

Jellbug on what Kayle and Morgana are doing in modern times:
"Hello! Narrative writer here.

The last we saw Kayle, she left for Mount Targon to find out what happened to her mother, the Aspect of Justice, and follow in her footsteps to vanquish evil. I imagine she has succeeded in her quest to go to the glittering land of gold and silver beyond the veil in Targon Prime.

Morgana is laying low in the outlying wilds of Demacia, where she rectifies wrongs as she sees fit on an interpersonal scale, causing wrongdoers to feel the pain they've caused. She is seen by those who encounter her as a kind of "witch in the woods" type figure, and no one suspects she is the original winged sister from centuries ago (much less the Veiled One).

Thanks for the question :)"

https://old.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0hrmb/?context=3

Jellbug on Kayle and Morgana's power relative to other aspects, their role in the world, what they are doing in the present, what Morgana thinks of Syndra, and her favorite sister:
Hello! thanks so much for the sweet message and for reading <3 <3

1) In some ways more and in some ways less. In terms of Celestial power, Morgana and Kayle probably have slightly less "magic" than typical Aspects, since they don't have a sentient immortal that has taken over their mortal bodies (like most Aspects). BUT because of this, they have 100% of their own free will and a more unified identity, and so are less conflicted within their own minds. So it depends how you define power/strength.

2) Their mother's sword falling from the skies was a major moment that denoted something dire happening on a large (Celestial) scale. Also, their mother was chosen as the Aspect of Justice in part because she was pregnant with Kayle and Morgana, who the Aspect knew would exemplify two different sides of justice. So yes, I do think they would have a part to play in Runeterra's salvation and in anything that happens in Targon prime.

3) I wrote about what Kayle/Morgana are doing in the present here :)

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4) Not a stupid question! I think Morgana would be more empathetic than most with Syndra because she understand the pain and suffering she's gone through to get where she is now. However, this does not absolve her of her sins, and Morgana would want her to atone for the people she hurt and killed, and feel the pain she has caused in order to learn from her mistakes.

5) Morgana was the first champ I learned in LoL so I have a soft spot for her. However I weirdly identify with Kayle's perfectionism and self doubt (especially in her early game lines, e.g. "What

is dark in me, I will illuminate." or "The path to the light is a lonely one."), and hope that people understand what she has given up to become "divine" as she sees it.

Feel free to send me more questions anytime! :D

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Jellbug on writing for Morgana:

"This is awesome to hear, so glad you enjoyed the lines! These were the first champions I worked on so it's great to hear you liked them. With Morgana we talked a lot about how she's so bitter towards Kayle it has become almost obsessive (and is really a mask for her love of her sister, as you noted), while Kayle has suppressed her emotions so much that she hardly thinks about Morgana anymore, even though she would do anything for her. Those opposing feelings are hopefully part of the tragedy of their relationship.

I did write most of the lines as the lead narrative writer on the project, but I got lots of help from my pod who gave me helpful feedback and my fellow narrative writers and editors who sent me line pitches :)"

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Jellbug on the personality of vessels of Aspects:

"Yeah definitely not. Every Aspect is a bit different - Atreus was completely taken over by Pantheon when he became an Aspect, so much that his family mourned his loss. However Diana and Leona still retain most of their human identities, though they may struggle at times since they gained immortal memories and feelings when they became Aspects."

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Jellbug on Kayle's final form, Kayle and Morgana's view of justice, how Kayle deals with her mistakes:

"Hi! thanks for all the questions, I love digging into details of the lore. Will do my best to answer as many as I can!

- Kayle's final form is what she is in the current timeline of Runeterra (and what she's been for the last hundred+ years). This is her fully embracing her Celestial form and suppressing her human emotions. She is not officially the Aspect of Justice (that was her mother), but she aspires to be as close to that as she can become. She has embraced this lonely and difficult path, leaving her loved ones and becoming almost monk-like in her focus, in order to defeat the great evils that threaten Runeterra and the Celestial realm.
- Kayle's view of justice is based around the law. She is similar to Javert from Les Mis in that she believes if you break the law, regardless of the reasons, you must be punished

in a way that is proportionate to your crime - no more, no less. An eye for an eye type justice, if you will. She believes that after you have received punishment for your crime - whether small or big - you have been redeemed, and should no longer be penalized for your wrongdoings. She does not relish doling out punishment or killing people, but believes it must be done to preserve justice.

- In terms of how she deals with her own mistakes, not in a healthy way, haha. She has suppressed them because somewhere deep down, she fears that she is wrong, and that she is becoming a monster, and she could not continue in her ways of justice if she believed this. Kayle left Demacia because she could not face her mistakes - how she treated her judicators, her family, her city.
- Morgana's view of justice is more nuanced and less black and white. She believes that everything depends on a person's reasons for doing something. It's less about the crime itself and more about WHY someone committed it (she especially hates people who technically follow the letter of the law, but have cruel or malicious intentions and abuse others with this power). So with the Les Mis example, she would believe that Jean Valjean stealing bread is not wrong, because he did it to save his family. Morgana would think society is wrong for creating such an unfair law like that, and in fact, society itself might be flawed to put Jean Valjean in such a dire situation where his only choice is to let his family starve or break the law. To Morgana, it's close minded to consider only the letter of the law. She also believes that people who DO commit terrible crimes need to fully feel the pain they've caused in order to learn their lesson and not do terrible things anymore. She believes pain and suffering are crucial for the sake of redemption and growth, and creating empathy in people (this is part of what being human means to her).

Ok that's all for now, will try and answer more in a bit!"

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She adds:

"A couple more answers..."

- Kayle would apply the same lens of justice to Targon and the Aspects as she does anywhere else. That said, I do think when she first arrives in Targon she would have an idealized version of her mother and Celestials in general, so that might cloud her judgment at first.
- Demacia does see Kayle as the "Protector" figure through their stories and myths, however this is different from Taric being the Targonian Aspect of the Protector.
- Demacian ideas about the Veiled Lady have changed over time. Some see her as a figure to go to for judgment, others for punishment. Others go to her in times of extreme negative emotion -- like grief, sadness, and death. This is closer to how she's seen in the Lux stories. But she's definitely different from Lamb and Wolf.

Thanks for the questions! hope that helps :)"

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Jellbug on children of Aspects:

“Hi! They are not technically Aspects, they are daughters of the Aspect of Justice, but they do have Celestial power and are only half mortal. They gained their power when they were infants in their mother's womb - their mother ascended Mount Targon while pregnant, when she was imbued with the power of Justice.

Because of this, Morgana and Kayle represent different sides of justice - Morgana's view is redemptive with a focus on growth through suffering, and Kayle's view is based around the letter of the law, punitive justice that protects the weak.

Feel free to check out their bios & color stories for more details in the link above! :)”

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Jellbug on Sinful Succulence Morgana lore:

“yes, I think in the Sinful Succulence world, Morgana is forever living in the shadow of her sister Kayle, the famous award winning baker! Will Morgana succeed in controlling her rage enough to make the perfect dessert? Only time will tell.”

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Jellbug on Garen's sword magic and the narrative reasons for her ultimate:

“Garen's ult is related to Kayle's Celestial magic, and Kayle would certainly condone much of what Garen is doing in the present day!

Kayle's ult is meant to represent her calling upon the previous Aspects of Justice to use their swords to rain truth & justice upon the world and protect the innocent.”

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Jellbug on why Kayle and Morgana are the daughter of the Aspect of Justice rather being it:

“We thought it would be interesting because being the children of an Aspect isn't something we've done in the lore before, and we wanted to explore characters that are split between two worlds, but don't quite fit into either.”

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Jellbug on Kayle's new lore:

“Maybe this didn't come across enough, but I do think Kayle has done a ton of heroic things for Demacia and to help innocents (you can see some examples of this in the epic poem, and her color story). She has saved the city countless times, especially in its early days when it was more vulnerable to attacks. She truly cares about doing the right thing, and has given up everything to serve justice, even though she can be extreme in her methods.”

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Jellbug with an extended response to multiple questions:

"Hello! thanks for all the questions! I'll do my best to answer em :)

Kayle's worst flaw - her self righteousness and ability to blind herself to her own flaws and mistakes. Kayle's best quality - her idealistic desire to do good in the world and protect innocents. Morgana's worst flaw - her inability to let go of past mistakes. Morgana's best quality - the empathy she feels for all sinners, regardless of their crime.

Regarding their mother, many (like Kayle/Morg's father, and probably Morgana) think her sword falling from the sky mean she's dead. But I would say, never trust an offscreen death :) In any case, her sword falling from the sky likely means Mihira is in trouble and needs her daughters to take up her mantle. Whether she is dead or incapacitated or in another realm she cannot escape from, we don't know.

Their mother was the Aspect of Justice. Kayle and Morgana have Celestial power because they were in Mihira's womb when she became an Aspect, but they are not Aspects themselves. They do both have conflicting qualities of justice, though.

Kayle & Morgana are less strong than Celestial Aspects because they don't literally have an immortal god in their heads. BUT if they fought together, their opposing beliefs in justice, punishment, and mercy PLUS their different magical abilities would make them much more than the sum of their parts.

Yep, they aren't Aspects, but they are half Celestial, half mortal beings.

They're younger than Zoe.

They were raised in Demacia by a human father, so don't know that much about Targon and other Aspects other than what they've heard from (sometimes unreliable) sources. But now that Kayle is going to Targon, she will certainly learn more and likely meet other Celestials.

When Kayle & Morgana picked up their mother's sword, the Celestial magic that they had since they were born awoke in them and they gained powers and wings. So the power was in their DNA this whole time, but needed to be unlocked.

You hit the nail on the head! Kayle and Morgana definitely still have love for each other, even if it's buried under a lot of emotional baggage. If they were to meet again (which I think they should!) they both would need the humility to admit their mistakes. Perhaps this would happen if they encountered a common enemy...

I think they were super close as young girls growing up in early Demacia. They did lots of normal kid things, such as climbing trees that were too high, causing mayhem, exploring the strange forests nearby, etc.

Kayle would have a lot of Thoughts on modern day Demacia. I think she would believe they have twisted a lot of the original ideals that made them great, and taken them to an extreme. She would also take issue with Demacia's recent lawlessness and chaos with Sylas' escape.

Kayle's favorite food is KALE. Sorry, had to.

Kayle views punishment as fair when it fits the crime. So yes, she would punish someone who stole a loaf of bread, but in a way that is proportionate to the scale of the crime. An eye for an eye type stuff. She views this kind of punishment as redemptive, and final, and it definitely doesn't always have to be death.

Love the sword naming thread!"

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Jellbug on Kayle and Morgana's mother climbing Mount Targon:

"She scaled Targon while she was pregnant, but before she knew it. So it was still early in her pregnancy."

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Riot Scruffy on scrapped Morgana changes:

"We tested a passive iteration where when Morg "enraged" at low health

"below 30%, she enrages, gaining 60% MS towards enemy champions and 100% spell vamp for 6 seconds. During this time she radiates waves of True damage every second. 120 sec Cooldown."

This particular spell ended up being pretty intense for opponents and not something that meshed super well with Morgana's playstyle where she is in more control of when to fight and when to run.

In the end - when we're taking a hard look at why we would make changes to Morgana, we needed to see very very clear upgrades. Morgana is both one of the oldest and one of the most played/lasting champions in the game so while there are many things we could imagine doing to the character we decided it would be better to respect the signals players are already giving us - "we like this the way it is."

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Riot Scruffy on not giving Kayle ranged auto attacks till level 11:

"There was a decent amount of debate around "is there actually a player that wants to play a melee then a ranged champion?" We ended up thinking that these players do exist and we could create a new experience that some players would like even though it wasn't something they liked before.

Old Kayle basically appealed to players or ranged marksman style and we ended up having to put in a lot of work to make sure that the 1-11 experience was still fun while being underpowered. This led to Q and E spells that contrasted from her melee range to allow for safe farming and some opportunity for playmaking - in a gank or trade."

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Reav3 on how the process of doing a dual VGU and the gameplay hooks for Kayle and Morgana:

"The process was pretty straightforward in the early stages, since unlike Xayah/Rakan, K&M had the same concept artist, designer and narrative writer for both Champions. In production is was much more complicated since it was 2 Champions, one with 4 different forms, which had 17 skins between them, so it was a lot to keep track of juggle. As for gameplay hooks, we didn't set any for Morgana, since her gameplay was so solid already. As for Kayle August was the one that pitched and came up with the gameplay hook of Kayle Evolving of the course of the game since it mirrored Live Kayle's play pattern. I remember when he sent out the email to the team with a pitch that Kayle would feel like a Gacha Game character where she started as a 3 star character and then grew to a 6 star powerhouse by the end of the game."

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Reav3 on Aether Wing Kayle's voice filter:

"The idea was that the suit was slowly taking over Kayle. After discussing it more we have decided that doesn't really come off well in her model/splash so we are actually going to be removing the robotic voice processing in 9.6"

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Reav3 on why they did small scope changes for Morgana:

"While Morgana is a simple Champion, she is still has a very solid and timeless kit. We never want to go in and change something for the sake of change. Morgana is a extremely popular Champion that has has a solid winrate, is healthy for the game, and even occasionally sees pro play without ever being 100% pick/ban in competitive. So by all those metrics she is basically almost a perfect Champion, so it didn't make a lot of sense to fix something that wasn't broken."

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Reav3 on why Kayle has lighter armor:

"She still does have armor, all the silver parts are armor and we made some adjustments to her model/splash to make them read more clearly as armor. The reason she has lighter armor is for her VGU we wanted the visual design of her base model to match her gameplay closer. Kayle is a very squishy Champion so we wanted to make sure she read that way, and didn't come off feeling tanky."

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He also comments:

"The reason she has lighter armor is for her VGU we wanted the visual design of her base model to match her gameplay closer. Kayle is a very squishy Champion so we wanted to make sure she read that way, and didn't come off feeling tanky."

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Reav3 on Morgana's dress:

"The gown with the slit was chosen for a technical reason, which is that giving her a slit makes it feasible to animate the dress in game, a full dress without a slit would not have been possible to animate well in our engine while also being able to run at lowest settings. The tail was for a lore reason. Morgana has bound her six wings as she wants to be human and live with the humans rather than ascend to be an aspect, so the "tail" is actually her bottom wings bound behind her back (Which on Kayle you can see as the two bottom wings once she hits 6)"

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Reav3 comments on Zac and Jarvan's visual fantasy:

"I think the fantasy of a giant blob man is understood as a tanky fantasy though since it's understood that jello/goop would absorb hits. Jarvan is an older Champion and I also agree he doesn't meet this standard"

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Reav3 on player reception to thematic cohesion:

"I don't think players directly complain about it but we see Champions that lack Thematic Cohesion being much less successful than ones that do. It's important that when a player is looking for a Champion to play and they see the splash art and fantasy being presented that the gameplay matches that expectation. This is where Champions like Shen and Rumble fail. Many players might see Shens splash/art and expect to play a ninja, but instead he is a tank. Champions like Yasuo/Lee Sin do this very well, where the art suggests a Samurai or blind Martial Artist and then when you get in the kit delivers on the fantasy of a Samurai and blind martial artist"

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Lonewingy on adding purple to Kayle's color palette:

"Hello /u/HandsomeTaco Kayle's new color palette armor involves few visual goals that we wanted to address some connections to the lore. One of the visual goals here we wanted to communicate first is the connection between the twin sisters. Kayle and Morg share similar color palette yet it has some striking opposites too. For instance, They share similar purples and hints of gold embellishments, but has a primary read of light and dark. Another visual goal we have to attain is the connection between their relationship with Demacia and Targonian Celestials. Keeping the alabaster color on Kayle's armor for Demacian and gold with purple accents which both sisters has for Targonian Celestials. We are pretty much aware about the huge shift on color palette, we don't see a great fit of red that's why we shifted to purple for lore consistency reasons, although we kept the gold mostly for her Seraphic form"

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Lonewingy on creating Kayle's new visuals:

"The seraphim theme really works incredibly for Kayle. How early did you settle on that? The Gameplay pitch involves evolutionary scaling and that's why we came up with evolving angel thematic

What other themes and pieces of inspiration did you use for her? Seraphic concepts, Angelic Fire, nature, medieval with modern mix etc

How hard was balancing between the Targonian and the Demacian aesthetic and what are some ideas you guys had to solve that? I would say it's a fun challenge because there are few visual goals we have to consider as I mentioned above

How was the decision to have her wear less armor as she evolves rather than more (specially in regards to losing the helmet at lvl 11)? Its a concept of transcendence, as Kayle evolves she loses more mortal materials.

How hard is it to model, texture and animate six wings and two swords? Very challenging, we have to consider proportions, hitbox and silhouette read"

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Lonewingy on what she wanted preserve on Kayle and Morgana and goals:

"Hi :) Most important read we like to keep for Kayle is the idea of an angelic light fighter that wields a spellblade and for Morgana is her dark and hints gothic appearance. Things that we added and wanted to make it obvious are-- the Seraphic twin sisters with Demacia and

Targonian Celestial elements. I don't know exactly when the artblast will be but there will be one so stay tuned ^"

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Lonewingy on working with Kayle's ascension:

"Hello! I'm aware of her ascending already because usually August has already developed a solid play pattern for Kayle and the team would talk about strategies and ideas how we present them and in which levels those Kayle's evolutionary phases would look like"

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Ed the Conqueror on Kayle and Morgana's login theme:

"Hey there! I wrote the music for Kayle and Morgana.

The narrative per se is really confined to the introduction of the piece, where the two sisters are untitled in the same musical "texture". After that, the music follows the life and development of each sister: Kayle and her path to righteousness, then Morgana and her journey through empathy and bitterness.

Thanks for listening!"

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Riot August on Kayle's power curve and path to success:

"Original decision to make Kayle evolve in power like she does came from Old Kayle's Melee-range pattern. We had this character who was melee sometimes and ranged sometimes, and tended to awkwardly switch between the two. There were versions of old Kayle that were hyper carries in the past, so a melee character who ascends into a ranged powerhouse as the game progresses felt like it would be a cool fantasy to deliver on, that felt "kayle like".

For optimal state: Kayle is intended to have a weak early game WITH PATHS TO SUCCESS. Comparison would be old versions of Vayne, who was weak in lane, but still had chances to murder you with a good R-Condemn.

There's a lot of people saying she's USELESS in lane. Based on internal playtesting, we're not sure that's true. Have seen a lot of situations where she can get and maintain a lead vs. non-riven top laners. Still collecting live data on that to see how true it is, especially in high MMR's.

If it is the case that tower hugging is Kayle's only path to success, we'll adjust her so she has ways to gain advantages early (and lower late game power if needed)."

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Riot August on scrapped Morgana changes:

“Gave her a passive that granted her MS towards enemies she had damaged and enemies her teammates had CC'd.

It was actually pretty cool! It gave her a pretty dynamic aggressive pattern and made W feel like a real spell. I was planning to ship it until we brought in a bunch Morgana mains for player labs and they all hated it. The feedback summed up to: "I play Morgana to sit back, throw Q's, and shield people. Why are you asking me to run people down and be aggro when I'm not ulting? I don't want that. That's not why I play her." Ended up cutting it because of that feedback. Morg is already a pretty popular champ so wasn't much point in "fixing" something that wasn't broken.

Other changes we tried:

Passive that gave her empowered long range AA's vs. enemies she had snared. Could use them to steal health.

Evolution passive on R (like Kayle) that gave her ult new "tiers" every time she leveled it. Things like MS towards enemies (we kept that), MASSIVE healing, and true damage.

Version of W that "enflamed" when it hit a low health enemy. Caused it to start critting people. VERY GOOD FOR KILLING THINGS.”

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Riot August on if they'd reduce Morgana's snare duration:

“Not really. We think it's good that some champions have very simple, very powerful outputs. Morg Q and E are examples of this. Not every champion should need to hit you 3 times to be powerful.”

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Riot August on if they'd ever let swap Kayle's level 6 and 11 functionality:

“Unlikely that will happen. Would rather just make her functional as a melee champ early (if she isn't already) and then tune down her ranged form if needed. Trust me, there's tunings that make those spells VERY strong on a melee.”

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Riot August on why he decided to preserve Kayle's W:

"I tried versions of the W that were more complex, but ended up going back to something close to what she has on live. It turns out AA based champions already have A LOT to do do the requirements of orb-walking. Figured it made sense to keep W simple and straightforward and put mindshare elsewhere (plus a heal felt right for an angel)."

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Riot August on adding a toggle to Kayle's helmet:

"Will not be adding a helmet toggle. Understand where you're coming from, but Kayle is intended to CHANGE as the game progresses (both visually and gameplay wise) and giving people the option to remove those changes would go against that."

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Riot August on what he wanted preserve on Kayle, scrapped spells and viability in off lanes:

"Coolest Kayle evolve was she used to gain "true flight" at level 16. This meant she could fly over walls while out of combat. Was super cool but had some nasty abuse cases, like flying off the map when an Udyr comes to fight you and taunting him in the scenery.

Wanted to preserve 3 things about old Kayle: Melee vs. Range difference, Late game carry, and Supportive Carry (her W and R). Main things I wanted to do away with were how binary her pattern was (gave it more variance), and how awkward it was to randomly switch back to melee range mid-fight.

Expect Kayle will have "normals with friends" viability in off-roles, but won't be mega strong in jungle or support. She's currently looking like a top-laner.

Shark Kayle is coming next patch."

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EdwinMols on how Kayle and Morgana compare to other Aspects:

This is more for /u/Jellbug IMO, but I believe they fulfill Runeterra's version of the "demi-god" archetype. Kayle's ascension fully establishes her as the next aspect of justice (so comparable to diana/leona), while Morgana is far more human. Kayle embody's the celestial ideal of Justice closely, while Morgana has her own, more empathetic, version of the ideal.

But I defer to Jellbug!

https://old.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0piwe/?context=3

EdwinMols on moving the lore forward with champion launches:

"My answer here is only reflective of my own preferences:

I'm with you! Champion Launches are currently our most engaging opportunity to move the narrative of Runeterra forward and make the world feel alive and evolving. I'm not sure if there's a balance required between these types of releases and more isolated releases; I think it's probably fine to have more of the former (if not all). Happy to hear what ya'll think!"

https://old.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0ptsk/?context=3

EdwinMols on Morgana's mid lane viability and chromas:

"I'm not the designer, but move speed towards linked enemies on R is a great way for Mid Morgana to secure kills in lane or roaming after pushing, and more reliably snowball (pretty important, considering how she scales).

We're working on the chromas right now!"

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EdwinMols on any early impressions of balance:

"While I can't confirm any tuning changes, I promise you that champ design and balance are watching her closely! We still have less than 48 hours of data in some regions though."

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EdwinMols on the DnD alignment on Kayle and Morgana:

"You are so pardoned. I'm a huge D&D nerd.

Not sure about skins whatsoever, but I personally have definitely used "Lawful Good" vs "Chaotic Good" to contrast the two.

While the true opposite of LE vs CG is appealing, it's too much of a stretch for me to think of Kayle as Evil. As a DM, I know I've had LG characters do some pretty messed up things in the name of the law and the "greater good," and I feel like I can use that characterization for Kayle. Cool question!"

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EdwinMols on the thinking behind Morgana's wings:

"The idea with Morgana's wings was to shown them bound and down, as opposed to Kayle's, which were free and up. We were really attracted to the idea of Morgana's wings being a part of her dress (actually for a bit we thought it might be cool if her wings were the dress entirely, but that simply didn't work).

At the end, we had to have some of Morgana's wings up and out, to keep her read as Morgana in game, but we reserved the lowest pair to lay on her dress for the goal mentioned above."

https://old.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0rqab/?context=3

EdwinMols on surveys for Kayle and Morgana:

"I can't speak from the game design perspective, but I can say that part of our reasoning came from player's perspectives. In our surveys of players, Kayle was reported very high on "needs an update," but Morgana wasn't (and other responses revealed that Morgana's was mostly out of desire for better visuals)."

https://old.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0uchv/?context=3

Auberaun on playtesting Kayle:

"One of the biggest things we were trying to wrap our heads around for a while was "When is it okay for this character to succeed?"

The character has a hyperscaling power curve, with a lane dynamic similar to Gangplank, who tells you to shut him down early or else he scales into a strong late game champion. Applying that same idea to Kayle, we were often swinging between Kayle getting shut down early every game and only winning when her team happened to carry her, and a Kayle that would always outscale her opponent just by existing in the game and hitting level thresholds no matter how hard she got shut down early. If she would ever get a lead in lane, a lot of our team's feedback was "She's OPI!" because after she got a lead, she would continue to scale heavily. I think where we've ended up on this spectrum is somewhere in the middle - in lower MMRs she's succeeding more due to what I imagine are longer games, while in higher MMRs opponents are better at punishing her and shutting her down early.

Another challenge was making sure that she wasn't a jungler, because if you could jungle this character, you certainly would given that it's a good spot to hide her lane weakness and allow her to powerfarm to reach her level spikes without opposition. There was some skepticism around this being possible because her early game weakness meant that a Lee Sin or Xin Zhao who found her would be able to kill her and control the game (also means she can't contest scuttles). This seems to have proven out given that her jungle performance is significantly worse than her performance in other roles.

Some of the funnest things were the things that came early in the process when August was still trying to push the boundaries of what Kayle's evolutions could mean. We tested a version where at 16, she could fly over every wall in the game (out of combat). The corners of the map counted, so what we'd do is splitpush and then fly off of the map until the enemy left. It was pretty spicy. Aside from Kayle herself, working with August was an awesome experience, he's very empathetic and a talented designer!"

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Auberaun on feedback given on Kayle and scrapped Morgana W changes:

“This is a tl;dr of our feedback late into the process: Early on she's weak, we expect her to fall behind in CS, but if she plays conservatively and farms with Q/E once she hits level 11 she becomes a very powerful force in the game.

We got to test a version where her W crit enemies that were low health. Thought being that it's worse at getting people low, but a solo Morg who full combos you with Q + W has real kill potential. The first time we tested it, it was doing 4x intended damage :D”

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Koyuncu on scrapped Morgana changes:

“For a brief period of development, we were testing an iteration where Morgana's W would crit under 20% health. In our playtests, we found enemies at this threshold that briefly stepped into the pool would almost instantly die in 1-2 ticks. The math didn't check out upon VOD review, so we investigated further.

Turns out the bug was related to how Morgana's W tooltip describes magic damage dealt every second, but the pool actually ticks damage every half second. The numbers August inputted in her scripts weren't being halved, so Morgana ended up dealing double damage on those crits.”

https://www.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0q0h6/?context=3

He adds some more:

“There was a wild iteration during Morgana's development where her putting points in her ult would "ascend" the ability.

From what I recall, a rank 2 ult would heal her for 100% of the damage dealt. Her rank 3 ult would convert all the damage to true damage and give her a huge boost of movement speed towards enemies.

She became Vlad 2.0”

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Koyuncu on rebalancing Morgana mid lane:

“In my eyes, the ultimate goal was for Morgana players to get some fresh gameplay without significantly changing the play-pattern of the champion.

I do think the rebalancing definitely favors solo lane Morgana. Building AP now has more opportunities to be lethal with her W, but her identity of strong waveclear and CC denial are still

intact. She's still a fantastic support champion, but mid lane Morgana is a lot more interesting and pretty strong according to early win rate data.”

https://old.reddit.com/r/leagueoflegends/comments/ayfxhw/were_the_rioters_that_reworked_kayle_and_morgana/ei0t80d/?context=1

I-Zac on creating Kayle's new visual effects:

“I can speak for VFX on base that the goal was ascending angelic and then also a sword summoner. Which is why you see the gold dust and god rays through out her kit. The addition of a fire is what really grounded her from just a mage and is also why I loved where her E ended up!

So people having a similar feel to classic anime tropes like gilgamesh, saber or really any other iconic angelic, badasses means I was somewhat successful at my job. Thanks for a fun question!”

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