

# Morgana Mini-Rework

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Created 2022-07-03



# Introduction

Notorious for her everlasting root and anti crowd control shield, Morgana has been a mainstay in the game since her release due to her great base kit utility. Through her 13 year lifespan she has had many visual changes and balancing adjustments, yet her abilities have remained the same since release.

With newer champions joining the roster quickly the depth of her kit fades in comparison to the others. With this I intend to redesign parts of her kit that could use a modern twist while still keeping parts of her kit that has made her great for 13 years.

In this document I will go over these notes.

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## Character Identity

Morgana started out as a mage / support when she was released with the launch of the game. With her strong crowd control abilities and great waveclear she was played in both solo and duo lanes.

After the class rework she was rightfully put into the controller / catcher role who are known for their great lockdown and ability to create opportunities for their team. Morgana fits right into this category with her strong and long range crowd control.

Nowadays she's mostly played in the support role because of her ability to nullify other enemy catchers, divers or champions with crowd control while being able to apply the longest lasting hard crowd control that exists on a basic ability.

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## Kit Strengths

- **Long Lasting Crowd Control**  
She has one of the longest lasting hard crowd control chains in the game and many who are hit by it definitely feel its impact once rooted.
- **Nullifying Crowd Control**  
Black Shield remains a one of a kind ability with no other champion being able to negate crowd control abilities from allies or herself with an ability.
- **Base Power**  
Morgana's power lies in the effects of her abilities, Dark Binding and Black Shield define her playstyle and are as effective at level 3 as they would be at level 13. Of course they get stronger as you level them up but you get the point.
- **High Impact Spells**  
Morgana's abilities are strong and have a long range but compensate by either being slow to reach the enemy or dealing it's damage over a longer period of time.

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## Kit Weaknesses

- **Class Identity Crisis**  
I see Morgana as a mix of classes. She's a controller and catcher, but that part is only really reflected with about 2 abilities. Instead of being seen as a champion in a role group she is often just seen as a CC and anti CC bot.
- **Lack of Passive**  
A passive is often an added bonus instead of a character's whole identity (\*cough\* *Aphelios* \*cough\*) but for Morgana it's almost non-existent unless she builds AP. But building AP is very expensive and often inefficient for a support.
- ***Tormented Shadow***  
*Tormented Shadow* is a great idea for a champion with a long root that can root an enemy in the area. But on a champion who often gets placed in the role with the least gold, it becomes a rather lackluster ability unless you're ahead.
- **Ultimate Vulnerability**  
Her ultimate requires her to stay alive and close to enemies for 2,5 seconds which for a support is often a dangerous task. Later on into the game if you want to make use of an ULTIMATE ABILITY you are almost forced to buy an item, which shouldn't be a dealbreaker for an ultimate's value.

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## Design Issues

- **Neutral Damage**

Tormented Shadow has one of the highest AP scalings in the game yet it's damage is so ineffective at poking, leaving Morgana with rather poor poke capabilities. Even if they stand in the ability for the full duration, she'd need AP for it to pack a punch which rarely she gets as a support.
- **Ultimate Item Reliance**

Knowing when you can get a successful ultimate on Morgana is something that could be considered a part of her skill expression. But it often ends up being difficult to use when behind and if you haven't bought an item for 750 / 3000 gold.
- **Unbalanced Power Distribution**

With most of her power being chucked into her Dark Binding and Black Shield that leaves her other abilities in the dust in terms of power budget.

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## Rework Goals

- **Even out power**















Spread out her power evenly across her whole kit, while keeping her identity of a crowd control support, but not having it overshadow her, leaving the rest of the abilities in the dirt.
- **Ultimate Consistency / Reliability**

Making her ultimate more reliable and consistent and not forcing her to build zhonya's in order to get decent value later on into the game.
- **Class Identity**

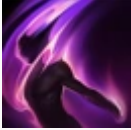
Unifying her kit to better suit the style of a support with powerful lockdown and a unique way of protecting and peeling for her allies.
- **More skill expression / Make her "harder" to play**


She has a simple and effective kit. But because of this not much can be learned about her but simply getting better at aiming, timing and being able to not die while using your ultimate. This will give her more ways of using her kit in unison to gain the most of her abilities.


## Champion Stats


Base Statistics	
 <b>Health</b> 620 - 2286 620 (+ 98)	 <b>Mana</b> 340 - 1360 340 (+ 60)
 <b>Health regen. (per 5s)</b> 5.5 - 15.7 5.5 (+ 0.6)	 <b>Mana regen. (per 5s)</b> 11.4 - 18.2 11.4 (+ 0.4)
 <b>Armor</b> 25 - 110 25 (+ 5)	 <b>Attack damage</b> 53 - 112.5 53 (+ 3.5)
 <b>Magic resist.</b> 30 - 47 30 (+ 1)	 <b>Crit. damage</b> 175%
 <b>Move. speed</b> 335	 <b>Attack range</b> 500
Attack Speed	
<b>Base AS</b> 0.625	<b>Attack windup</b> 14%
<b>AS ratio</b> N/A	<b>Bonus AS</b> 0 - 26.01% 1.53%
<b>Missile Speed</b> 1600	
Unit Radius	
 <b>Gameplay radius</b> 65	 <b>Selection radius</b> 120
 <b>Pathing radius</b> 35	 <b>Acq. radius</b> 600


# Abilities

Soul Link	Soulbound Acquire Range 950	Soulbound Break Range 1250	Shared Damage % 30% / 35% / 40% / 45 % (Level 1, 6, 11, 16)
	<p><b>Passive:</b> When Morgana damages an enemy with an ability they are marked with <b>Torment</b> for 3 seconds. If a nearby enemy heals, shields, or buffs an enemy with <b>Torment</b> then they will become <b>Soulbound</b>.</p> <p><b>Soulbound</b> enemies share the same fate, when one of the targets receives damage, the other receives a portion of the same damage.</p> <p>Enemies remain <b>Soulbound</b> for up to 5 seconds or until they move far enough from each other.</p> <p><i>One enemy can not be bound to multiple targets at once and if they aid 2 <b>tormented</b> players at the same time they will be bound to the ally closest to them.</i></p>		

Dark Binding	Range 1300	Width 140	Speed 1200	Cast Time 0.25 seconds	Cost 50 / 55 / 60 / 65 / 70 Mana
	<p><b>Activate:</b> Morgana throws a sphere of dark magic in the target direction that deals <b>magic damage</b> to the first enemy hit and roots them for a duration.</p>				
<b>Ability Cooldown</b> 10 seconds	<b>Magic Damage</b> 80 / 125 / 170 / 215 / 260 <b>(+80% AP)</b>		<b>Root Duration</b> 1.5 / 1.75 / 2 / 2.25 / 2.5 seconds		

Tormented Shadow	Range 850	Radius 275	Cast Time 0.25 seconds	Cost 70 / 80 / 90 / 100 / 110 Mana
	<p><b>Activate:</b> Morgana banes the target area for 3 seconds. Every 1 second it ruptures with shadows that deal <b>magic damage</b> to enemies and slows them by 10% for 2 seconds when hit. The slow can stack up to 3 times.</p> <p>Hitting enemy champions, large minions, and medium and large monsters reduces the cooldown of <i>Tormented Shadow</i> by 2 seconds.</p> <p><i>Deals 180% damage against Monsters.</i></p>			
<b>Ability Cooldown</b> 12 seconds	<b>Rupture Magic Damage</b> 45 / 60 / 75 / 90 / 105 <b>(+40% AP)</b>		<b>Rupture Maximum Magic Damage</b> 135 / 180 / 225 / 270 / 315 <b>(+120% AP)</b>	

Black Shield	Target Range 850	Spread Radius 550	Cast Time 0 seconds	Cost 70 / 75 / 80 / 85 / 90 Mana
	<p><b>Activate:</b> Morgana shields the target allied champion or herself for 5 seconds, which absorbs <b>magic damage</b>. For the first few seconds of the ability, they are also crowd control immune if the shield still holds.</p> <p><b>↓ POSSIBLY JUST OVERLOAD ↓</b></p> <p>The first time you block a crowd control ability you grant allied champions near the target a <b>magic damage</b> absorbing shield without the crowd control immunity.</p>			
<b>Ability Cooldown</b> 18 seconds	<b>Magic Damage Shield</b> 100 / 145 / 190 / 235 / 280 <b>(+60% AP)</b>		<b>Crowd Control Immunity</b> 1 / 1.25 / 1.5 / 1.75 / 2 seconds	

Soul Shackles	Range 300	Effect Radius 525	Tether Radius 575	Cast Time 0.25 seconds (Morgana) 0.1 seconds (Soul)	Cost 100 Mana
	<p><b>Activate:</b> Morgana attempts to break free from her body, releasing a part of her soul at a target location.</p> <p>The soul latches chains of energy onto nearby enemy champions upon arrival, dealing <b>magic damage</b> and forming a tether between the soul and each target, during which the targets are revealed and slowed by 25% while moving away from the soul.</p> <p>If a target maintains the tether after its duration, they are dealt <b>magic damage</b> again, becoming revealed and stunned.</p>				
<b>Ability Cooldown</b> 110 / 100 / 90 seconds	<b>Initial Magic Damage</b> 160 / 225 / 290 <b>(+50% AP)</b>	<b>Secondary Magic Damage</b> 200 / 305 / 410 <b>(+90% AP)</b>	<b>Total Magic Damage</b> 360 / 530 / 700 <b>(+140% AP)</b>	<b>Tether Duration</b> 2.5 seconds	<b>Stun Duration</b> 1 / 1.25 / 1.5 seconds

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## List of Changes

### **(Passive) Soul Siphon [Removed]**

Grants Morgana Spell Vamp.



### **(Passive) Soul Link [New]**

Enemies who help their allies that are hit by Morgana's abilities are linked to each other.

Linked enemies receive a portion of the damage the other bound target takes.

### **(Q) Dark Binding**

#### **Root Duration**

2 / 2.25 / 2.5 / 2.75 / 3 seconds



1.5 / 1.75 / 2 / 2.25 / 2.5 seconds

#### **Magic Damage**

80 / 135 / 190 / 245 / 300 (+ 90% AP)



80 / 125 / 170 / 215 / 260 (+ 80% AP)

### **(W) Tormented Shadow [Reworked]**

#### **Range**

900 → 850

#### **Mana Cost**

70 / 85 / 100 / 115 / 130 Mana



70 / 80 / 90 / 100 / 110 Mana

#### **Monster Damage**

155% → 180%



**(W) Tormented Shadow [Removed]**

**Minimum Total Magic Damage**

60 / 110 / 160 / 21 / 260 (+ 70% AP)

**Maximum Total Magic Damage**

162 / 297 / 432 / 567 / 702 (+ 189% AP)

**Duration**

5 Seconds

**Tick Intervals**

0.5 seconds

**Cooldown Reduction**

5% **current** cooldown when  
*Soul Siphon* triggers.

**(W) Tormented Shadow [New]**

**Tick Magic Damage**

45 / 60 / 75 / 90 / 105 (+ 40% AP)

**Maximum Total Magic Damage**

135 / 180 / 225 / 270 / 315 (+ 120% AP)

**Duration**

3 Seconds

**Tick Intervals**

1 seconds

**Cooldown Reduction**

2 seconds when damaging champions, large  
minions, and medium and large monsters.

### (E) Black Shield [Adjusted]

#### Magic Damage Shield

80 / 135 / 190 / 245 / 300 (+ 70% AP)



100 / 145 / 190 / 235 / 280 (+ 60% AP)

#### Mana Cost

80 Mana



70 / 75 / 80 / 85 / 90 Mana

#### Cooldown

24 / 22 / 20 / 18 / 16 seconds



20 / 18 / 16 / 14 / 12 seconds

#### Crowd Control Immunity

While the shield holds.



For the first few seconds while the shield holds.

#### [New Effect]

The first time you block a crowd control ability you grant allies near the target a [magic damage](#) absorbing shield without the crowd control immunity.

## (Ultimate) Soul Shackles [Adjusted] 1

### Range

0



300

### Effect Radius

575



525

### Tether Radius

625



575

### Cooldown

120 / 110 / 100 seconds



110 / 100 / 90 seconds

### Initial Magic damage

150 / 225 / 300 (+ 70% AP)



160 / 225 / 290 (+ 50% AP)

### Secondary Magic damage

150 / 225 / 300 (+ 70% AP)



200 / 305 / 410 (+ 90% AP)

### Total Magic damage

300 / 450 / 600 (+ 140% AP)



360 / 530 / 700 (+ 140% AP)

### **(Ultimate) Soul Shackles [Adjusted] 2**

#### **Cooldown**

120 / 110 / 100 seconds



110 / 100 / 90 seconds

#### **Initial Magic damage**

150 / 225 / 300 (+ 70% AP)



160 / 225 / 290 (+ 50% AP)

#### **Secondary Magic damage**

150 / 225 / 300 (+ 70% AP)



200 / 305 / 410 (+ 90% AP)

#### **Total Magic damage**

300 / 450 / 600 (+ 140% AP)



360 / 530 / 700 (+ 140% AP)

#### **Stun Duration**

1.5 Seconds



1 / 1.25 / 1.5 Seconds

#### **Tether Duration**

3 Seconds



2.5 Seconds

### **(Ultimate) Soul Shackles [Adjusted] 3**

#### **[New Effect]**

Instead of originating from Morgana, she releases a part of her soul at a target location which becomes the origin of the ultimate.

#### **Slow**

20% while tethered.



25% while moving away from the soul.

#### **[Removed]**

No longer grants you movement speed while

moving towards enemies.

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## Explanation

I wanted to make Morgana a more effective support while staying somewhat true to her current kit. Her kit can still easily be recognized by anyone who plays against her, but the power of the kit has been shifted around to not have some parts feel useless.

**Soul Siphon** was not meant to be on a support. In the beginning of her time it was fitting and worked well with her kit at the time as a mage. But as time progressed she has moved past the point where **Soul Siphon** is a meaningful part of her kit. It is never wrong to have a bit of healing, but spell vamp is not optimal unless you go for a damage build which can often not be afforded by a support.

**Soul Link** gives Morgana a way to punish enemy champions who try to help their allies that have recently been struck by Morgana's spells. This passive gives Morgana an added element of damage that is not reliant on her strength, but that of those who target her targets.

It's a highly valuable passive when playing against enchanters and gives her some additional power that makes punishing enemies even harder for getting hit by her abilities and those who decide to help.

For the majority of her time in league, Morgana's **Dark Binding** has rooted for 3 seconds at its final rank. Even being 4 seconds at one point. This is iconic to her and very much a signature trait to her ability, being the longest hard crowd control on a basic ability.

But it being this strong was taking away power which could be shifted to other parts of her kit instead. So I decided to shorten the crowd control duration and lower the damage of **Dark Binding** and transfer the power elsewhere to even out her kits power level.

With **Tormented Shadow** I didn't really know where to go with it. I am neutral on how I changed it compared to the old version. But as it stands now, it is a more consistent version of the current **Tormented Shadow**. Its maximum damage value is lower, but it is easier to gain full value out of it now than it was before, not only because of the slow, but also because of the shortened duration.

**Black Shield** can be one of the most dominant parts of Morgana's kit, but as it stands right now it doesn't require much effort to gain value from. You press it on an ally when they're in danger and then you leave it at that.

Now **Black Shield** requires more precise timing to block crowd control while also being a bit stronger in early ranks. The first crowd control effect you block with **Black Shield** will grant a shield to all allies near the shield, this can give a lot of value in fights where the enemy has a lot of AP damage.

**Soul Shackles** not being oriented around Morgana brings both good and bad. You can no longer steer the ultimate or chase people with it however you wish and could before. But now it instead can be used in many more scenarios without you risking your own life as a mage or support.

With added range and a new origin point **Soul Shackles** will not force Morgana players into purchasing a stopwatch or zhonya's in order to use their ultimate without the high risk of dying later on into the game. This would allow Morgana to not have to sink 2600 gold into an item for her to use her ultimate, a champion's strongest ability, consistently in the late game. Not having to build Zhonya's means that you can instead opt for other items that are available to you.

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## Conclusion

This concept is far from perfect, but so is the current version of Morgana. Her kit has stayed the same for 13 years and yes, she is still good and somewhat relevant, but that is because of 4 words. Dark Binding, Black Shield. The rest of her kit has rather low impact or inconsistency and that is what I tried to expand on.

Thank you for reading this far, I hope that you enjoyed this rework concept I have put together. If you did feel free to let me know what you liked and if you didn't enjoy the concept let me know what you didn't enjoy and how you think Morgana can be improved or if she is fine the way she is.