

Jarvan ADC: A Guide [Patch 13.4]

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Foreword

Introduction

Welcome to my Jarvan ADC guide. This document will attempt to teach you how to run Jarvan bot lane on patch 13.4. I am not responsible for any LP loss should you run this in Ranked.

Is Jarvan ADC Any Good?

Not really. Jarvan ADC is decidedly F-tier as far as bot lane viability goes. Based on my experience, Platinum + players generally have no problem shutting him down.

Can You Climb as Jarvan ADC?

To an extent. If your MMR is low, you might be able to climb a bit as Jarvan ADC because "ADC mains" at your level probably don't have the mechanical prowess to make or avoid plays. Below high Gold MMR, a seasoned Jarvan ADC will have an easier time shutting down the enemy ADC than the latter surviving or even bullying the Jarvan.

If you play at a high MMR, though, your opponents will be too good to get cheesed by Jarvan's telegraphed combo.

You can also climb as Jarvan ADC if you're a smurf. But then again, you're almost certainly better off playing a real ADC or playing him as a jungler.

So Why Should You Play Jarvan ADC?

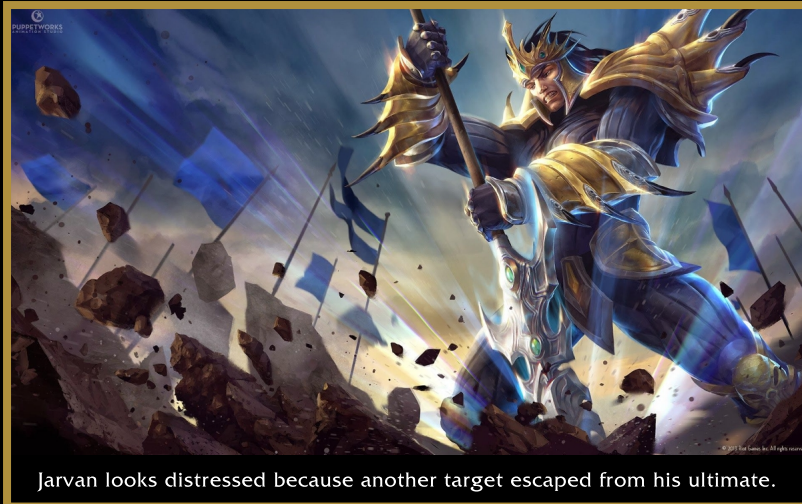
There are only three reasons as to why someone would want to play Jarvan ADC. All three reasons must apply:

- You have an unhealthy addiction to Jarvan
- You enjoy deleting people in less than one second
- Your hands are too clumsy to succeed with a real ADC

Are you even good at the game?

Not really. I am a thirty-old something who can only get two or three games in per night, and I'd rather use that time to chill and experiment in Normals than to sweat in Ranked..

When evaluating the points made in this guide, please make sure to assess them based on their inherent validity rather than on the credentials of the author.



Jarvan looks distressed because another target escaped from his ultimate.

Playing As Jarvan ADC

Your Job



As Jarvan ADC, your job is twofold:






1. To utterly decimate the enemy bot lane
2. Assassinate high-priority targets in the mid-game

If you can't fulfill your first objective, then you will struggle to fulfill the second. And a Jarvan ADC who can't blow up squishies is a low-value champion.

Why Do You Need To Dominate Laning Phase?

Because Jarvan ADC inevitably gets outscaled by real ADCs.





Jarvan ADC can match the DPS of some ADCs under ideal circumstances, but his lack of range and survivability make him vulnerable in extended team fights. Whereas an ADC can hit a tank like Ornn  from a screen away, a Jarvan who is focusing the  at melee range can easily be burst down.



While Jarvan ADC can still assassinate squishies with the right items late-game, this also becomes more difficult to do. They will likely buy survivability items like Zhonya's , GA , or BT . Their support will likely stack shielding and healing with the likes of Censor  and  too.

Jarvan ADC needs to end the game before opponents obtain the tools to survive his burst. And the best way to prevent that is to crush the enemy bot lane from the get-go.

So How Do You Dominate Laning Phase?

Your support is key in getting you ahead. Without the right support, Jarvan ADC is miserable to play as.

Jarvan ADC should always be paired with a bursty support with hard CC, like Swain , Brand , Anivia , or Pant . These champions can immobilize targets while doing substantial damage, allowing you to finish them off with a guaranteed combo.



Tank supports with engage like Leona  and Nautilus  can work too.

Jarvan ADC needs kill pressure to succeed. Avoid pairing him with enchanters.

Is The Support That Important?

Yes. In fact, the support accounts for 80% of your success. Jarvan ADC cannot do anything by himself during the laning phase; he needs a support that can set up kills for him.

Without a support that can threaten the enemy bot lane with hard CC, Jarvan ADC loses all prio and is reduced to farming under his turret.

Do not be tempted to initiate by yourself. Unlike a Swain  or an Anivia  that can fish for stuns from a safe distance, Jarvan's combo commits himself to the fight. Missing your combo can be catastrophic.

Jarvan ADC is a baby bird; he needs his support to feed him kills.

How About The Mid-Game?

Assuming you've made their bot lane a non-factor, the game has essentially become a 5v3 in your favor. **Your objective, then, is to close out the game before their bot lane recovers.**

Repeatedly find picks so that your team always enjoys a numerical advantage on the map. This allows you to **take turrets and neutral objectives despite your complete lack of sieging capabilities.**



Efficient rotations are key. Don't let the opposing team force a pitched 5v5. Eliminate them before they get to their spots.

Extend your team's lead until you can brute-force their base — preferably before the 30-minute mark.

And The Late-Game?

Your mission becomes considerably harder if you allow their bot lane to get back in the game.

Real ADCs are simply more useful than Jarvan ADC at four items. While their burst may still fall short to Jarvan's, their DPS is significant and, more importantly, easier to apply.

Burst fundamentally falls off as well, given that carries usually opt for semi-defensive items like GA  and BT  around that time.

Finally, 5v5s around neutral objectives become more common — fights that Jarvan ADC would rather not take.

Unless the stars align, a team with Jarvan ADC usually loses the late-game.

So Why Jarvan ADC? Why Not Another Bruiser?

Jarvan ADC is uniquely suited to punish inexperienced or low-MMR bot laners because of his combination of target access and burst. Indeed, there is no other champion in the game that can delete 50% of a squishy's HP bar as early as level 2 from 770 range. Moreover, his combo cannot be blocked by minions and knocks up his target so he can follow up with even more damage.

No champion in the game can take advantage of an immobilized target better than Jarvan can in the early-game. You pick him to ensure that any squishy who gets tagged by a hard CC automatically dies.

So Why Is Jarvan ADC F-Tier?

Because Jarvan ADC is a minion at level 1; he cannot contest the wave without incurring a significant HP deficit. Assuming equal skill between players, Jarvan ADC is bound to lose the race to level 2 and will be forced to farm under turret with minion and HP disadvantage for the rest of the laning phase. Even worse: you can get frozen on and starved out of gold.





His inability to contest the wave at level 1 used to be less of an issue before the durability patch, as Jarvan ADC and his support could still one-shot their target while at a disadvantage. In today's bot-focused meta, centered on strong level-1 laners and double ADCs, piloting Jarvan ADC against somewhat competent players is an excruciating experience.

These days, Jarvan ADC only thrives when there is a massive skill gap in your favor (or if your jungler pitches a tent for you... which he should.)







In Summation

Jarvan ADC is a mid-game assassin who gains the gold to do his job by feasting on the opposing bot lane in the early-game. Leveraging this 10 to 15-minute window when he can one-shot any squishy on the map, Jarvan ADC can then close out the game before the opposing bot lane returns into relevancy.

With Jarvan ADC, your team will have:


-  Extreme mid-game burst and pick potential
-  Superb vision control and denial
-  Immense map pressure
-  Faster rotations



With Jarvan ADC, your team will have:

-  Limited win conditions
-  Reduced late-game insurance
-  Poor sieging
-  Poor performance in pitched 5v5s
-  Difficulties against tanky team comps
-  Unreliable damage against semi-competent players




Your Build

Your Runes



Keystone: Hail of Blades 

Hail of Blades  is the most consistent keystone for Jarvan ADC because it provides ample follow-up damage to your initial burst. You will usually have a small window of time to finish off your target right after your burst, and  is the best keystone for that purpose.



Slot 1: Sudden Impact  + Triumph 

Sudden Impact  maximizes your burst and Triumph  can buy you enough time to get off a second combo while hastening your gold generation. Takedowns are easy to stack as Jarvan thanks to his Demacian Standard .

Slot 2: Eyeball Collection 



Eyeball Collection  provides the most damage because Jarvan accumulates takedowns extremely quickly due to .

Slot 3: Treasure Hunter  + Coup de Grace 



Treasure Hunter  is the only rune in this slot that allows you to snowball your lane and Coup de Grace  further builds on your burst.

Alternative Setups



Going Nuclear: Swap  for Electrocute 

Electrocute  increases the damage of your combo, making it that much more dangerous. However,  generally does more damage, because you will usually have the time to get one or two super-fast autos before combat is resolved.


Supreme Speedster: Swap  for Relentless Hunter 

Relentless Hunter  is definitely more useful mid- and late-game. Take  if you think you won't be able to capitalize on the enemy bot lane in the early-game.


Demacia Gaming: Swap  for Ultimate Hunter 

Ultimate Hunter  allows you to pick winning fights more often in the mid- and late-game. Take  if you think you won't be able to capitalize on the enemy bot lane in the early-game.




The "Duelist": Swap  for Lethal Tempo 

Lethal Tempo  allows you to defeat **some** bruisers and tanks who are behind in items. However, it is generally low-value as combat as Jarvan ADC tends to resolve by the time it ramps up.

Survival Mode: Swap  for Fleet Footwork 

Fleet Footwork  keeps your HP topped up against difficult lane matchups at the expense of damage. Doing less damage isn't ideal, but being alive certainly is.



Fat Jarvan: Swap  +  for  + 

Biscuit Delivery  in conjunction with **Time Warp Tonic**  extends your staying power as you and your support look for the perfect engage. This setup also allows you to keep , ensuring your damage remains unaffected. The problem with this setup is that, in addition to losing the benefits from the Precision Rune Path, it provides no value if you fail to make good use of your biscuits.

Your Shards

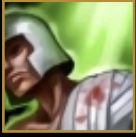


Double Adaptive Force is the setup of choice because it complements your burst.

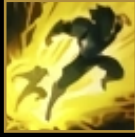
Bonus Attack Speed is not necessary, as your Hail of Blades  more than compensates for it in combat. Jarvan also gets attack speed from Demacian Standard , which further reduces the need to obtain it from your shards.


Armor is the standard defense shard for most bot laners. There's no particular reason as to why Jarvan ADC should deviate from that trend.


Your Summoners





+



Heal  is probably the best combat summoner for Jarvan ADC, as it grants him extra HP to survive his first engage against the enemy bot lane.




You don't need Ignite  in lane; **your support will carry it for you**. You shouldn't need  in the mid- or late-game either, as you should have more than enough damage to secure kills on squishies.

Admittedly,  is not that useful after the laning phase, especially compared to Teleport . However,  is just too valuable during the laning phase to be replaced.


Again, make sure your support carries .

Your Starting Items




The Default: Long Sword  + 3x Potions 

Long Sword  is desirable because it offers the most damage in an early all-in. Three potions  grants you more staying power than Refillable Potion , buying you more time to look for the perfect engage.

The Slugfest: Doran's Blade  + 1x Potion 




Doran's Blade  gives you a larger HP bar and some damage so that you can go head-to-head against tanky, low-harass bot lanes.



The Turtle: Doran's Shield  + 1x Potion 




Doran's Shield  can be considered versus high-poke bot lanes that can easily stay out of your engage radius, such as a Cait  + Lux  lane.

Your Boots

Most boots are viable.

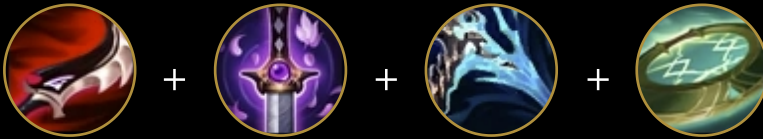
Boots of Lucidity  and Boots of Swiftsness  are ideal. The former is a standard choice for most assassins and can be oppressive when ahead and paired with Duskblade . The latter capitalizes on Jarvan's already impressive mobility and is useful in pretty much every situation.

Plated Steelcaps  and Mercury Threads  feel bad to buy, but the extra survivability can be the difference between getting your combo off or dying in the process.

Berserker Greaves  can be a fun option, especially if you intend to add some **crit** into your build. Most of the time, though, your burst paired with Hail of Blades  should be enough to delete your target — you're unlikely to extract much value out of .

Your Core Items





The process for determining Jarvan ADC's core items was entirely inductive; **many hours were spent in the Practice Tool**. Test results show that the build that consistently yields the highest burst is as follows:




This is not to say that this build is the best for every situation. It is, however, unparalleled for blowing up squishies — the job that Jarvan ADC is designed to do.

Methodology






Tests done in the Practice Tool suggest that the build above is the best performing one. Every test conformed to these rules:

1. Only one combo tested: The sole combo used to test every build is E  -> Q  -> AA  -> R . This combo was chosen because Jarvan ADC wants to resolve combat as quickly as possible. **The build recommended by this guide does more damage towards squishies with this combo than any other builds.**

2. Realistic game states: Jarvan sported realistic levels, and dummies were given credible amounts of HP and resistances. For example, a 1-item build would be tested on a dummy with low **HP** and **Armor** — with Jarvan at a low level. In contrast, a 4-item build would be tested on a dummy with high **HP** and **Armor** — with Jarvan at a high level.

3. Comparable gold: Builds don't cost the same — even at the same number of items. If the price discrepancy between two builds was large, a component item, such as a Long Sword , would be added to the cheaper build.




1-Item Builds

	Level: 8  ● ● ● ●  ● ●  ●	VS.		1,200 HP 50 Armor 50 MR
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Build #1:  + 

Cost: 3,450




Damage: 894

 is Jarvan ADC's preferred first item. Against a target with 1,200 HP and 50 Armor,  does around the same damage as  but sports a more suitable passive. **Recommended.**

Build #2:  + 

Cost: 3,450



Damage: 890

 will obviously outdamage  versus beefier targets, but having  as your mythic will always be sufficient to delete squishies at any point of the game. **Situational.**

Build #3:  + 

Cost: 3,450



Damage: 961 (active included)

 will always outdamage  when its active is available, but the latter may allow Jarvan to unleash a second rotation in the mid- and late-game. **Situational.**

Build #4: 

Cost: 3,400

Damage: 704 / 794 (+ 212)

 can outburst  every 110 seconds against a weakened target. Otherwise, it is not very impressive — even when you manage to **crit**. To be sure, **crit** builds can do a lot of damage in extended fights, but such circumstances involving Jarvan ADC are uncommon. **Niche**.

2-Item Builds

	Level: 11  ● ● ● ● ●  ● ● ●  ● ●	VS.		1,500 HP 70 Armor 70 MR
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Build #1:  +  + 

Cost: 6,800



Damage: 1,336

 delivers the largest damage spike. **Recommended**.

Build #2:  +  +  + 

Cost: 6,600

Damage: 1,308 / 1,450

 has a small chance to outdamage  when it **crits**, but the latter's superior build path makes it more alluring by the tiniest of margins. **Situational**.

Build #3:  +  + 

Cost: 6,800

Damage: 1,277

 does less damage than . Probably not worth it unless the enemy team is filled with tanks. **Niche**.

Build #4:  +  + 

Cost: 6,800


Damage: 1,298


 categorically does less damage than . **Niche.**

Build #5:  +  + 

Cost: 6,650

Damage: 1,074 / 1,193 (+ 271)

Crit builds seem pretty weak overall. While 40% **crit chance** does seem decent, especially when paired with , you will need multiple critical strikes for this build to rival Build #1 in damage. **Niche.**

Build #6:  + 

Cost: 6,800


Damage: 1,022 / 1,136 (+ active)

Not only is this build expensive, it does even less damage than all other builds reviewed so far! The reduced cooldown sounds fun, but you will almost certainly have lower cooldowns going Build #1. If you really insist on going **crit**, even Build #5 performs better. **Niche.**

Build #7:  + 

Cost: 6,800

Damage: 984 / 1,163 (+ active)

 is unimpressive even with the big **crit** damage. And without a **crit**, this build does extremely low damage. You will need your target to stand still for five or more seconds for this build to statistically outdamage Build #1. **Niche.**

3-Item Builds



Level: 13







VS.




1,700 HP
80 Armor
80 MR

Build #1:  +  +  +  + 

Cost: 9,700

Damage: 1,714 / 1,911

Adding  provides a massive damage boost. Recommended.

Build #2:  +  +  +  + 

Cost: 9,800

Damage: 1,642 / 1,909

As always,  outperforms . Niche.

Build #3: +

Cost: 3,450

Damage: 961 (active included)

will always outdamage when its active is available, but the latter may allow Jarvan to unleash a second rotation in the mid- and late-game. Situational.

