Design Document: [Irelia] by JynxVer

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Special thanks to: Riot Phlox for the input and the Irelia community at large (Twitter, Discord, Reddit, YT ecc)

* Design
* Perceived Issues
* Goals
* Changes
* Final Notes

CHAMPION & ABILITES

Immagine che contiene Opera CG, cartone animato, Personaggio immaginario, Animazione

Descrizione generata automaticamenteIrelia is a hybrid Diver/Skirmisher, she boasts high Damage, High Mobility and Threat range, at the cost of low durability. She also has a deep mastery curve and high mechanical proficiency requirements

Immagine che contiene cartone animato, arte, schermata

Descrizione generata automaticamenteIrelia’s main damage sources are her Auto Attacks, complemented by her AA-Enhancing Passive “Ionian Fervor”

**Immagine che contiene Blu elettrico, blu, schermata, Policromia

Descrizione generata automaticamente**

Q “Bladesurge” provides the Champion with mobility and doubles down as a sustain tool thanks to its synergy with Lifesteal, whilst also contributing to her damage output when used in rapid succession on the same target.

Immagine che contiene Blu elettrico, Blu intenso, blu

Descrizione generata automaticamenteImmagine che contiene Blu elettrico, blu, Policromia, Neon

Descrizione generata automaticamente“Flawless Duet” and “Vanguard’s Edge” respectively E & R exist to enhance Irelia’s usage of her Q onto enemies and provide great utility through stuns and slows.   
They allow Irelia to easily Gap-Close onto multiple opponents and stick to them with relative ease thanks to her Multi-Q Capabilities

Immagine che contiene Blu elettrico, blu, Blu intenso, Policromia

Descrizione generata automaticamente

W “Defiant Dance” is Irelia’s main defensive ability and doubles down as another Set-up tool, allowing Irelia to quickly damage Minions for her Q Dashes.

PERCEIVED ISSUES

* Unsatisfactory Kit-power distribution (Toplane)

As it currently stands, Irelia suffers from her power being allocated to unsatisfactory parts of her Kit that do not fully support the fantasy of the Champion and actively contribute to her feeling underwhelming, especially Toplane. Citable examples are:

1. Q Dealing excessive amounts of burst damage, allowing Irelia to immediately dispatch any squishy target in an Assassin-y manner, at the cost of her sustained damage against beefier opponents. This is aggravated by Toplane having surprisingly few such characters.
2. Q/E/R granting insanely high amounts of mobility and power during teamfights and skirmishes, at the steep cost of 1v1 power. Making her unable to duel other TOPs.
3. Overreliance on Item effects to deal any significant amount of damage, such as On-Hits. This greatly narrows her item choices, as AD Bruiser items are often quite underwhelming on her, due to AD itself not being particularly valuable. Forcing Irelia into either extreme Glass-Cannon On-Hit builds or Tank-Builds

* Unsatisfactory Powercurve (Toplane)

Irelia has, since her 2021 Midscope, had a Triangle-like powercurve. With relatively weak early Game, insanely strong Midgame and extremely weak late game. Notable issues:

* Irelia’s Midgame feels un-earned and arbitrarily strong, at the cost of everything else
* Unless of massive skill disparity, it is often nearly impossible for the Irelia player to force themselves ahead against any other Fighter, as she’s extremely out-statted early on. Leaving the Champion and Player at the mercy of her opponents, with little to no agency
* Irelia’s weak early game forces the Champion to play extremely safely and excessively disincentivizes her from “Going In” during Lane, even though her Kit works and feels the best when surrounded by Minions, like during Laning Phase, and playing very aggressively.
* Irelia’s generally bad Sidelaning due to poor 1v1 potential and Splitpush capabilities presents a similar issue, as Irelia is often forced to simply bounce back waves, instead of proactively trying to fight, once again in the only other situation in which she’s constantly surrounded by minions and should as such be heavily incentivized to play aggressively, as that’s where her kit should shine
* Excessive Matchup Sharpness (Toplane)

Irelia has extremely polarizing matchups, more so than most other Toplaners. This leaves little in the way of “Skill expression” both in her positive and negative ones.

This is an issue as Irelia is one of the hardest Champions in the game, as such Player Skill should be the main driving factor in a Win or Loss in most situations, it should not be arbitrarily decided during Draft-Pick.

GOALS

* Restore Irelia’s status as a: Fun, Rewarding & Satisfying Toplaner
* Better align Irelia’s Kit and its incentives/play pattern, with her Power Curve, to improve Champion cohesiveness and feel
* Shift power back into 1v1s and away from Teamfighting
* Shift power back into Early Game, with Mid & Late Game power more actively depending on Early Game success, instead of arbitrarily being very strong or extremely weak
* Shift power away from XP & Item effects and back into Gold & AD
* Allow better use of AD Fighter Items