



[Feature Idea] Merchant's Value to offer better tradeoffs (custom tailoring)



LilxPaprika (NA) submitted about 20 hours ago in [Gameplay+](#)

Merchant's Value is a feature where the shop keeper can see what type of hero (what your strengths are) and he/she wants to make sure you get your money's worth.
so the shop keeper might take an item and add certain stats specifically for each champion shopping.

Before I continue I want to highlight how the old league inspired me:
A fun part of league was creating original guides and different styles to play a hero:

Example looking back to Siv HD's ATMOGS



this made pressing tab to see what the enemy was building actually mean something.

Let's look at  and how linear he is mostly now:



PROBUILDS

	Pro	Champions	Items	Live Feed
6 minutes ago		4/1/0	100%	
10 minutes ago		2/1/0	100%	
1 hour ago		1/1/0	100%	
2 hours ago		1/1/0	100%	
3 hours ago		1/1/0	100%	
10 hours ago		1/1/0	100%	
21 hours ago		1/1/0	100%	
1 day ago		1/1/0	100%	
1 day ago		1/1/0	100%	
1 day ago		1/1/0	100%	
1 day ago		1/1/0	100%	
1 day ago		1/1/0	100%	

Wait wut? >>> <<< loss, hmmm

I can dig this theory crafting galore

More summoners? what happened to ekko jungle?

Now this Tailoring feature aims to bring this back (at least to some extent, maybe not to the atmogs level but certainly not keep the game as it is today)

What we face with items is that it's different to make an item work for all the champions and so you end up having items that seem viable but end up shy of being so for a lot of champions.

When a champion and an item synergize so well, it ends up preventing other heroes from having nice things.

 &  are a match made in heaven

 &  is too

so we find ourselves creating more and more items when we could just add tailoring.

say  buys a , it will also give +4 AD and +8 AP and +2% to its sustain.
how it might look in shop:



imgur

say  buys a , it will also give +15% AS & +3% lifesteal.

 on  could receive +10% AS and 4% crit

I do recall people building this on shen back in the day for wave clearing and because his old passive worked better with AS.

(depends how far devs want to go, if they feel shen should be able to use shiv, the shop keeper would have a certain level of discretion).

mean while a  using  might receive +50 hp and +100% hp regen. (or by level; 10 hp at level 1 5 9 12 and 15)

give or take enough that people might even build these items in competitive on these heroes. and definitely enough that your team mates won't call you for "trolling" if you are building these items.

In champion description section a tab could list all Items that the merchant custom fits for each hero.

Tailoring of items will follow this rule in mind:

A fighter could be more keen to go bruiser.
a bruiser can go more tanky or fighter-y
and a tank might not be too off put to go bruiser.

Tailor system will also help with the current TTK issue in league:

"We recognize damage is too high in league and we are working to fix it" -riot games

It's difficult to make defensive items work for all the classes when the items have no give to them (give that's reflective of the hero's class). that's why on many heroes only building damage is most effective.

Now as for Assassins and ADCs:

maybe for adcs and assassins they could stay mostly bursty/or in the case of adcs strong vs frontline etc.

It seems to be ADCs are like fighters but scale into late game a bit more on average?

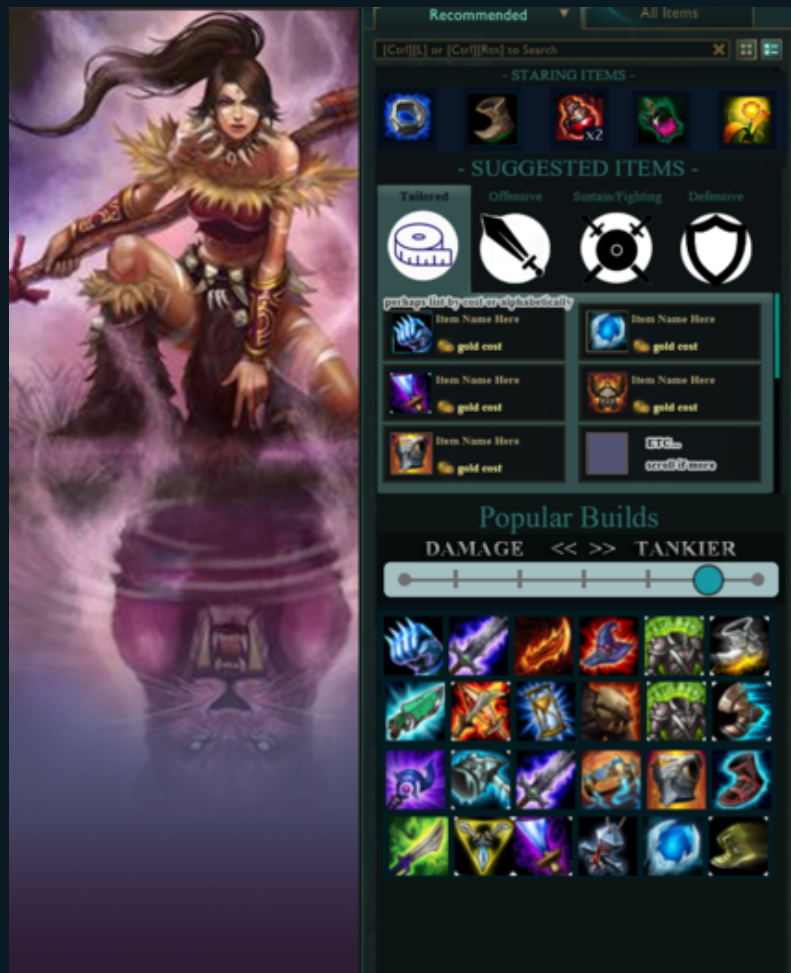
So, maybe we could keep them as they are and if certain ADC/ASS are not used on them we could just buff said item.



like if an adc doesn't do as well with win rate wise/never built on them by the pros, then go in and tailor that item.

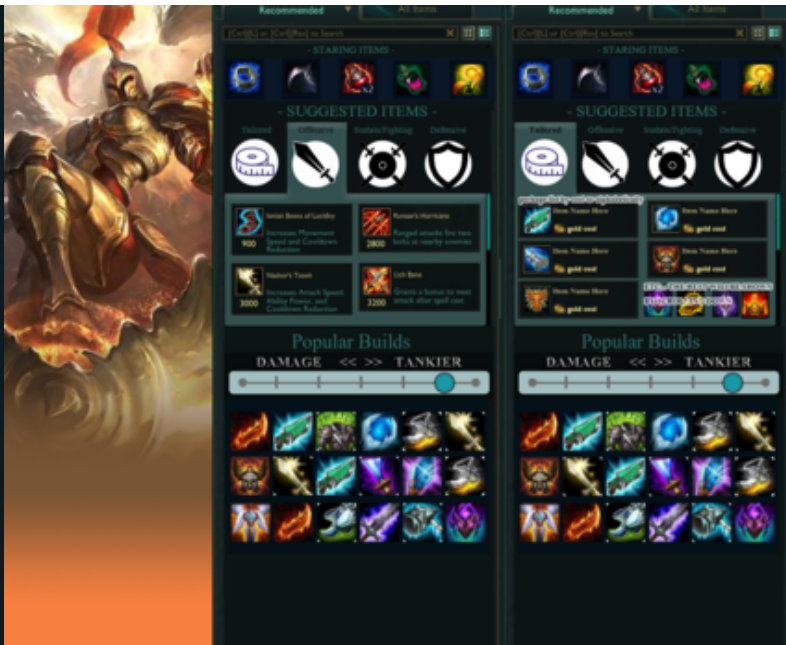
Here are some mock concepts I made of how the shop could look:

Nidalee:



Notice the tabs to filter item types.

Kayle:



^ in this picture one shows the offensive tab selected and next to it I show the tailored selected.

Pantheon:



(I already tested this in practice mode and it was fun to take down turrets while tanking it with passive no need for minion wave). You might think this will be op and abused, but it won't be because it's currently not viable. all we would do is bump it up so it's enough to be viable. Allowing you to try Panth slightly differently.

Akali :

The screenshot shows the Akali item shop interface. On the left, the 'Recommended' tab is active, displaying item types: Tailored, Offensive, Sustain/Fighting, and Defensive. The 'Offensive' type is selected, showing items like 'Lich Bane' (3200 gold, Grants a bonus to next attack after spell cast) and 'Rabadon's Deathcap' (3600 gold, Massively increases Ability Power). A red arrow points to the 'Offensive' tab with the text 'currently selected/viewing the offensive items'. Below this, a text box explains that with these new tailored items, there are more ways to build, and recommended builds will be shown. Another text box notes that popular items can be filtered by boxes (like a box for glass cannon or tank) or a smart dial (drag to see relevant builds appear). A red arrow points to the 'Popular Builds' section, which has a slider between 'DAMAGE' and 'TANKIER'. A red arrow points to the slider with the text 'instead of drag <<>> tank, it could read assassin <<>> fighter'. Another red arrow points to the slider with the text 'fighter/bruiser mix anything more and you'll have diminishing returns'.

currently selected/viewing the offensive items

no more need for essential items because with these new tailored items there are more ways to build and so it will depend on what you want you could have a recommended builds shown

popular items filter by boxes you check like a box for glass cannon to tank or have a smart dial drag to see relevant builds appear

instead of drag <<>> tank, it could read assassin <<>> fighter

fighter/bruiser mix anything more and you'll have diminishing returns

(okay the rageblade build is funky and

probably wouldn't work, it would have with her old passive prior to rework though).



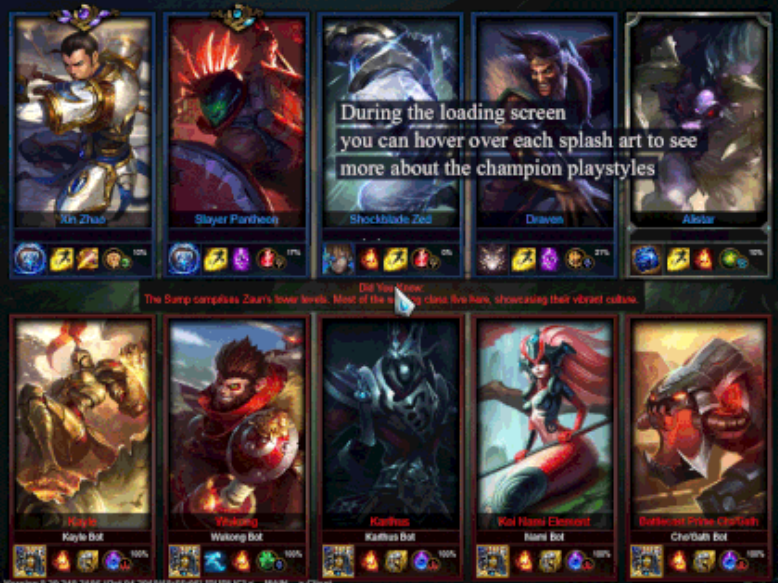
could consider



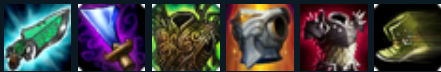
The idea is to preserve some level of identity to the champions, and also preserve the item's stats. So you wouldn't add any stats that the items do not already have in it.

So the devs and community can decide on this. we can start slow with simple items that you'd think would make sense on a hero.

Because this will open up the playstyles of heroes a little, I would add this to the loading screen:



so people can get a better idea of what they are up against if they are not that familiar with a champion.



now this is a little off tangent:

because this Shen build lacks wave clear maybe this with New runes:

rune: 5% cdr (+1% per level) capped at 15% cdr to a single non ultimate ability of choice

also receive+8 hp per level.

wave clear rune:

<https://boards.na.leagueoflegends.com/en/c/gameplay-balance/EORscaGf-wave-clear-rune-please-melee-only>



could have this feature: <https://boards.na.leagueoflegends.com/en/c/gameplay-balance/YuN4jHgE-give-these-two-dual-res-items-a-slider-to-convert-some-resistances>

maybe the shop could recommend builds based off the runes you took.

COMBINATION CONCERNS:

In the event that there are conflicts where certain item combinations are too strong, there are many ways we can solve this:

The first approach is solved by doing what riot already has done with champion kits

By way of **wack-a-mole**(unfortunately this pigeon hole the champions a lot),

Even if we use this wack-a-mole method on tailoring (which is not ideal but it does keep things simple)

now this could end up limiting how much tailoring will open up builds but it will still open up builds and surely for some champions quite a bit.

if a combination is too strong get rid of it, instead of have 3 new viable builds we might just get 2 with wack a mole which is still awesome.

if this isn't quite enough maybe we could put a cap to only 2 tailored items. (first two built), or even have some UNIQUE tailored items where you can only build one tailored item.

of course this does add a little bit of complexity.

generally you'd want to buff stats on a tailored item, but maybe nerfing some could help too incase there are conflicts where a build is too strong from this.

although I doubt many instances like this will happen.

Conclusion:

End goal is to increase the fun factor, more theory crafting more community made guides too, because each build will come with recommended runes and tips on how best to use the items/play the hero.

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