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## Singed aram runes

to collect the Singed build data and statistics to calculate the optimal build on League of Legends Patch 11.12. Get this build for Singed directly in your client.Save 5 minutes of searching, setting runs, and shifting between tabs in: Curated Video, Gameplay elements, League of Legends game modes "Time for a shakedown." This article or section may require clean-up to meet League of Legends Wiki's quality standards. Reason given: This page needs more screenshots, information on event maps, and a grammar & wording parse. Also, neither All Random or Howling Abyss completely explain this mode making it difficult to refer to elsewhere. Please help improve the article if you can. For the Legends of Runeterra game mode, see Lab (Legends of Runeterra)#A.R.A.M. ARAM (or All Random All Mid) is a PvP game mode in League of Legends, played exclusively on the Howling Abyss. It was released on June 29, 2012. Through standard matchmaking, players are not given the ability to choose their champion (All Random) and fight on the Howling Abyss' single lane (All Mid). General The game objective is to destroy enemy Nexus in the arena. Features There is only a single lane. Your champion starts at level 3 - affording them increased base stats and 3 skill points. Azir is the exception, as he starts with 1 point in Arise! and has 2 points to spend. There is a Base Gate for the first 15 seconds, that blocks champions from leaving the base. There are only two turrets protecting the inhibitor. Each team's spawn 'caves' when the player moves too far away (just beyond the nexus turrets), preventing them from purchasing items in-store. The shop will only reopen when the players return. The fountain does not restore health or mana. Recall is disabled (the recall animation will still play). There are 4 unique health relics for each team positioned in the top and bottom lanes. Minions are spawned in waves every 30 seconds. Minions have a movement speed of 300 (based on minutes) movement speed. Siege minions spawn every three waves, starting with the third wave. Siege minions and super minions have Passive Effect - Blackout: When spotted by enemy traps, gain Blackout over a 1100-unit radius. Expose and reveal stealthed traps. The effects linger for 4 seconds after walking away. After 18 minutes, champions deal 0% - 25% (based on minutes) bonus damage to structures. Surrender Time: 12 minutes. Unanimous Surrender Time: 8 minutes. Damage from champions further than 1000 units away is reduced by 15% (this excludes ultimates and damage over time abilities). This effect has a small visual indicator similar to Adaptive Helm when it triggers. The amount of gold awarded for champion kills is 180. Assists share 90 among all assisting allies. This is reduced to 50% - 100% (based on Game Time). First blood increases both kill and assist bounties by 50%. 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