

How to map Irelia Season 8 League of Legends

In the 8th season of League of Legends, did Irelia have any changes in the way things were compared to the previous seasons?

Dubbed the Way of the Way with the Sword Master, General Irelia in the League of Legends is a famous name on the upper road. This general has the ability to attack opponents quickly and defeat opponents with great damage. In season 7 League of Legends, Irelia has made a strong impression with the ability to duel. And in season 8, Irelia's strength is still enough to take down opponents in a short period of time. The following article will guide you how to map to the League of Legends Irelia.

1. The jade table complements Irelia Season 8 League of Legends
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3. The League of Legends gaming shortcuts

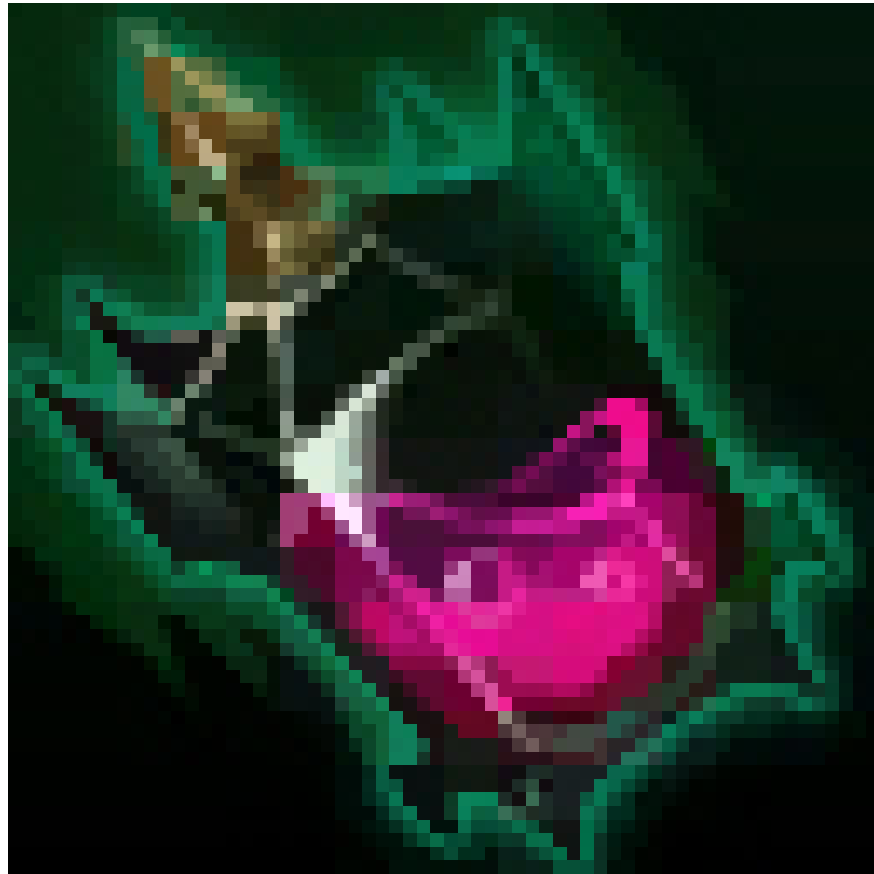
Guide to equip Irelia to Top 8 season

Support for Irelia



How to get up to Irelia

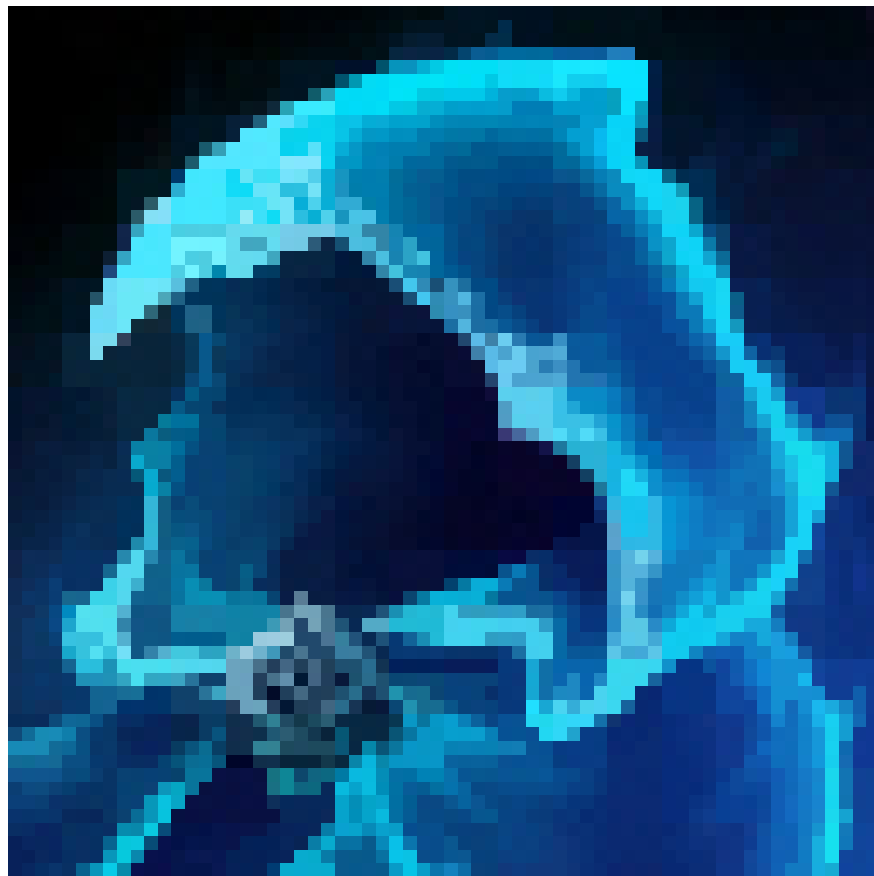
Equipment started





Next equipment



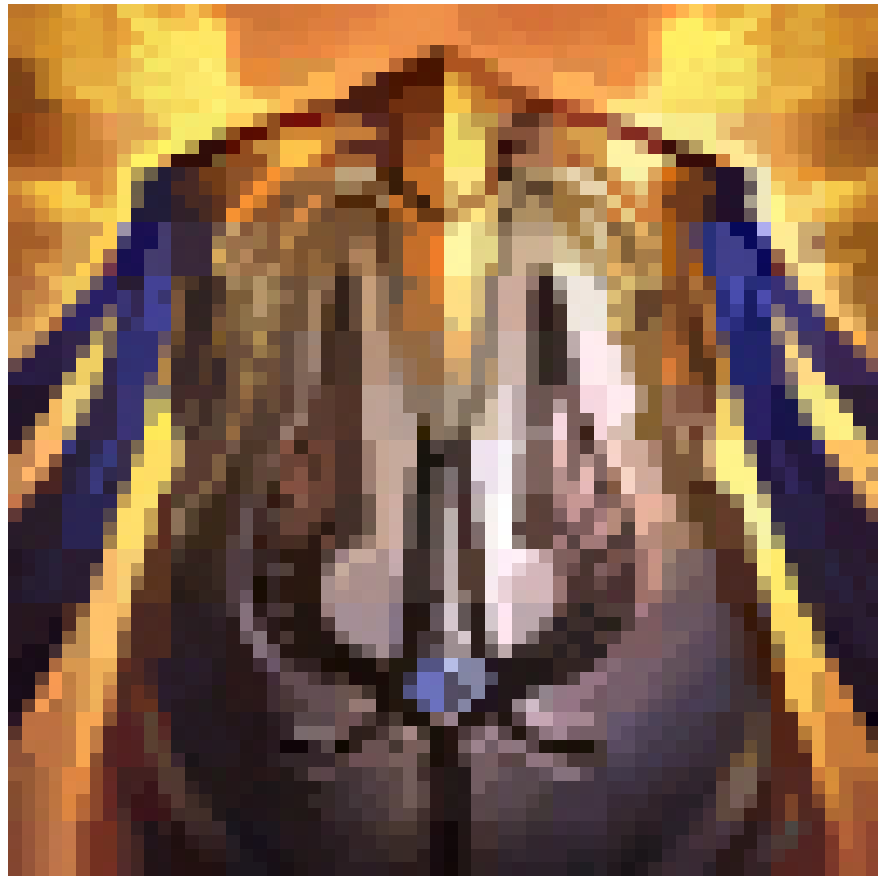


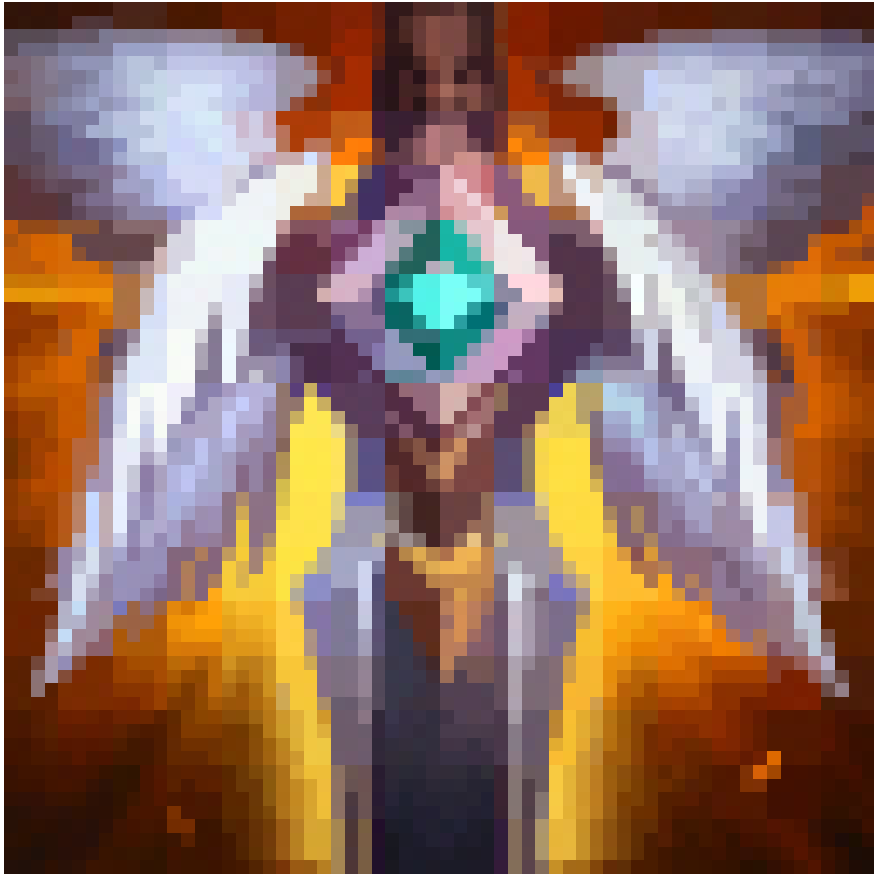
Equipment at the end of the match

Build 1





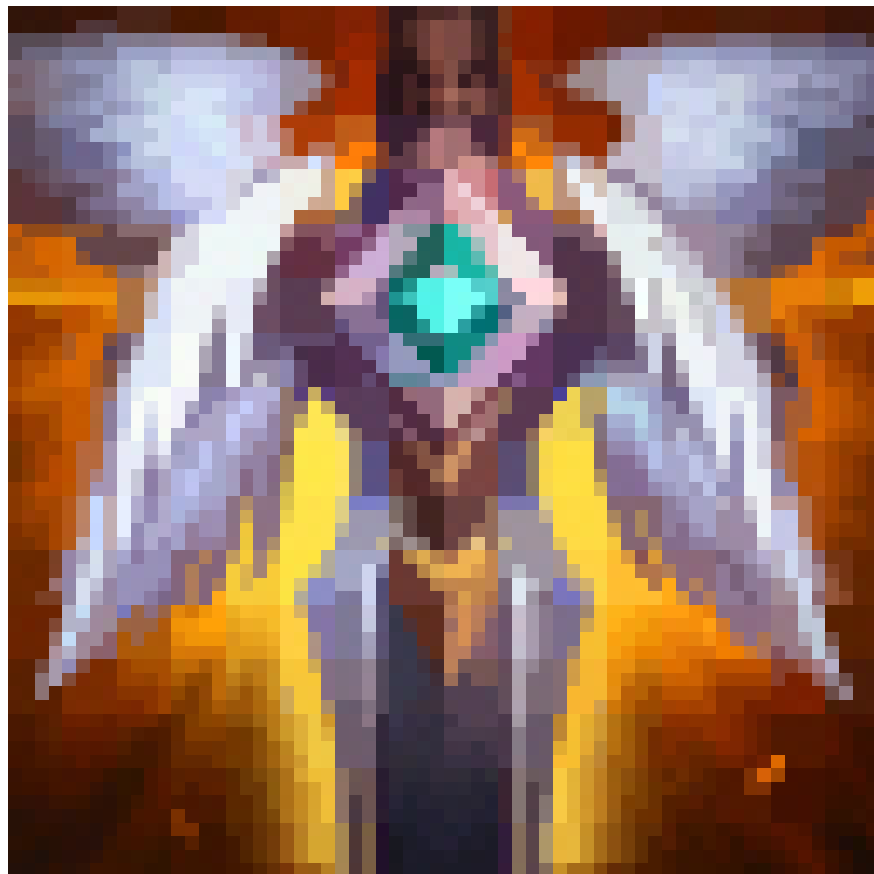




Build 2







Build 3









Effect for each equipment



Ninja shoes
+30 Armor

Unique intrinsic: blocking 10% of damage from normal attacks.

Unique intrinsic Accelerated running: +45 movement speed.



Three match sword
+250 blood.

+25 physical damage.

++ 20% critical rate

+ 15% attack speed.

+ 10% reduce cooldown.

+ 5% movement speed.

+250 unique internal energy - Crisis: the attack usually increases 20 movement speed for 2 seconds. Defeat opponents to increase their movement speed by 60. With the ranged hero will reduce this amount by half.

Unique intrinsic - Sword magic: after using a skill, the next attack increases physical damage by 200% of basic physical damage (1.5 seconds cooldown).



Heart tape

+ 90 armor.

+ 20% reduce cooldown.

+ 400% unique aura energy: reduce the enemy's attack speed by 15%.



The sword of the King is anonymous
+ 25% physical damage.

+ 40% attack speed.

+ 10% of unique internal lifesteal: basic attacks increase 6% of the current health of the target to additional physical damage (maximum of 60 on soldiers and monsters). Sucking blood with these damage.

Unique activation: increases target target's maximum health by 10% (minimum 100) to physical damage, heals with measurements and takes 25% of the target's movement speed for 3 seconds (90 seconds of time) recovery time).



Shielded Randuin

+450 blood.

+60 armor.

+ 10% damage from unique internal attacks - Cold steel: when hit, will slow down the attacker's speed by 15%.

Single activation: slow down the movement speed of surrounding units by 35% for 4 seconds (60 seconds recovery time).



Spiritual armor

+500 blood.

+70 magic resistance.

+150 speed of original healing.

+ 10% of unique internal cooldown reduction: increase the overall healing effect by 20%.



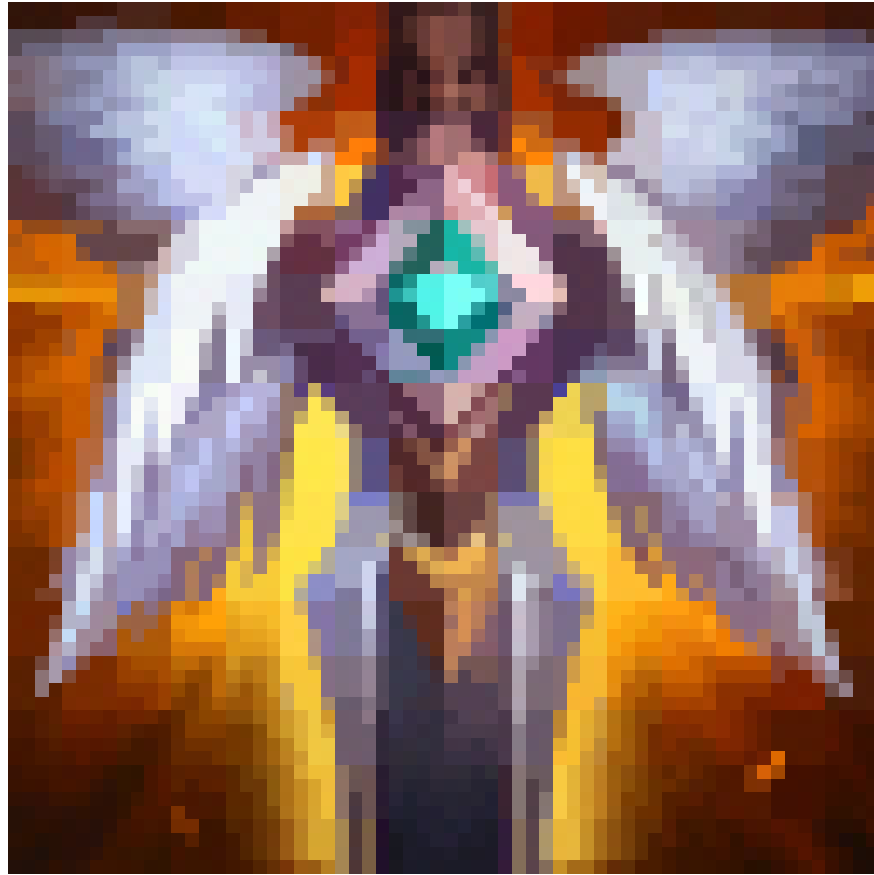
Malmortius

+55 physical damage.

+50 magic resistance.

+10 unique internal armor penetration - Magical Insurance: if the right attack allows the blood to drop below 30%, the player receives a shield that absorbs 300 + 1 with each magic spell for 5 seconds (90 seconds) healing).

Unique intrinsic - Magic insurance: when magic insurance is activated, 25% attack speed is obtained, + 10% drains magic and + 10% draws blood at the end of battle.



Angel Armor
+40 offensive power.

+30 armor.

Unique intrinsic: when the damage is ended, the maximum 50% health is restored, the maximum 30% energy in 4 seconds is stopped.

See more:

1. How to write special characters in the beautiful League of Legends game
2. Typing Vietnamese in League of Legends
3. How to picture League of Legends on Designcold

Wish you all have fun playing games!

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