Lá Oíche

Spirit of the Enchanted Forest



High single target damage, High sustain

Passive: Keeper of the Cycle

Lá Oíche causes the game to have a day/night cycle, starting with **Day** on round one, and then cycling every round. Their attacks have additional effects depending on whether it is **Day** or **Night**.

Basic Attack: Spirit Rend

Targeted | Projectile | Global

Shoot two shots of spirit energy, each shot may be targeted at a different enemy, gaining one **Soul** stack per unique fighter hit.

Damage: 3 per shot

Energy: 1

Day	Night
Heal: 1 per shot hit	True Damage: 3 per shot

Ability 1: LANTERN OF SOULS

Passive

AoE

If anything is killed (monster, minion, or player) within range, capture their soul in your lantern gaining one **Soul** stack (can stack *infinitely*).

AoE Radius: 3 Spaces

Active

Targeted | Heal | Global

When this ability is activated, all of your **Soul** stacks are consumed. If it is **Day,** you are healed. If it is **Night**, it damages an enemy target.

The damage per stack diminishes by 0.5 every 5 **Souls, but will not go below 1.**

Energy: 3

Day	Night
Heal: 1.5 per **Soul** stack 1 per **Soul** stack (past 5 stacks)	Damage: 3 per **Soul** stack 2.5 per **Soul** stack (past 5 stacks) 2 per **Soul** stack (past 10 stacks) 1.5 per **Soul** stack (past 15 stacks) 1 per **Soul** stack (past 20 stacks)

Ability 2: SPIRITS WRATH

Anti-heal | Slow | Root

Lá Oíche enchants their next basic attack causing it to apply *Anti-heal*. This also applies an additional effect based on whether it's **Day** or **Night**.

Energy: 2

Anti-heal Duration: 1 Turn

Healing Decrease: 100%

Day	Night
Target is *Slowed*, if they are already slowed they are *Rooted* for 1 turn Slow/ Root Duration: 1 Turn	After this cast of **Spirit Rend**, it is cast again automatically

Ability 3: GO TO THE LIGHT

Ground Target | Projectile | Piercing

Fling your soul globe out to a chosen location within range. The soul globe deals damage to and collects 1 **Soul** stack from enemies it passes through to get to this space. Upon arrival, the soul globe slams down, dealing damage to enemies on the space.

Next time this is cast the globe moves from its current location, instead of yours.
Can be recalled to you for no energy cost but using this abilities cooldown.

Pass-through Damage: 3
Arrival Damage: 8
Soul Globe Cast Range: 6 Spaces
Energy: 3

Zone

AoE | Slow | Healing Increase

The soul globe then begins to glow, creating a zone around it that slows enemy movement and provides an additional effect based on whether it is **Day** or **Night**. Anything that dies in this zone grants you 1 **Soul** stack.

Slow: 50%
Soul Globe Radius: 2 spaces

Day	Night
Increases ally and self healing received Healing Increase: 50%	Steals Monster kill credit

Ultimate: ECLIPSE

Cooldown Reset | True Stealth | Cleanse

Keeper of the Cycle shifts to the next in the sequence and the cooldown of **Spirit Rend** is reset.

Your Day/Night cycle does not shift again when the round ends.

Energy: 1

Day	Night
Switch to **Night** and fall into *True Stealth* that lasts until the next **Day**	Switch to **Day** and *Cleanse* yourself