaling) on every on-hit



Ability: Q ability, dealing damage in a circle around Lilia dealing % Max HP damage

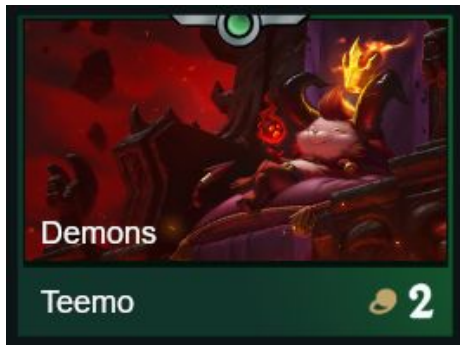


Ability: Every cast switch to the next form which gives a buff for a few seconds (Tiger- increased attack speed, Phoenix- AoE attacks, Bear- stun, Turtle- shield and lifesteal)

Demons:



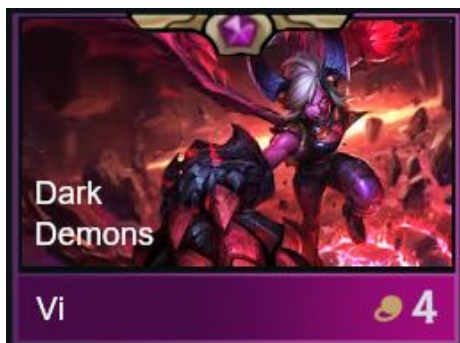
Ability: Tristana ults the closest enemy unit that, knocking them several tiles back and dealing damage



Ability: Shoot a blind dart at an enemy stopping basic attacks for 4/5/6 seconds



Ability: Hecarim surrounds himself with a Spirit of Dread dealing damage to nearby enemies and healing for the damage dealt



Ability: Every 7th/5th/3rd hit stuns for a short duration and decreases that enemy unit's armor



Ability: Tryndamere becomes invulnerable for 3/5/10 seconds

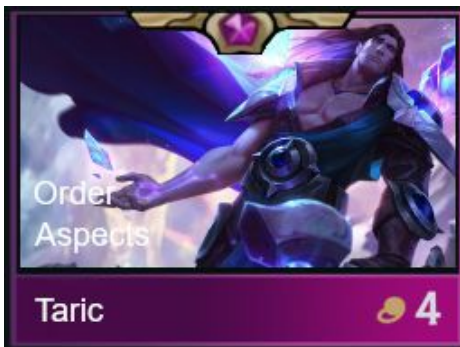
Aspects:



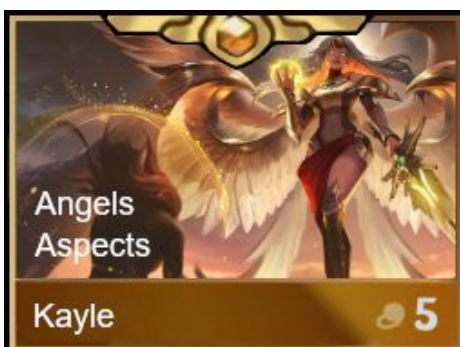
Ability: Jumps at an enemy stunning them and basic attacking them several times



Ability: Diana calls down a beam of moonlight damaging enemies in a circle around her and gaining a shield increased for each enemy she hit

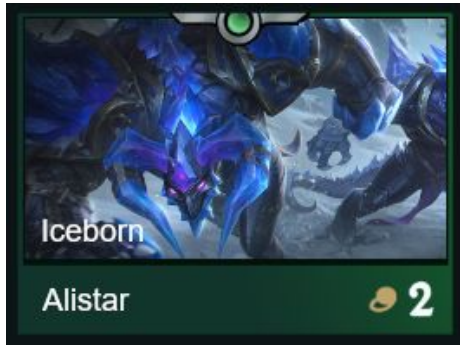


Ability: Taric casts his ultimate at the start of a round making it so allies near Taric can only take maximum 15/10/5% of their max HP at a time for a few seconds (starting mana is high so he can cast at the start of the round



Ability: Kayle shoots a radiant blast forward dealing damage to enemies hit and destroying their defenses for a few seconds causing all damage they take to be dealt as true damage

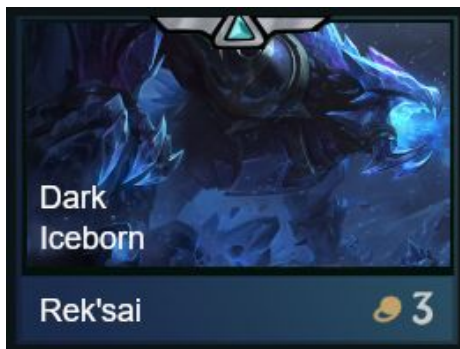
Iceborn:



Ability: Reduce damage taken by a large % and become immune to CC for X seconds



Ability: Renekton slices around himself dealing damage to enemies nearby (extra to shields) and healing for some of the damage done



Ability: Rek'sai goes underground and then emerges a second later at an enemy dealing damage and extra damage if they're below 30/40/50% HP

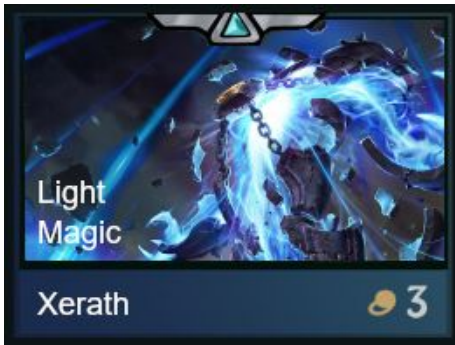


Ability: Lissandra sends out an ice claw forward in a long straight line dealing damage to enemy units it passes through then teleports Lissandra to it when it reaches its maximum distance

Magic:



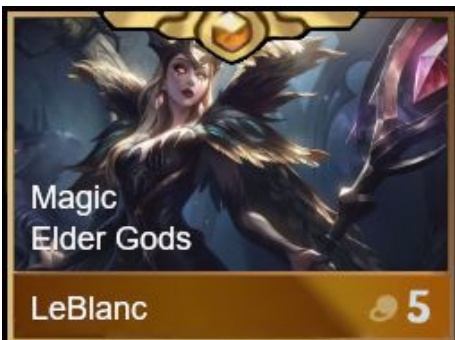
Ability: Ryze casts a runic blast forward dealing damage to the first enemy hit and shielding ryze.



Ability: Xerath calls down a blast of arcane energy dealing extra damage in the center (radius of the spell increases with Xerath's levels)



Ability: Copy and use the ability of the closest enemy unit and make their max mana your max mana until this is cast again



Ability: Deals damage to an enemy unit and apply a debuff increasing all further spell damage to that target

Angels:



Ability: Lee Sin dashes to an ally shielding them for a small amount and giving both of them attack speed and lifesteal on their next few basic attacks



Ability: Counterstrike, dodging basic attacks for 3 seconds then stun adjacent enemies and basic attack any enemy that basic attacked you during Counterstrike



Ability: Irelia dashes to an enemy dealing damage and applies on-hits

Cultists:



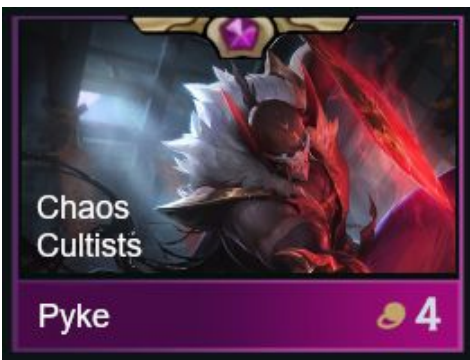
Ability: Sivir's next basic attack is a bouncing blade that bounces between enemies close enough to each other and applies on-hits (infinite number of bounces but can only hit each enemy unit once per cast)



Ability: Talon throws spinning blades out in a circle around him dealing damage to enemies hit and becomes invisible for a second, then draws the blades back in dealing damage again.

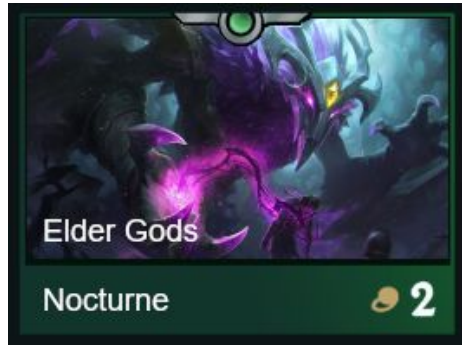


Ability: Zilean greatly increases the attack speed and dodge of an ally for a few seconds.



Ability: Pyke strikes in an X pattern dealing damage to enemies hit and executing those below 20% HP, granting the player 1 gold for any enemy unit killed.

Elder Gods:



Ability: Nocturne sends out a line of darkness in front of him, dealing physical damage and decreases attack range for enemies hit for a short duration



Ability: Veigar sends a bolt of dark energy forward dealing damage to enemies hit and permanently increasing Veigar's ability power by 1 every time it damages an enemy



Ability: Camille hits enemies in a large arc in front of her, dealing extra damage to shields



Ability: Morgana shields a random ally protecting them from the next spell that hits them and reflecting the damage the ally would've taken back to the enemy that cast that spell.