



AVIA & MORIA

ASYNCHRONOUS EXISTENCE

An Original Dual-Form
Champion Concept for
League of Legends

INDIVIDUAL PROJECT

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Background

In most MOBA games, time appears as acceleration, slowing or temporary crowd control, usually functioning as an isolated ability effect. It rarely becomes a complete system connecting character identity, combat loops, ability growth and visual expression.

Using the champion-design framework of League of Legends, this project explores how differences in time flow can become a persistent combat mechanic. The system is embodied by two celestial sisters who share one state of existence and represent opposing directions of time.

Design Opportunity

FRAGMENTED TIME EFFECTS

Time-based mechanics are commonly divided into isolated effects such as movement speed changes, stasis, cooldown reduction or rewinding. These effects rarely operate through one shared temporal rule.

LIMITED TEMPORAL INTERACTION

Time effects usually modify one target independently. The temporal relationship between two units rarely becomes a meaningful combat variable.

ONE-DIRECTIONAL BENEFITS

Acceleration is usually treated as a benefit, while slowing is treated as a penalty. Their effects are often direct and lack internal trade offs.

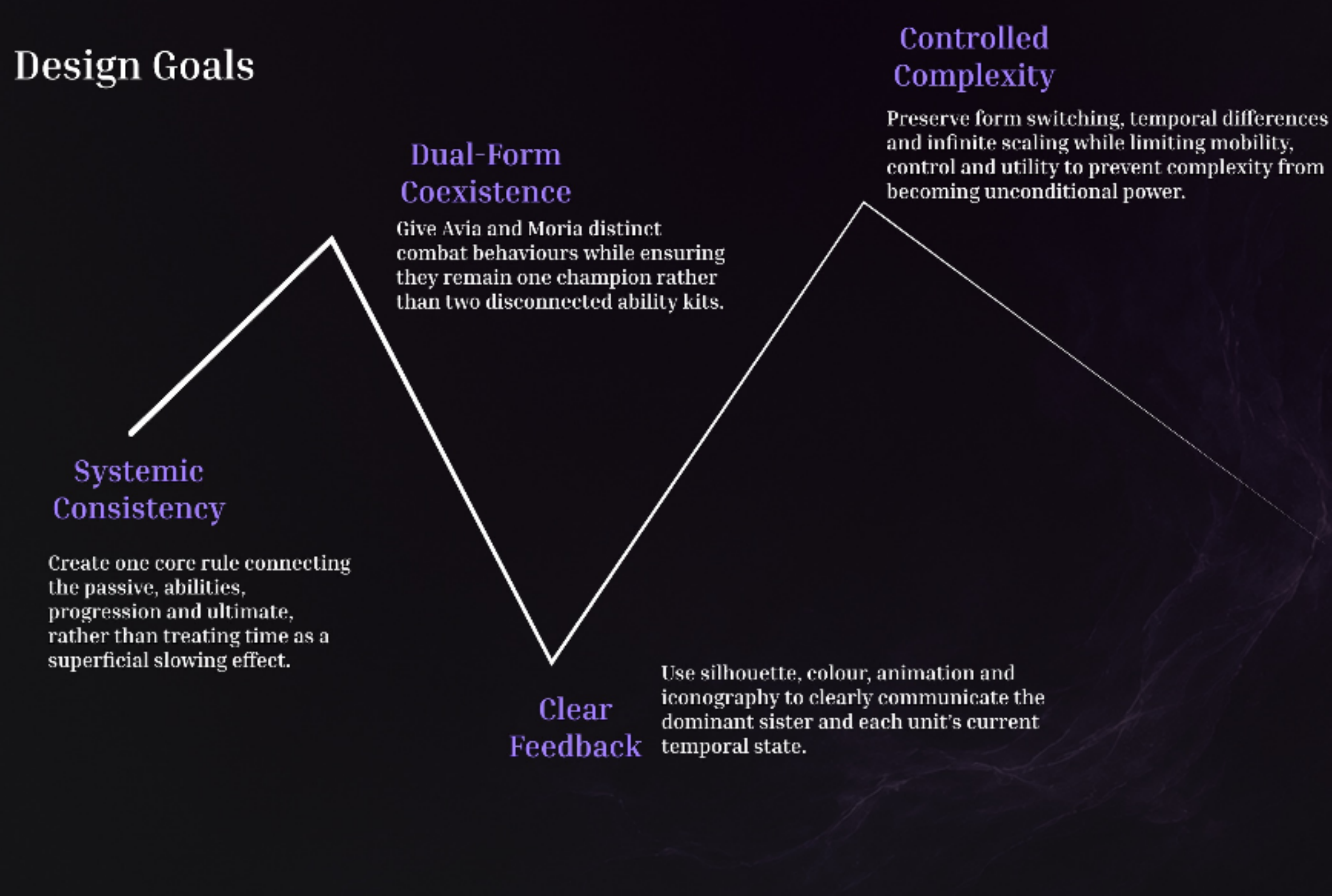
DISCONNECTED THEME AND GAMEPLAY

Time-themed characters may communicate their identity through visual effects or individual abilities, while their appearance, progression and combat loop remain mechanically separate.

Design Challenge

How can an abstract difference in time flow become a champion mechanic that players can understand, control and respond to?

Design Goals



Core Definition

At the beginning of the game, if Avia and Moria are present on either team, all units (All champions, minions, monsters and turrets) are drawn into the Time Flow at a baseline rate of 100%.

When a unit's time flow changes, its personal time runs faster or slower. Every process connected to that unit changes at the same proportional rate.

Time Flow is not a movement-speed effect. It determines how quickly a unit experiences game time.

What Time Flow Affects



Time Flow

- MOVEMENT — Movement Speed
- ATTACKS — Attack Speed, Wind-up & Recovery
- CASTING — Cast Wind-up, Channeling & Recovery
- UNIT CYCLES — Minions, Monsters & Turrets
- PERIODIC EFFECTS — Damage, Healing & Trigger Intervals
- DURATIONS — Buffs, Debuffs & Shields
- COOLDOWNS — Ability Recharge Rate
- PROJECTILES — Attack & Ability Projectiles

System Rule

$$\text{Process Rate} = \text{Base Rate} \times \text{Time}$$
$$\text{FlowReal Duration} = \text{Base Duration} / \text{Time Flow}$$



TIME FLOW — 100% Universal Baseline State

The unit experiences game time at its normal rate. No temporal acceleration or delay is applied.



OVERTIME — ABOVE 100% Personal Time Accelerates

Actions, projectiles and cooldown recovery become faster, but beneficial effects and shields also expire sooner.



TIME LAG — BELOW 100% Personal Time Slows

Actions, projectiles and cooldown recovery become slower, but existing effects may remain active for longer.

Numerical Example

	OVERTIME 125%	TIME LAG 80%
10 s Cooldown	8 s	12.5 s
5 s Buff	4 s	6.25 s
1 s Trigger Interval	0.8 s	1.25 s
Action & Projectile Rate	125%	80%

Character Identity

Avia and Moria share one existence. Only one sister leads at a time, while the other remains attached as a spiritual counterpart.

ONE CHAMPION, TWO DOMINANT FORMS

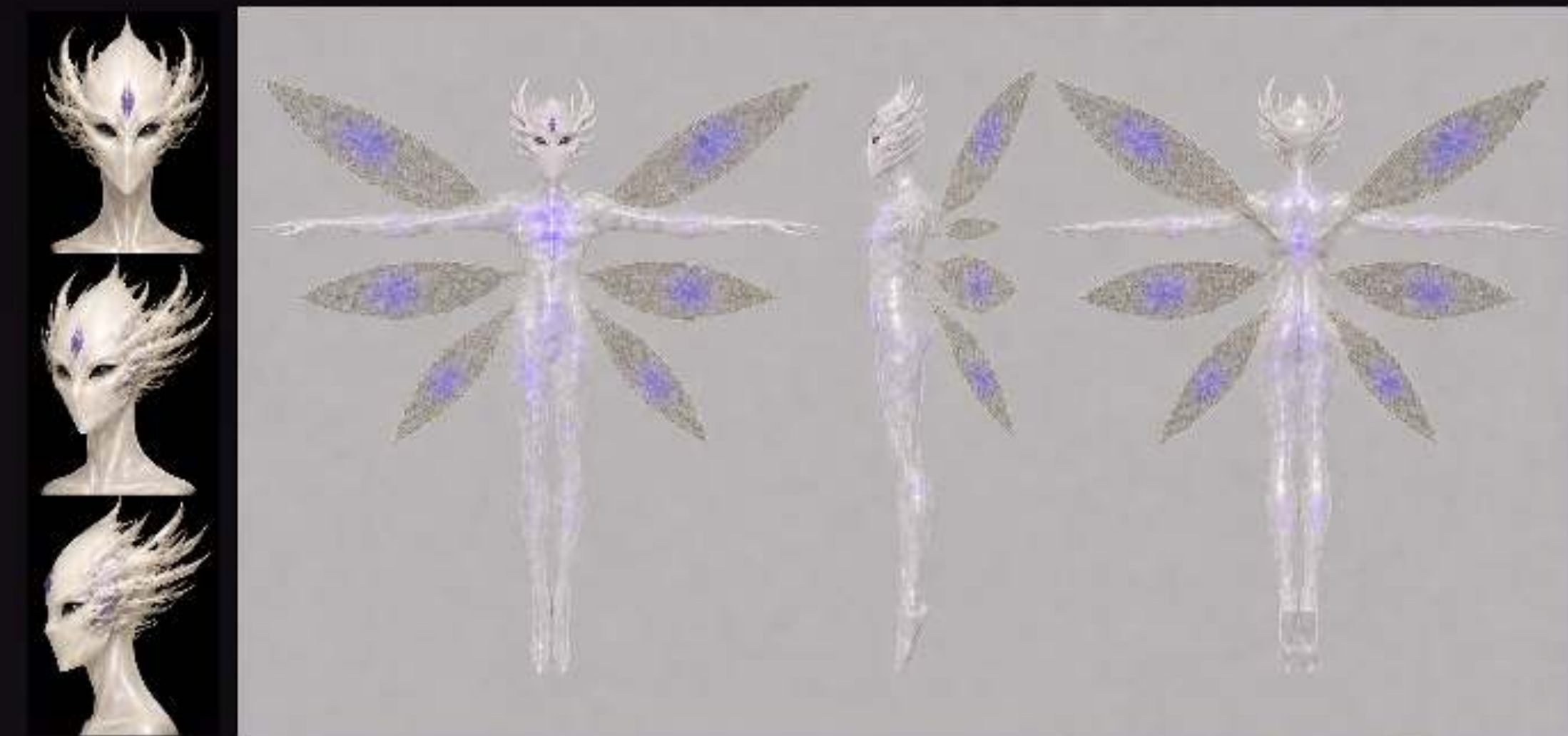


FORM I — AVIA DOMINANT

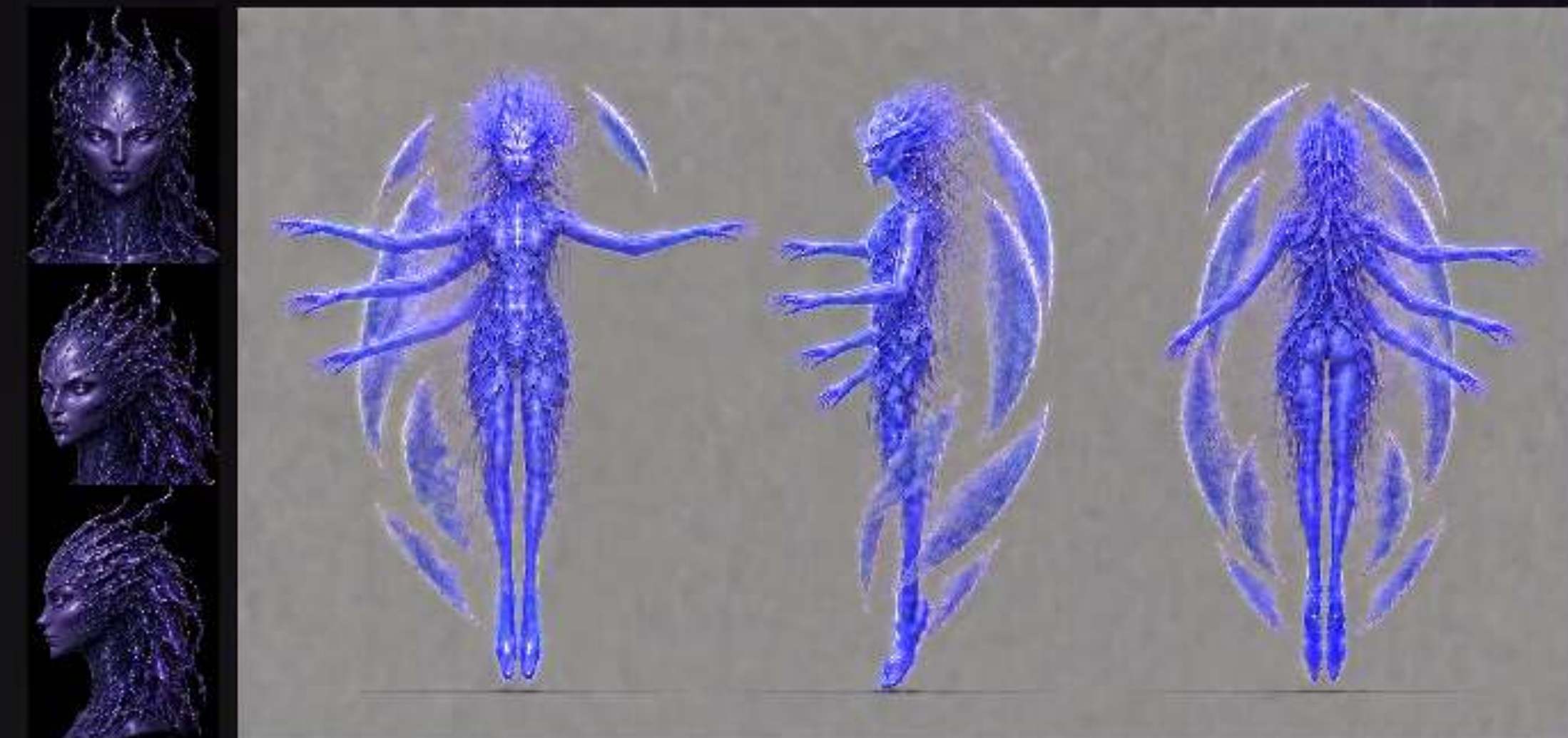


FORM II — MORIA DOMINANT

Avia Avia accelerates her own timeline, expanding the temporal difference between herself and the battlefield.



Moria Moria draws time away from surrounding units, delaying their actions while strengthening her cocooned form.



Visual Development



Rejected Directions and Visual Decisions



Base Statistics

Health	600 (+104)
Health Regeneration	6.5 (+0.6)
Mana	400 (+45)
Mana Regeneration	8 (+0.8)
Attack Damage	55 (+3.1)
Attack Speed	0.658 (+2.5%)
Armour	24 (+4.7)
Magic Resistance	30 (+1.3)
Movement Speed	335
Avia Attack Range	550
Moria Attack Range	175

CLASS: Skirmishing Mage

PRIMARY POSITION: Mid Lane

DAMAGE TYPE: Magic

RESOURCE: Mana

Passive

ASYNCHRONOUS EXISTENCE



Avia and Moria deal additional magic damage to enemy units whose Time Flow is lower than their own. Each damage instance calculates the temporal difference at the moment of impact.

Bonus Magic Damage:

$$3 - 18 + \Delta T \times \left(0.25 + \frac{0.05 AP}{100} + \frac{0.03 \text{ Bonus AD}}{100} \right)$$

SCATTERED MOMENTS

Whenever a nearby unit enters Overtime or Time Lag, it has a chance to generate a Temporal Fragment. Collecting a fragment permanently grants one Temporal Fragment stack.

Temporal Fragment stacks are shared between both dominant forms. Fragments collected as Avia also strengthen Moria, and fragments collected as Moria also strengthen Avia.

AVIA

When Avia, an allied champion or an allied minion enters Overtime, a Temporal Fragment may appear nearby. Move over it to collect it.

MORIA

When an enemy enters Time Lag, a Temporal Fragment may attach to that unit. Damage the marked unit with an attack or ability to collect it.

Champion Chance	22%
Monster Chance	8%
Minion Chance	5%
Per-unit Cooldown	8 s
Fragment/Mark Duration	8 s

Each Temporal Fragment permanently increases all Overtime and Time Lag effects by 0.10 percentage points.

Final Temporal Effect:
Base Temporal Effect+0.10%×Temporal Fragment Stacks

Temporal Fragments do not grant Ability Power or Attack Damage. They strengthen the sisters' ability to alter personal time.

Avia Dominant

When Avia is physically dominant, the champion gains access to the following Overtime ability set. Moria remains attached to Avia as a spiritual counterpart.

The values above have undergone preliminary mechanical and combat-flow testing and are provided for reference only.



Q | SIX-WING SEQUENCE

Avia may cast up to three consecutive waves within 4 seconds. Each wave fires two projectiles from a different pair of wings, with each projectile dealing magic damage to the first enemy unit hit.

MAGIC DAMAGE PER PROJECTILE:
15/25/35/45/55 + 30% AP

COOLDOWN: 10 / 9 / 8 / 7 / 6 s

COST: 70 / 75 / 80 / 85 / 90

CAST RANGE: 900

RECAST WINDOW: 4 s

Both projectiles from the same wave may hit the same target and deal damage independently. When at least one projectile from a wave hits an enemy unit, Avia gains Overtime for 4 seconds. Hitting with a subsequent wave refreshes the duration and adds the corresponding amount of Overtime. The Overtime granted by each wave is permanently increased by Temporal Fragment stacks.

FINAL OVERTIME PER WAVE:
Base Overtime + 0.10% × Temporal Fragment Stacks

Wave I	4 / 5 / 6 / 7 / 8%
Wave II	7 / 8 / 9 / 10 / 11%
Wave III	10 / 11 / 12 / 13 / 14%



W | TWIN TRANSITION

Avia withdraws into a spiritual state, allowing Moria to become physically dominant. When the transition is completed, Moria releases a temporal pulse that deals magic damage and applies Time Lag to nearby enemies.

MAGIC DAMAGE:
70 / 100 / 130 / 160 / 190 + 45% AP

COOLDOWN: 16 / 15 / 14 / 13 / 12 s

COST: 50 / 50 / 50 / 50 / 50

EFFECT RADIUS: 325

TRANSITION TIME: 0.65 s

The transition damage triggers Asynchronous Existence based on the Time Flow difference when the transformation is completed. The applied Time Lag is permanently increased by Temporal Fragment stacks.

BASE TIME LAG: 12 / 14 / 16 / 18 / 20%

FINAL TIME LAG: Base Time Lag + 0.10% × Temporal Fragment Stacks

TIME LAG DURATION: 2.5 s



E | SYNCHRONOUS COVENANT

Avia forms a temporal link with herself, an allied champion or an allied minion, granting Overtime to both Avia and the selected target. While linked, each wave of Six Wing Sequence causes the target to fire one reduced projectile toward Avia's cursor.

BASE OVERTIME: 12 / 14 / 16 / 18 / 20%

COOLDOWN: 16 / 15 / 14 / 13 / 12 s

COST: 70 / 75 / 80 / 85 / 90

CAST RANGE: 700

TETHER RANGE: 1000

DURATION: 4 s

Copied projectiles use Avia's attributes and can trigger Asynchronous Existence. They do not grant Q Overtime, change the target's facing direction or interrupt its current actions. During Time Zero, the linked target synchronises with Avia and is unaffected by the field's Time Lag.

The Overtime granted by E is permanently increased by Temporal Fragment stacks.

COPIED PROJECTILE DAMAGE:
8 / 14 / 20 / 26 / 32 + 8% AP

FINAL OVERTIME:
Base Overtime + 0.10% × Temporal Fragment Stacks

Moria Dominant

When Moria is physically dominant, the champion gains access to the following Time Lag ability set. Avia remains attached to Moria as a spiritual counterpart.

The values above have undergone preliminary mechanical and combat-flow testing and are provided for reference only.



Q | COCOONED TIME THEFT

Moria extracts time from enemies within a frontal cone, dealing magic damage, applying Time Lag and pulling all enemies hit toward herself. Hitting at least one enemy empowers Moria's next basic attack.

MAGIC DAMAGE:
70 / 105 / 140 / 175 / 210 + 55% AP

COOLDOWN: 9 / 8.5 / 8 / 7.5 / 7 s

COST: 60 / 65 / 70 / 75 / 80

CAST RANGE: 550

PULL DISTANCE: 120

The empowered attack deals additional magic damage, triggers **Asynchronous Existence** and immediately collects a Temporal Fragment attached to the target. The applied Time Lag is permanently increased by Temporal Fragment stacks.

EMPOWERED ATTACK DAMAGE:
40 / 60 / 80 / 100 / 120 + 25%AP + 40% BONUS AD

BASE TIME LAG: 12 / 14 / 16 / 18 / 20%

FINAL TIME LAG:
Base Time Lag + 0.10% × Temporal Fragment Stacks

EMPOWERED ATTACK DURATION: 5 s

TIME LAG DURATION: 2.5 s



W | BREAK THE COCOON

Moria dashes toward the cursor and switches to Avia when the movement ends. When the transition is completed, Avia becomes physically dominant and gains Overtime.

COOLDOWN: 16 / 15 / 14 / 13 / 12 s

COST: 50 / 50 / 50 / 50 / 50

TRANSITION TIME: 0.65 s

DASH RANGE: 350

DASH SPEED: 900

Moria may pass through units but cannot pass through terrain. If the dash is interrupted by immobilising crowd control, the form transition does not occur. Its Overtime is permanently increased by Temporal Fragment stacks.

BASE OVER TIME: 15 / 17.5 / 20 / 22.5 / 25%

FINAL OVER TIME:
Base Overtime + 0.10% × Temporal Fragment Stacks

OVER TIME DURATION: 4 s



E | TEMPORAL ABSORPTION

Moria drains Time Flow from all nearby units except allied champions and turrets. Affected enemies take magic damage and enter Time Lag. Moria gains a shield and empowers her next basic attack.

MAGIC DAMAGE:
60 / 90 / 120 / 150 / 180 + 40% AP

COOLDOWN: 14 / 13 / 12 / 11 / 10 s

COST: 70 / 75 / 80 / 85 / 90

EFFECT RADIUS: 450

SHIELD:
50 / 75 / 100 / 125 / 150 + 35% AP

Each affected unit increases the shield. Allied minions contribute to the shield without taking damage. Q and E grant the same empowered-attack state. The effects do not stack, but their duration is refreshed. The applied Time Lag is permanently increased by Temporal Fragment stacks.

BASE TIME LAG: 10 / 12 / 14 / 16 / 18%

FINAL TIME LAG: Base Time Lag + 0.10% × Temporal Fragment Stacks

ADDITIONAL SHIELD PER UNIT: 10 / 15 / 20 / 25 / 30 + 5% AP

TIME LAG DURATION: 3 s

SHIELD DURATION: 3 s

EMPOWERED ATTACK DURATION: 5 s

R | Time Zero



Avia and Moria create a Time Zero field around themselves. While the field is active, the champion gains Overtime, while all other units within the field enter Time Lag of equal intensity.

BASE TEMPORAL CHANGE: 40 / 50 / 55%

CAST TIME: 0.75 s

DURATION: 3 / 4 / 5.5 s

COOLDOWN: 140 / 120 / 100 s

EFFECT RADIUS: 1,000 / 1,400 / 1,700

COST: 100 / 120 / 140

The field affects:

- Allied and enemy champions;
- Allied and enemy minions;
- Monsters;
- Turrets;
- Basic attack and ability projectiles.

Movement, attacks, attack wind-up and recovery, casting wind-up and recovery, channels, projectiles, cooldown recovery, buff and debuff durations, shield durations and periodic effects follow each affected unit's current Time Flow.

Units immediately return to their previous Time Flow after leaving the field. Projectiles are delayed while travelling through the field and recover their original speed after leaving it.

SYNCHRONOUS COVENANT INTERACTION

An allied unit linked through Synchronous Covenant synchronises with Avia and Moria and is unaffected by the Time Lag applied by Time Zero.

Time Zero is permanently strengthened by shared Temporal Fragment stacks.

Base Temporal Change+0.10%×Temporal Fragment Stacks



Background Story

Before the first star was lit, countless changes had already occurred throughout the universe, yet nothing could establish their order. Creation and destruction overlapped within the same instant. Light could arrive before it was created, while dead things could leave echoes before they had ever existed. When the universe first distinguished between “what has happened” and “what has yet to happen,” time came into existence—and Avia and Moria manifested with it. They are neither beings of flesh nor mortals empowered by the celestial realm. They require no physical hosts to enter the material world. They are the two conscious directions of time itself. Avia carries things beyond their natural rhythm, allowing them to reach their destined moments early. Moria draws time away from all things, delaying movement, change and even destruction. Mortals perceive them as sisters, though they may never have truly existed apart. The sisters possess no fixed bodies. Their feminine silhouettes, six wings, four arms and surrounding nebulae are forms created by the human mind to comprehend what would otherwise remain unknowable. Even when both appear together, mortals can usually perceive only the sister who dominates reality. The other remains like a shadow on its reverse side, sharing the same point of existence.

No one knows their true names. Thousands of years ago, an astronomer of Mount Targon witnessed them on a night when the stars ceased to move. A white-gold presence unfurled six wings and drove unborn stars prematurely across the heavens. Beside her, a dark-violet presence surrounded by shattered cocoon fragments held fallen starlight within the night. In the lost language of his homeland, the astronomer called them “Avia” and “Moria”—the light that arrives before dawn and the night that refuses to end. A later order mistook these titles for the goddesses’ true names. The sisters neither confirmed nor denied them. To time itself, a name is only a brief mark left behind by mortals.

Across the long ages that followed, Avia and Moria rarely interfered with the material world. The rise and fall of empires, the succession of civilisations and the extinction of stars were all parts of time’s natural progression. Only when cause and consequence lost their proper order—when local time separated from the greater whole—would the sisters manifest to correct the deviation.

Now, impossible temporal displacements are spreading across Runeterra. Arrows strike before leaving their bowstrings. Shadows fall before their owners. Unbuilt cities appear above the deserts of Shurima, while machines in Piltover operate before their construction is complete. These are not prophecies or illusions. The personal timelines of Runeterra are beginning to separate.

World Runes, celestial power, the corruption of the Void and mortal attempts to rewrite natural law have allowed countless minor deviations to accumulate. If the fracture continues to expand, a single war may produce several contradictory outcomes, and one person may exist across multiple timelines that can no longer converge. Cause and consequence will ultimately lose all connection.

And so, Avia and Moria have once again turned their attention towards Runeterra.

They have not returned to save mortals or judge nations. Avia allows delayed consequences to catch up with their causes. Moria drags premature outcomes back towards the moments in which they should occur. When the sisters invoke “Time Zero,” every life, projectile, spell and structure within the domain is drawn back into a single temporal order. Yet no one knows what they consider to be the “correct” course of time. They may prevent a city from being destroyed too soon—or force a civilisation that should already have vanished to live through its final centuries in a single instant. They restore causality, not life. They preserve the continuity of the universe, not the wishes of mortals. To Runeterra, they may appear to be goddesses who have come to prevent a catastrophe. But to time itself, Runeterra may be the fracture that must be mended.



Gameplay Experience

Control the pace of combat rather than simply dealing damage. Build a temporal advantage as Avia, then choose the right moment to let Moria convert that advantage into close-range control.

Establish

Maintain distance, create additional casting angles and gradually expand the temporal difference.

Commit

Switch only when enemy positioning and available mobility allow Moria to enter safely.

Convert

Draw enemies inward, survive the counterattack and convert the accumulated temporal advantage into damage and control.

Reset or Escalate

Return to range when the engagement becomes unsafe, or continue accelerating the fight when the temporal gap is large enough.

Switching changes combat range, positioning requirements and available responses. A poorly timed transition can expose the champion before Moria converts the advantage.

OVERALL PERFORMANCE COMPARATION



The three profiles represent distinct approaches to combat power. Avia & Moria combine strong scaling, control and utility, but remain limited by low mobility and a vulnerable early game. Aurelion Sol shares their infinite-growth potential, yet converts it more directly into damage, range and area control. Katarina presents the opposite structure: her extreme mobility and burst damage enable rapid resets, while her limited range, control and utility create a highly specialised assassin profile.

SCALING CURVE



AVIA & MORIA

Weak Start · Fragment Accumulation · Accelerating Growth · Infinite Scaling

AURELION SOL

Weak Early Game · Stardust Stacking · Range Expansion · Infinite Scaling

KATARINA

Early Snowball · Mid-Game Peak · Reset Chain · Late-Game Decline

ORIANNA

Stable Development · Item Scaling · Teamfight Power · Late-Game Plateau